



ADULT SOFTBALL RULES & GENERAL INFORMATION

League Director:	Brett Geertsma (748-3231 bgeertsm@zps.org)
League Secretary:	Rhonna Overkamp (748-3230 roverkam@zps.org)
Site Supervisor/Lead Umpire:	Wayne Nyenbrink (218-2564)
Schedules, Rules, Standings:	http://recreation.zps.org/current-sports-leagues/
Social Media:	Follow us on Facebook, Instagram or Twitter (@ZeelandRecreation)

1. **Entry Fees:** Registration is not allowed without full payment of the \$450.00 team entry fee.
2. **[NEW] Late Registration Fee:** A registration deadline is established for each season. If there are still remaining spots in our leagues at end of the registration deadline, we will allow “late registration” to continue until enrollment is full or until schedules have to be made for an increased team fee of \$475 (instead of \$450).
3. **[NEW] Cancellation Fee & Refunds:** Due to game schedules having to be re-made if a team backs out of the league within two weeks of the season, a \$100 cancellation fee will be charged if a team requests to be removed from the league within two weeks of the start of the season. Once the league schedule begins, no refunds will be provided.
4. **Team Managers Expectations:** All teams must have a manager who is responsible for submitting the team fee and roster, ensuring players act in a sportsmanlike manner, and responding to the Recreation office in a timely manner. All discussion between teams and the Recreation Department should be handled through the team manager.
5. **League Structure:** The regular season is between 9-12 games & followed by a single elimination tournament. The amount of teams in your competition level is the largest factor in how many games your team gets in the regular season.
6. **Roster Guidelines:** No team will be allowed to play until their roster is officially submitted to the Zeeland Recreation department. Roster forms can be found on our website (<http://recreation.zps.org/sports-leagues/>) or hard copies can be picked up at our office. You may have as many players on a roster as you’d like to start the season. However, the following guidelines must be followed. If a team violates any of these rules, that game is automatically forfeited.
 - a. You may never have a player play for you if they are not on the official roster you submitted to Zeeland Recreation
 - b. No players may be on your roster if they are on another roster in your competition level (upper, middle, lower)
 - c. Additional players (subs) can be added to your roster until your third game. No players may be added after that game.
 - d. In order to participate in tournament games, players must have been on the roster prior to the third scheduled game and also played in at least three (3) regular season games with that team
7. **Start of Game Rules:** Teams not ready to play at their scheduled starting times will forfeit that game. A five-minute grace period will be given (ex: ready to play at 8:05 rather than 8:00). You must have at least eight (8) players to start a game. Teams with seven (7) or less players at the start of the game automatically forfeit unless their opponent approves the start of the game and accepts whatever result comes from that game. A team playing with eight (8) or less players will automatically be the visiting team (bats first) and have the 10 run mercy rule in effect starting in the first inning.
8. **Weather Cancellations:** In the event of inclement weather and/or unforeseeable schedule conflicts, games may be canceled. Game cancellations will be made before 5:00pm on the day of the game, unless the inclement weather begins later in the evening. If inclement weather begins after 5:00pm, the game decision will be made by the site supervisor on site. Team managers will receive emails regarding cancellations, but participants may also get cancellation information via our “Weather Cancellation Line” (616-748-3235), by visiting our website (<http://recreation.zps.org>), or by checking our social media pages (Facebook, Twitter, and Instagram).
9. **Pre-Season Practices:** Usage of DeWitt Sports Complex softball fields when they are not reserved by Zeeland Public Schools programming is on a first come, first serve basis. Fields are not reserved for practices for adult sports league



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teams. If you wish to use a field for practice, simply show up and see what is available. If a field is clearly dragged and lined for an upcoming Zeeland Public Schools event that evening, please use a different field.

10. **Game Protests:** Protests can be made on rule and roster violations. To file an official protest, the protest must be verbalized to the umpire before the next pitch is thrown (if a rules protest) or prior to the start of a game (if a roster protest). The protest and exact violation must then be submitted to the Recreation Director within 24 hours of the incident. The Recreation Director will review the situation and communicate the decision to the team managers/umpires involved.
11. **Ejections:** Any player/coach ejected during or after a game will be suspended for at least the next playable game, and possibly more depending on the severity of the offense. Any player/coach who makes physical contact with or throws an object at an umpire, site supervisor, opponent, fan, or teammate will be suspended from participating in all Zeeland Recreation activities for at least one year. All suspensions are subject to a written (emailed) appeal by the team manager within 24 hours of the suspension. The terms of the exact suspension will be emailed to the team manager, as well as to that individual(s) involved. Readmission into the league will be dependent on a mandatory face-face meeting with the Recreation Director after the suspension has ended. For any ejection or suspension incident, a report will be filed by the umpires with the Recreation Director, who will review the situation and act further if necessary.
12. **Tobacco & Alcohol:** Tobacco products and alcoholic beverages are prohibited on Zeeland Public School property.
13. **Scoreboard Controller:** Home teams will be official scorekeeper and manage the scoreboard updates in-between innings. Home teams are the team listed first on the schedule.
14. **Regular Season Championship Tie-Breakers:**
 - a. Two Team Ties: If there are two teams tied with the same record at the end of a regular season, head-head record will determine the champion (if the head-head record doesn't clearly determine champion, co-champions will be named).
 - b. Three + Team Ties: If there are three or more teams tied, head-head record will determine the champion. If one of the teams tied in first defeated all other first place teams, they are the champions. If one team didn't beat all other teams tied with them in first place, then all teams are named "co-champions".
 - c. If All Teams Haven't Played the Same Amount of Games: no team will be withheld a regular season championship or co-championship due to having less games than another team. For example, if one team finishes with a 5-1 regular season record and another team finishes with a 4-1 regular season record, those two teams will be named "co-champions" (unless the head-head tie-breaker breaks that "tie").

RULES:

All USA/ASA Softball rules apply, with the exception of the below local rules ...

1. **[NEW] Completed Game Policy:** Completion of either 5 innings or 45 minutes of game time constitutes a legal completed game. A game terminated by inclement weather will be determined a completed game if either of those standards are met, or if the home team is leading after 4 ½ innings. The umpires on site have the authority to determine the continuation or termination of a game due to weather. All other games will be re-scheduled.
2. **[UPDATED] Game Time Limits:** No new innings can begin 60 minutes after the first pitch. The 60-minute timer begins on the first pitch of the game. If an inning is in process when the 60-minute time limit arrives, the top and bottom of that inning may be finished. However, if an inning ends with five (5) minutes or less remaining in the 60-minute game time limit, the "Flip-Flop Batting Order Rule" is in effect (see rule #3 for details), and the losing team bats in the top half of the inning (no matter how many runs they are behind). Ties at the end of the 60-minute time limit or last inning will go as a "tie" in the league standings for both teams (no extra innings).



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3. **[NEW] Last Inning Flip-Flop Batting Order Rule:** If an inning ends with five (5) minutes or less remaining in the 60-minute game time limit, the trailing team bats first to start the last inning, no matter how many runs they are trailing by (even if they're the home team). This rule is in effect to help games later in the night start on time.
4. **[CHANGED]: Courtesy Runner Rule:** There will be one courtesy runner allowed per inning. The courtesy runner can be any runner on your roster (it does not have to be the last player to record an out). If the courtesy runner is still on base when his/her spot in the lineup comes up, an automatic out occurs, the runner is removed from the base paths, and then that runner takes their scheduled turn to bat in the batting order. **Exception: If a player is removed due to injury.*
5. **Batting Order "Rocket Rule":** No more than 10 players can play on the field defensively. However, a team can have as many players as they would like in their batting order. Those playing defense are interchangeable at any time, but the batting order must remain the same from the start to the end of the game. Failing to do so will result in an out recorded each time that spot in the lineup is up to bat. **Exception: If a player is removed due to injury.*
6. **[UPDATED] Balls, Strikes & Foul Ball Rules:** All batters will begin with a 1-1 count. Two foul balls are allowed per at-bat, with a batter being called "out" on a 3rd foul ball. A third ball equals a walk. If a team wants to intentionally walk a batter, they may do so by informing the umpire and that batter will be awarded first base. Definitions of balls and strikes:
 - a. **Balls:** Any pitch that is thrown above 12' in height, below 6' in height, hits home plate, lands outside the horizontal boundaries of home plate, or lands behind the "strike" line behind home plate. The "strike line" is a line that is marked 24" behind the back point of home plate.
 - b. **Strikes:** Any pitch that is thrown under 12' in height, above 6' in height, and lands inside the horizontal boundaries beyond home plate and in front of the "strike line" behind home plate (without hitting home plate). The "strike line" is a line that is marked 24" behind the back point of home plate.
7. **Metal Spikes:** No metal spikes are allowed.
8. **Mercy Rules:** A game will be determined and declared official if one team has a 20 run lead after three (3) complete innings, a 15 run lead after four (4) complete innings or a 10 run lead after five (5) complete innings.
9. **Age Eligibility:** All players must be 18 years old or older to play. *Exception: Thursday Men's Church League teams may have a max of three players on their roster who are 16 or 17 years old. However, those individuals may not be on the roster of a school team for that school-year and must have a parent/guardian sign our waiver giving them approval to participate. Waiver forms will be supplied upon request by the league director. The purpose of this exception is to help churches to get young adults involved in church activities.*
10. **Forfeit / No-Show Rule:** 1st: Warning | 2nd: \$50 fee | 3rd: League suspension (no refund)
11. **International Tie-Breaker Rule:** If there is a tie game and there is still time remaining after seven innings, this rule takes effect. Each team will have a runner start the inning on 2nd base. The runner must be the last batter to record an out.
12. **Home Run Rule:** Three (3) over the fence home runs are allowed for each team per game. The fourth over the fence home run and any after that will automatically be called "out".
13. **[NEW] Foul & Home Run Ball Retrieval:** We ask that participants do all they can to help retrieve foul balls and home run balls, and then to give them back to the umpire. Keeping as many softballs acts as a money saver in order to help us keep team fees low.



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14. **Pitch Arc Rules:** Pitches must be a minimum of 6' high (off the ground), and a maximum of 12' high (off the ground).
15. **[UPDATED] Pitching Rubber Rules:** Pitchers may pitch without having a foot touching the rubber if they desire, as long as they are directly behind the rubber and within five feet of the rubber. No pitch may be thrown in front of the pitching rubber without having at least one foot contacting the pitching rubber.
16. **Bat Rules:** Only USA legal bats are allowed. Non-approved list: <http://usa.asasoftball.com/e/BB1P2000.asp>
17. **Collision Rule:** Runners must make an effort to avoid collisions. Intentionally colliding may result in an ejection.

ADDITIONAL CO-ED RULES:

18. **Minimum Players/Genders Rules:** Eight (8) players are required for participation. Each sex must be represented by at least four (4) players. *Exception: more women than men is allowed.*
19. **Defensive Position Rules:** Males/females must occupy the following positions: Two (2) male and Two (2) female outfielders. Three (3) male and Three (3) female infield positions (this includes pitcher and catcher).
20. **Batting Order Rules:** Even though only 10 players can play on the field defensively, a team can have as many players as they want in the batting order. The batting order shall alternate sexes, unless two women choose to bat back-back. Those playing defense are interchangeable at any time, but the batting order must remain the same from the start of the game to the end of the game. Failing to do so will result in an out recorded each time that spot in the lineup comes around. If you have an odd number of players in your line-up, you must use the weave (every other sex) to maintain an odd/even batting order. **Exception: If a player is removed from the batting order due to injury, no out will be recorded.*
21. **[CHANGED] Substitute Runner Rules:** The courtesy runner can be anyone on your roster (it does not have to be the last player to record an out). If the courtesy runner is still on base when his/her spot in the lineup comes up, an automatic out occurs, the runner is removed from the base paths, and that runner then takes their scheduled turn to bat in the batting order. **Exception: If a player is removed due to injury. Men can only run for men and women can only run for women (one gender per inning). If an injury of a runner prevents him/her from running the bases, a substitute runner shall be permitted for the injured player. *Exception: If a player is removed due to injury.*
22. **Walking a Male Batter Rule:** Any walk to a male batter will result in a two base award (sent to 2nd base rather than 1st base). *Exception: With two outs, the female batter that is up next has the option to walk or bat.*
23. **Encroachment Rule:** An encroachment line will be used in the outfield 165 feet from home plate. If an outfielder passes in front of this line before the batter hits a fair-batted ball, the batter will receive a double, or the result of the play, and the base runners will advance accordingly.

WAIVER:

Participation in the Adult Softball program exposes you to a possible risk of personal injury and I hereby release Zeeland Recreation and its employees from any and all liability from property damage, personal injuries, or other claims arising from or in connection with participation in the program including claims that are known and unknown, foreseen and unforeseen, future or contingent.