



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)

- Entry Fees:** Registration is not allowed without full payment of the team entry fee. The fee for one team is \$450.
- Late Registration Fee:** Each year, a registration deadline is established. If there are still a few remaining spots in our leagues at end of the registration deadline, we will allow “late registration” for an increased team fee of \$25 (\$475 instead of \$450).
- Cancellation Fee:** 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 their league within two weeks of the start of the season. **Once the league schedule begins, no refunds will be provided.*
- Team Managers Meeting & Expectations:** All team managers are asked to attend a pre-season meeting 2-3 weeks before the season. The date and time for this is TBD. **This will be in effect for the first time for the 2017 fall season.* All teams must have a manager who is responsible for submitting a roster, ensuring players act in a sportsmanlike manner, and responding to the Zeeland Recreation office in a timely manner. All discussion between teams and the Recreation Department should be handled through the team manager.
- League Structure:** The regular season is in May, June, & early July, and is followed by a single elimination tournament.
- Roster:** No team will be allowed to play until their roster is officially submitted to the Zeeland Recreation department.
- Game Cancellations:** In the event of inclement weather and/or unforeseeable schedule conflicts, games may be canceled. Game cancellations will be made by 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).
- 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 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.
- 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 or prior to the start of a game (if a roster protest). The protest and exact rule violation must then be submitted to the Zeeland Recreation office within 24 hours of the incident. The Recreation Director will review the situation and communicate the decision to the team managers and umpires involved.
- 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 team manager, as well as to that



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individual(s) involved. Readmission into the league will be dependent on a mandatory face-face meeting with the Recreation Director. 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.

11. **Tobacco & Alcohol:** Tobacco products and alcoholic beverages are prohibited on Zeeland Public School property.
12. **Start of Game Rules:** Teams not ready to play at scheduled starting times will forfeit that game. You must have at least eight (8) players to start. 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.
13. **Roster Limitation Rules:** 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
14. **Scoreboard Controller:** Home teams will be official scorekeeper and manage the scoreboard updates in-between innings
15. **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 five (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. Games not completing five (5) innings or 45 minutes will be re-scheduled.
2. **[UPDATED] Game Time Limits:** No new innings can begin 55 minutes after the first pitch. If an inning is in process when the 55-minute time limit arrives, the top and bottom of that inning may be finished. If an inning ends with five (5) minutes or less remaining in the 55-minute game time limit, the "Flip-Flop Batting Order Rule" is in effect (see rule #8). Ties at the end of the 55-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 55-minute game time limit, the trailing team bats first to start the last inning (even if they're the home team). This rule is in effect to help games end on time and help games later in the night start on time.
4. **[UPDATED]: 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.
5. **Roster Size @ Game Time:** A team will be allowed to play with eight (8) or more players. A team with seven (7) players or less can only play that game with approval from the opponent prior to the game. However, the team with seven (7) or less players will be the visiting team (bats first) with the 10 run mercy rule in effect starting in the first inning.
6. **Batting Order "Rocket Rule":** No more than 10 players can play on the field defensively, but a team can have as many players as they want 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.*
7. **Balls, Strikes & Foul Ball Rules:** All batters will begin with a 1-1 count. Two (2) foul balls are allowed per at-bat. A 3rd foul = batter will be called out. 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.
8. **Metal Spikes:** No metal spikes are allowed.
9. **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.
10. **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. Those individuals must also have a parent/guardian sign our waiver, giving approval for that individual to participate in our adult leagues. Waiver forms can 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.*
11. **Forfeit / No-Show Rule:** 1st: Warning | 2nd: \$50 fee | 3rd: League suspension (no refund)
12. **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.
13. **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".
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. **Pitching Rubber Rules:** Pitchers may pitch without having a foot touching the rubber if they desire, as long as they are within five (5) feet of the back rubber (not to the side or in front 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. **Bats Rules:** Only USA legal bats are allowed. Non-approved list: <http://usa.asasoftball.com/e/BB1P2000.asp>



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17. **Collision Rule:** Runners must make every effort to avoid collisions with fielders. Anyone intentionally colliding with a fielder 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. **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, an automatic out occurs. 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.
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.