

City of Chesapeake
Department of Parks, Recreation and Tourism
2021 Adult Softball Senior League Rules



These Athletic Rules and Policies are reviewed by the Chesapeake Parks, Recreation and Tourism Advisory Board. They are in effect for the 2021 Sport Season. The new rules are identifiable by bold type.

EQUAL OPPORTUNITY STATEMENT

The Chesapeake Parks, Recreation and Tourism Department's programs and activities are open to all persons regardless of race, age, sex, religion, national origin, disability, color, genetic information, marital status or sexual orientation.

"If anyone believes he or she has been subjected to discrimination, he or she may file a complaint alleging discrimination with the Director of Parks, Recreation and Tourism or the Equal Employment Opportunity Specialist, Department of Human Resources, 306 Cedar Road, Chesapeake, Virginia 23322, telephone 382-6055.

ADULT SOFTBALL SENIOR LEAGUE RULES

1.0 GOVERNING RULES – U.S.A. Softball (U.S.A.) Rules and Tidewater Virginia U.S.A (Local) Tournament rules will govern play.

- A. **Ages:** All players must be 50 years or older on or before the first game date of the season.
- B. **Number of Players** - No team may have more than 25 players on their roster at one time. If the manager is a player, he will be included in this limit.
- C. **Players' Rosters** - Before and during the season, team roster forms must be submitted to the Parks, Recreation and Tourism Department at least 48 hours before a player or team is eligible to participate in a game. Team roster forms must be submitted for additional players by the cutoff date for adding new players printed on the game schedules and 48 hours before participating in a game. Players' names will not be accepted over the telephone, at community centers or ball fields, and postmark dates will not be accepted. First and last names on the roster must be identical with the names that appear on the player's driver's license or other legal identification. The players' jersey numbers must also be placed on the roster. It is the manager's responsibility to notify the Department of any changes such as players' jersey numbers, coach's address or phone number in writing. Teams failing to submit a team roster 48 hours prior to their first game will not be authorized to play until they have met the 48-hour requirement. A forfeit will result in games for which teams are found in violation of the team roster requirement.
- D. **Teams Dropped from League** - Should any team forfeit out of the league, players on that team will not be eligible to play with any team in the league after deadline date.
- E. **Registration Deadline** - No new players may sign up after the deadline designated by the Parks, Recreation and Tourism Department. The deadline will be after half of the scheduled games have been physically played.
- F. **Releases** - All releases must be in writing and must be on team roster forms. No player or players will be permitted to switch teams within the league after the first half of play.
- G. **Release Appeal** - When a player's release has been refused he can make an appeal to the Parks, Recreation and Tourism Department. The appeal must be in writing. The Department will decide if the player in question is entitled to his release. Managers will abide by the decision made. The ruling of the Parks, Recreation and Tourism Department is final.
- H. **Ex-professional Players** - Ex-professional players may play in City recreational leagues.

2.0 TEAM RESPONSIBILITIES

- A. **Seating** - The home team will occupy the third base bench; the visiting team will sit on the first base side. Only players, one scorer, the manager, and the coach will be allowed on the bench.
- B. **Official Scorebook** - The home team will be designated as the official scorer. The visiting scorekeeper is requested to check with the home scorekeeper frequently so no mistakes will be made. In the event of a dispute that cannot be settled, umpires will collect both books immediately and make all necessary notations.
- C. **Game Balls** – Teams will hit their own balls during games. Teams will furnish one new 12” game ball to the opposing team at the start of the game. Each team is responsible for replacing the balls their team hits out of play by a used ball in good condition.
- D. **Ball Type** – The league will use 12” .44 COR, 375 lbs. compression balls with the U.S.A. (or ASA) Logo on approved softballs. (Optic Yellow)

3.0 LENGTH OF GAMES

- A. **General Time Limit** – The time limit for all games will be 55 minutes, or seven innings, whichever comes first. After the expiration of the 55 minutes, teams will finish the inning and play one additional inning. Four and one half innings constitute a game. Losing team must have had five turns at bat.
Exceptions: Expiration of time limit and run rule. The time limit and run rule apply to all games, regular season, play-off, championship, and tournaments. Official time for the game will be kept by the umpire.
- B. **Ties** – If a game is tied after 7 innings, the ITB (International Tie Breaker) rule will be used placing the last recorded out on 2nd base at the start of each extra ½ inning until a winner is decided. If the next game on the schedule has been delayed, it will start within five minutes after the tied game has been completed.
- C. **Infield** - Due to a shortage of time, no infield pre-game practice will be allowed. Managers are instructed to keep teams off the infield entirely. Umpires and field monitors are to enforce this rule.
- D. **Time Consideration for Injuries** - In the event of an injury to a player, the umpire will allow only the time he deems necessary for the safe removal of the player. The umpire will stop the clock until the injured player is safely removed from the field. The umpire will notify the managers of the time remaining when play resumes.
- E. **Cancellation of Games After Start** - After a game has started the weather and field conditions will be judged by the umpires. If a game is halted due to rain or other adverse conditions, teams must not leave the park for 15 minutes. Umpires will make a definite decision whether the game will continue or be canceled. If the umpires decide to continue the game and either of the teams have left or are not ready to play at the end of the 15-minute period, the team at fault will forfeit. Games will not be permitted during a drizzling rain which, in the opinion of the umpires or Parks, Recreation and Tourism officials, will be unsafe or could affect the lights. Games that are not completed as per the rule requirement will be resumed at the point the game was stopped on the next available rescheduled date.

4.0 SCHEDULES

- A. **Number of Games** - Games will be played in accordance with the schedule set by the Department of Parks, Recreation and Tourism, depending on the time available, number of teams in the league, and the budget funds available.

5.0 PLAYING RULES

- A. All teams must have a minimum of 7 players to start a game.
- B. A team that starts with 10, 11 or 12 players and in the course of the game loses a player for any reason other than ejection, that batting position becomes an automatic out. **THIS PROCEDURE CAN BE USED ONLY ONCE PER TEAM, PER GAME.** If because of removal of a player from the game by ejection, and the team has no substitutes, the game shall be a forfeit.
- C. **Open Substitution** – All teams may utilize open substitution allowing any legal player to play on defense and not be in the official batting line up.
- D. **Balls and Strikes** - A 3-2 count, 2nd foul ball after one (1) strike batter is out, will be used in all games.
- E. **Run Rule** - In Senior play, each team is only allowed to score 5 runs per inning. The last inning of the game will be played with no run limit (Or after 60 minute time limit). A run rule of 15 runs after 4 innings & 10 runs after 5 innings' (time permitting) will apply.
- F. **Grace Period** - Teams scheduled for their first game of the day shall be ready to play at the scheduled time with NO GRACE PERIOD. Provided both teams agree, they may start a game early.

- G. Home Run Rule** – All home runs hit in excess of 3 will go under the “1 up rule”, where each team may score 1 more home run when the 3 limit is reached by both teams.
- H. First Base** – Double first bases will be utilized. The normal base and an additional one beside it in foul territory. The base in fair territory will be used by the defensive player and the base in foul territory will be used by the runner when a play is being made at first base. No runner may be thrown out at first base by a throw from the outfield
- I. Home Plate** – A scoring plate (second home plate) shall be placed eight (8) feet, or a suitable safe distance to fit the field, from the back tip of home plate on an extended line from first base. The home plate shall be used by the defensive player and the scoring plate shall be used by the base runner. All plays at home plate are force outs. To record an out the defensive player needs only to touch home plate or mat and be in possession of the ball before the runner touches the scoring plate. It is an automatic out for the base runner to touch the home plate or mat.
- J. Strike Mat** – A strike mat shall be placed directly behind home plate. Any pitched ball of legal height striking any part of home plate or the mat shall be declared a strike by the umpire.
- K. Sliding** – Sliding is permitted and optional.
- L. Courtesy Runner** – Teams may use as many courtesy runners as necessary per inning, but no player may run as a courtesy runner more than once per inning. Once a courtesy runner is on base he may not be replaced. If that runner’s turn at bat comes up while they are on base that position in the lineup will be recorded as an out.
- M. Commitment Lines** – There shall be a commitment line drawn between third and home plate. This line will be twenty (20) feet prior to home plate and perpendicular to the foul line. A runner who crosses this line on the way to home plate must continue home and cannot return to third base.
- N. Protective Screen** – A protective screen will be provided for all games by the league. Teams may not use their own screens. If the screen is hit, it is foul ball, and 3rd foul ball rule applies.

8.0 EQUIPMENT

- A.** Rubber sole shoes or molded rubber cleats are required to be eligible to participate. Shoes with metal spikes are prohibited and players who are detected wearing metal spikes will be ejected from the game and subject to the automatic additional one-game suspension.
- B. Protective Equipment** – Face masks by catchers are encouraged but not required.
- C. Uniforms** - Teams must wear numbered shirts with no duplicate numbers. Numbers should be 4 inches or larger. Players without numbers will be ineligible. Player’s numbers are required on the roster but an individual player’s number will not be an eligible protest.
- D. Bats** – Players may use unlimited “senior” bats (such as USSSA bats 1.21 (BFP)). Otherwise it must be ASA/USA Softball Approved.

9.0 PLAYING FIELDS

- A. Rain** - The Department of Parks, Recreation and Tourism cannot assume the responsibility of notifying all managers about the conditions of playing fields. Managers of the teams involved may call the Department for any available information. Players are requested to call their managers and not the Department. Games will not be canceled because of threatening weather.

10.0 SCOREKEEPING

- A. **Score** - The plate umpire will record the official score of runs on the official's card between each inning. He will also announce the score in order to prevent confusion.
- B. **Scorebook** - The home team will be required to keep the official scorebook. The scorekeeper is instructed to write down the beginning time for each game in the scorebook and notify the visiting team. The official scorekeeper is instructed to ask the umpire for starting time and notify the visiting scorekeeper and write the time in the scorebook. It is the scorekeeper's responsibility to check with the official scorekeeper after each half inning, notifying umpire immediately of any discrepancies.
- C. **Scorebook Entries** - Game scorebooks must list the players' names exactly as they are written on the contract. Player's numbers must also be listed.

11.0 PROTESTS AND PENALTIES

- A. Documentation - Protests, applications, agreements, suggestions, and any other matters brought to the attention of the Department of Parks, Recreation and Tourism, must be presented in writing over the signature of the writer.
- B. Protests - Any coach who protests an umpire's interpretation of a rule must notify the umpire immediately at the time of the incident. The umpire will then announce to both coaches that the game is being played under protest. All statistics will be recorded by the umpire in the home team scorebook and on the official game scorecard. Only a coach may submit a protest. No protest will be accepted at the conclusion of the game after both teams leave the field. (Exception: Eligibility Protest). The protesting manager must notify the Parks and Recreation Department office, in writing, within two (2) working days which also includes eligibility protests. The complete facts and the rules to cover the protest must be stated at this time. A fee of \$50.00 (payable to the Treasurer, Chesapeake by check or money order) must accompany each protest. If the above procedure is not followed, a protest will not be considered. If the protest is upheld, the fee will be returned. If the protest is overruled, the fee will be deposited into the general fund of the City of Chesapeake.

A PROTEST CONCERNING AN UMPIRE'S JUDGEMENT WILL NOT BE CONSIDERED

- A. **Complete Protest** - (incomplete protests will not be considered) Team submitting protest must submit their scorebook and it must be in order as to players' names and numbers as written on the contract. The scorebook must be signed by the umpire. All facts concerning the protest must be in writing stating which rule by number that was misinterpreted. The protest must be signed by the team manager.
- B. **Protest Decisions** – The Department of Parks, Recreation and Tourism staff will make the final decision on all protests and decide on protests determined incomplete or unacceptable.
- C. **Tournament Protest** - Rule interpretation protests for softball will be decided before the next pitch. For all adult sports, written ineligible player protests that do not involve a player's identification requirement will be addressed the next working day. The protest must be submitted in writing to staff with the \$50.00 protest fee before leaving the site.