

# **Cherokee Recreation & Parks Authority**

## **Adult Softball League**

### **Park Rules and Regulations**

#### **Inclement Weather:**

- 1) It is the team's responsibility to check the status of the game schedules in the event of inclement weather. You may do this by calling the Recreation Center (770) 924-7768; Hobgood Park (770) 924-7865; or by checking our website: [www.crpa.net](http://www.crpa.net). Cancellation decisions will not be made prior to 4pm unless we have severe weather or flooding. Should it start raining later, and then cancellations will be made at the field.
- 2) If necessary games that are rained out may be played on other days of the week, than you normally play. Scheduling changes will be posted within 48 hours of your rainout, unless uncontrolled circumstances prevent us from doing so. We always try to contact teams about the makeup games as a courtesy, but it is the team's responsibility to do this, not ours.

#### **Playing Rules:**

- 1) The Adult Softball Leagues will be played under the rules of the Amateur Softball Season with the following rules being emphasized or added.
- 2) Stealing: You may run on a swinging strike as long as the ball does not make contact with home plate. Stealing will not be allowed in the Coed and Women's Leagues.
- 3) The "Base Burglar" will be allowed.
- 4) After your team has hit the maximum HR limit, and additional home runs will automatically end the inning. The number of outs or runners on base will not matter.
- 5) A team may play with (8) players. Other team members may be added by reporting to the umpire/scorekeeper. All possible subs must be included on the lineup card prior to the start of the game.

*A. \*\* If you have less than (8) players after the start of a game due to injury or disqualification, a team may play short handed. The vacant position must be listed last in the lineup and it will score as an automatic out. If a player is ejected for any reason, then a team cannot play shorthanded, and the game will result in a forfeit.*

- 6) If a player hits a foul ball with two strikes, then he/she will be allowed one additional pitch.
- 7) There will be a 10 minute (running clock) grace period for 6:30 games only. For all other games, game time is forfeit time.
- 8) Game time limits will be 60 minutes and game times will be scheduled at 6:30/7:30/8:30/9:30.

A. A game will be considered complete after 45 minutes of play or 4 innings (3 ½ if the home team is ahead)

B. Any postponed games that did not reach the 45 minute mark, will be resumed at the exact point they were left (time; score; base-runners; outs) If your game is cancelled 52 minutes into a game, the score will revert back to the 45 minute mark for scoring purposes.

9) At the end of 7 innings or the time limit, if a game is tied, league play will use the international tie breaker rule. The last batter will start the inning at 2<sup>nd</sup> base.

10) The pitching arc is 4-10' from the ground.

A. **\*\* If a team does not start with an EH, they may not add the position at any point during the game.**

### **Coed Rules:**

- 1) Coed line-ups must be male/female/male or vice versa (with the below exceptions).
- 2) To play Coed a team must have eight (8) players and four (4) must be female. **NO EXCEPTIONS!!**
- 3) A team may play 4 males and 5 females with no penalty. A fifth male may be added at any time.
- 4) A team may play with 5 males and 4 females, but they receive an automatic out in the last female batting position. If a female player arrives late, then she can be inserted into the lineup and the out is removed.
- 5) Coed teams can EH one female and one male player. You may not EH one male.
- 6) All outfielders (Must have a minimum of 3) must stand behind the Coed line when a female is at bat.
- 7) If a male batter is walked before a female with less than 2 outs, she must hit. With two outs, she has the option to hit or to walk. In all cases the male will advance to second forcing any runners in front of him.
- 8) If a male batter is awarded 2<sup>nd</sup> base on a walk he must touch first base before proceeding to second.
- 9) The field line-up includes: 2 women in the outfield; 2 women in the infield and 1 woman either pitching or catching.

### **League Fees:**

- 1) League fees are due at the time of the team's registration.
- 2) In the event we are asked to hold a personal check, in place of a sponsors check, then a \$100 cash deposit is required. That money will be refunded once we either receive the sponsors check, or the personal check is deposited and clears the bank.
- 3) Teams are responsible for any fees associated with returned checks.
- 4) Once team fees are paid, they are considered NONREFUNDABLE.

### **Conduct:**

**Clearly, sports are important to the participants but that importance should not become so overriding that players, manager and spectators lose sight of civilized behavior. The park is not a venue for physical or verbal abuse by anyone.**

- 1) Each manager is responsible for the actions of each of its team and fans before, during, and after any game or activity associated with this league. Failure of a team to cooperate with officials or to control and restrain any individual members is cause for expulsion.

- 2) In the event an individual and or spectator conducts himself/herself in an unsportsmanlike manner during league activities, the officials of the game have the complete authority to take action that they deem necessary in order to keep the game under control.
- 3) Depending on the severity of the incident, the official and or park supervisor may take the following actions:
  - 4) Give Warnings- Officials are not required to provide a warning first.
  - 5) Person (s) may be ejected from the game and park.
  - 6) Default of the game
  - 7) All disciplinary problems will be reported to the league director for further action.
  - 8) Unsportsmanlike behavior will not be tolerated by the CRPA. Reports of such behavior will be investigated by the league director in the following way:
  - 9) The individual (s) and or team (s) involved will be questioned and required to submit a written statement of the incident.
  - 10) Statements will also be obtained from the field supervisor; scorekeeper and official (s.)
  - 11) At the conclusion of the investigation the League Director will rule on the individual (s) and or team (s) involved.
  - 12) That punishment could be: suspension from game(s) or season; temporary or permanent probation; and or suspension from all CRPA activities for a given time period.
  - 13) If a player/manager/spectator is ejected then he/she must leave the park immediately. Failure to comply will result in the game being forfeited. If your team is behind, then the next game will be forfeited. They will also be suspended from attending or participating in any way, in the next game.
  - 14) The ejected person (s) has two days to call and make an appointment with the League Director to discuss the incident. The player will remain on suspension until this appointment is completed. This time will not count towards any punishment handed down by CRPA.
  - 15) Anyone ejected twice during the same season will be suspended for the remainder of the season and will not be allowed to participate in ANY activities run by CRPA for one calendar year.
  - 16) Anyone involved in fighting is suspended for the remainder of the season and will not be allowed to participate in ANY activities run by CRPA for one calendar year.
  - 17) Unsportsmanlike behavior AFTER a game will result in the team forfeiting its next game.
  - 18) A player who returns to the park or fields after being ejected to abuse and official will be suspended indefinitely.
  - 19) Individuals who threaten or touch a park employee or official in any way will be suspended from league play and any other CRPA activities.

### **Schedules & Forfeits:**

- 1) No schedule changes or postponements will be allowed. The only exception of this rule will be if CRPA initiates the action. Any game cancelled by CRPA will be rescheduled at a later date.
- 2) There will be a 10 minute grace period for the 6:30 game only. For all other games, game time is to be considered forfeit time. The score will be officially recorded as 7-0.
- 3) If a team leaves before the officials declare a forfeit and write the team lineup down, then both teams will be charged with a double forfeit.
- 4) The team that is present MUST have a full team in order to get the win.
- 5) If a team cannot play their game, they must give 24 hours notice to the league director. The game will still be scored as a loss, but not as a forfeit.
- 6) If your team fails to give 24 hours notice, a \$40 reinstatement fee will be charged to cover the cost of umpire fees. You must pay this before being allowed to play your next game.
- 7) A team that has more than 2 forfeits will be removed the league and all subsequent games will be scored as a forfeit. In the event your team is removed from the league, you will not be allowed to register as a returning team the following year.

**\*\*\*League fees will not be refunded. Teams and or players will lose all money and rights to playoff games and awards even if they have a winning record\*\*\***

### **Protest:**

- 1) \$100 in cash must be turned into the league director or CRPA designee.
- 2) Fill out a Game Protest Form. Make sure you receive a copy.
- 3) In the event that you win the protest, your \$100 will be refunded. If you lose, the money will not be given back.

### **Player Eligibility**

- 1) All players must be 16 years of age by the beginning of the season to be eligible to play.
- 2) Players who are participating on organized school teams (GHSA) are ineligible for recreation play during the same year, unless they have completed their eligibility.
- 3) All players must be added to the roster before being permitted to play. To be eligible it must include the players name; phone number; address; and signature.
- 4) Team rosters must be completed and turned in at the start of your first game.
- 5) Teams will be allowed to add players throughout the season under the following conditions:
- 6) Roster cannot exceed 20 players.
- 7) There may be no more than five (5) additions to your roster over the course of the season.
- 8) Any additions or deletions must be submitted with a change of roster form and ID.
- 9) If you have 20 players on your roster and someone gets hurt, then you can add someone in their place. Once they return you must drop someone to stay at 20 players.
- 10) Playoffs: You may only use players listed on the official roster AND, they must have played in at least two regular season games to be eligible.
- 11) A player must be able to prove his/her identity at any time during play. Anyone unable to do so, will be ineligible to continue the game.
- 12) Any teams found to be using illegal players will forfeit all games in which that player(s) were used.
- 13) A male player may only play on one 1 Men's Open; 1 Church Open and 1 Coed team.
- 14) A female player may only play on 1 Women's Open; 1 Church Open; 1 Coed team.

**\*\*\*Once you play for a team, you cannot change teams\*\*\***

### **Uniforms:**

- 1) Team uniforms must consist of like colored jerseys with a factory type, non-duplicating number on the back at least six (6) inches in height. Tape and markers are not permitted for jersey numbers, unless we have a game with duplicate numbers.
- 2) Jerseys must be worn at the start of the season.
- 3) Umpires will check teams for spikes and proper jerseys. Any player not in a matching jersey with number will not be allowed to play.
- 4) If you add a player(s) late, they must get a jersey before being allowed to play.

### **Games:**

- 1) CRPA will furnish one new and one used ball. The batting team is responsible for retrieving any foul balls or HRs.
- 2) Teams will be responsible for supplying all additional balls. They must be Worth .44 core in order to be legal.
- 3) The game will be called by the umpire in the event that one team has an advantage of:

15 runs after 3 innings  
12 runs after 4 innings  
10 runs after 5 innings

- 4) Home team is designated at the coin toss before the start of each game. The clock will start at the toss of the coin. HR limits for the D leagues will be 2 HR's, and E leagues will be 1 HR.

### **Standings:**

- 1) If at the end of the regular season two or more teams in the same league finish with the same record, the following steps will be taken to determine the champion:

#### **Two Teams**

Head to head record.  
Best net runs in head to head competition.  
Best net runs in all league games.  
Least number of forfeits in league games.  
Coin Toss.

#### **Three Games**

Head to head record.  
Best net runs in head to head competition.  
Best net runs in all league games.  
Least number of forfeits in league games.  
Coin Toss.

\*\*Net Runs: Subtract the runs that your team has given up from the runs your team has scored. The team with the highest total will be the winner. In case of a forfeited game, the score is officially 7-0.

### **Awards / League Progression**

- 1) The championship team (as determined by the rules stated above) will receive a team trophy and 15 t-shirts.
- 2) The runner up team will receive a team trophy.
- 3) Size breakdowns are as follows:

**Coed /Women's Leagues: 3 Medium; 5 Large; 6 X-Large; 1 XX-Large**  
**Men's Leagues: 4 Large 9 X-Large; 2 XX-Large**

- 4) CRPA reserves the right to move Champ and Runner up teams up or down at their discretion.
- 5) Other teams may also be moved at the discretion of the league director.

### **GRPA District & State**

- 1) Team uniforms must consist of like colored jerseys with a factory type, non-duplicating number on the back at least six (6) inches in height.
- 2) Roster limit for GRPA is also 20.
- 3) All players must be at least 18 years old as of September 1, 2006.

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### **Hobgood Park Rules**

No metal spikes are allowed.

Double wall bats and wooden bats are permitted, **ONLY IF THEY HAVE AN ASA RECERTIFIED STAMP.** No titanium bats or bats that exceed 1.20 BPF may be used.  
**NO ALCOHOL OR USE OF ILLEGAL SUBSTANCES IS ALLOWED.**

**CHEROKEE RECREATION & PARKS AUTHORITY STAFF RESERVES THE RIGHT TO MAKE ANY AND ALL CHANGES NECESSARY TO IMPROVE OR ENHANCE THE SOFTBALL PROGRAM. ALL DECISIONS ARE FINAL.**

