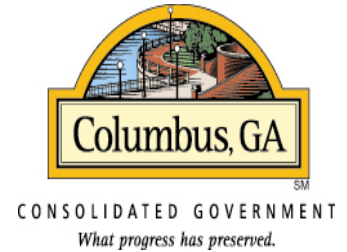




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**COLUMBUS PARKS & RECREATION
SPRING SOFTBALL RULES 2010**

All players shall follow ASA rules except for the following:

1. Uniforms

All players shall wear a like colored, numbered jersey. After the second week of season, there will be no exceptions to this rule. No taped or drawn-on numbers will be permitted. Any player not meeting this requirement shall be ineligible to participate in that game. As a result of the 2001 questionnaire, of the 104 responses we received, 80% voted to adopt this rule.

2. Waiver/Rosters

- A) All players must be listed on a Parks & Recreation Official Waiver/Roster Form.
- B) All waiver/rosters must be submitted to the athletic offices prior to the team's first game.
- C) A protest of player eligibility will result in a forfeit if the team in question fails to turn in a waiver/roster.
- D) Waiver/Roster additions must be done in writing on a Parks & Recreation roster form.
- E) Waiver/Roster additions must be brought to the athletic offices in person. There will be no additions made by phone, email or fax.
- F) Waiver/Roster addition personnel become eligible immediately upon receipt of their names by the athletic staff.
- G) Waiver/Roster additions must be made no later than 14 days prior to the last regularly scheduled season game.

3. Player Eligibility

- A) Open Division – No restrictions. No women are allowed to play on a men's team if there is a women's or coed league available.
- B) Church Division – Team members must attend at least one church related function per week. (To be enforced by the church).
- C) Coed Division – Equal number of men and women in the lineup and playing in the field at all times (5 & 5, or 6 & 6). Must alternate in batting order.
- D) Participants shall be a minimum of 16 years of age by his/her team's season opener.
- E) Players are eligible to play on only one team per league (Open, Church, Coed Open, Coed Church). Any player caught violating this rule will be suspended from Parks and Recreation play for one calendar year.

4. Dolly Doctrine

This rule, simply stated, says each player MUST have in his/her possession a valid, picture ID. This identification must be produced upon request of umpiring staff or Parks & Recreation Athletic Staff (See Rule 5A). Failure to do so in appropriate time will result in a forfeit of the team who does not act in accordance with this rule.

5. Protest Procedure

- A) Protest for player eligibility requires an I.D. check of both teams at the field of play during the game. The Umpire and/or the Parks and Recreation Staff on duty will perform the I.D. check. A \$10.00 fee to the Parks and Recreation Department must accompany all protests concerning player eligibility. Valid protest will result in a return of your protest fee.
- B) There is no fee for protest of a misinterpretation of rules. A protest of misinterpretation of rules must be made at the time of the incident in question to the homeplate umpire. If the game is not put under protest at the time of the incident, it cannot be put under protest once the game is resumed. The homeplate umpire will sign both teams' scorebooks when the game is put under protest.

6. Game Times

Men's and Women's Open Divisions will be played on Monday and Wednesday nights. Men's and Women's Church Divisions will be played on Tuesday and Thursday nights. Church Coed Divisions will be played on Monday nights and Open Coed Divisions will be played on Thursday nights. Games will be 75 minutes in length and will start at 7:00, 8:15 and 9:30pm. There will be a 15-minute grace period for the 7:00 game only. This grace period will be deducted from the game time. If a team has nine at 7:00pm, they must start the game. As a result of the 1998 questionnaire, of the 121 responses we received, 61.68% voted to leave this rule as it is.

7. Scheduling

Special events, or scheduling problems will be taken into consideration provided your team makes these requests on the league application form. An application must accompany your fee. Double-headers and possible triple-headers will be played.

8. Rainouts

- A) Rained out games shall be played at the end of the regular season on the same nights the league normally plays on.
- B) Rainout of the 7:00 game shall result in all games on that field being canceled.
- C) Any time a civil defense siren sounds, all games shall stop immediately.
- D) Any regular season game stopped prior to the bottom of the 5th inning (except time limit) shall be played again in its entirety.
- E) Tournament games stopped for any reason (except time limit) shall be started from the point the game was suspended.
- F) The rainout hotline number is 706-653-4499. You can call this number after 4:00pm to get updates for that night's games.

9. Scorekeeping

The home team is that team listed first on the schedule, and is responsible for keeping an accurate scorebook. If, for any reason the home team does not wish to keep score, the visitor's book will become official. The official scorekeeper is responsible for obtaining both umpires' signatures and entering the starting time in the scorebook in accordance with the umpire's watch. During tournament games, the home team will be decided by a coin flip by the Umpire.

10. Equipment

A) Softball bats must be ASA approved by having the ASA 2000 or ASA 2004 certification stamp on the bat and must not appear on the "ASA Non-Approved Bat List with Certification Marks." The official bat shall not be an Altered Bat. The weight, distribution of weight, and length of the bat as well as all other characteristics of the bat must be permanently fixed by the manufacturer and may not be altered in any way thereafter. Inserting material inside the bat, applying excessive tape (more than two layers) to the bat or painting the bat are examples of altering a bat.

- 1) Umpires or Parks and Recreation staff may, at their discretion, remove equipment from play that has been altered, is not ASA certified, or is otherwise deemed illegal.
- 2) Those players found to be using altered or illegal equipment shall be subject to disqualification for fraud in accordance with Article 505 of the ASA Code.
- 3) The MINIMUM penalty for disqualified players shall be a one-year loss of eligibility.

B.) All teams are required to furnish a new ball per game. This ball must be .44 COR 375 max compression with the ASA logo. Each team will mark the balls that they furnish in a distinctive manner so that the umpire can easily keep the balls separate. Each team will hit the balls that they furnished to the umpire. Should a ball become lost or unplayable, it is the responsibility of the team at bat or whose ball became unplayable to replace that ball with a playable ball. Playable balls are those that the Compression, COR., and the ASA logo can be read by the umpire and based solely on umpire discretion. Failure to do this in appropriate time, once again under the umpire's discretion, will result in the next batter being an automatic out. The following batter will start receiving strikes if a playable ball has still not been give to the umpire to put into play. The defensive team may put a ball into play at any time to save time while offense is retrieving balls. The homeplate umpire must inspect any ball put into play.

C.) Georgia Ball Replacement Rule

During all local league play, a team, while on offense with no count on the batter, may at its discretion place into the game a ball of the same brand and type as specified by league rules. Such balls remain game balls and should be returned to the appropriate team at game's end. The homeplate umpire must inspect any ball put into play.

D.) Metal cleats are not allowed in Columbus Parks and Recreation Leagues.

11. Pitcher Protection Box

There will be a lined box 6ft behind the pitchers mound, which the designated pitcher will pitch from to provide additional reaction time in case of line drives. This box will be treated as a floating rubber. One foot must remain in box when pitch is released.

12. Run Rule

Run ahead rule shall be twenty (20) after four (4) innings and fifteen (15) after five (5) innings.

13. The Second Baptist Stature

The Columbus Parks & Recreation Department does not acknowledge tie games. Should a tie game occur due to rain or mechanical failure, it shall be played to completion at the point of suspension.

14. Home Run Limit

The limit of over-the-fence home runs in all men or women's divisions of play is 8. The limit for over-the-fence home runs for all co-ed divisions of play is 6. Any in excess of these limits is an out. * Any ball touched by a defensive player, which then goes over the fence in fair territory shall not be included in the total of over-the-fence home runs. Neither the batter nor runner is required to touch the next base on an over the fence homerun (ASA Rule 8, Section 3 I).

15. Stealing

Runners must remain at the bag until contact is made between the bat and ball or until the ball crosses home plate. If there are two umpires stealing will be allowed; if there is one umpire, there will be no stealing.

There is no stealing in the women's or coed leagues.

16. Minimum Players

Parks & Recreation league rules provide that a team must have a minimum of nine (9) players in the line-up at all times. Inability to do so results in a forfeit game.

17. Wynnton Wisdom

- A) If a team starts with 9 players and the tenth player never shows, there is no penalty for the open slot in the lineup.
- B) If a team starts with 9 players, the tardy tenth participant will always bat tenth in the lineup.
- C) If a team starts with 10 players, loses one player and is unable to substitute, that slot in the batting order results in an automatic out.
- D) If a team starts with 11 players, loses one player and is unable to substitute, that slot in the batting order results in an automatic out.
- E) If a team starts with 11 players, loses two players and is unable to substitute, both slots in the batting order result in automatic outs.

18. Batter's Count

All at-bats shall start with a count of zero (0) balls and zero (0) strikes.

19. Third Strike

The third strike rule for league play is precisely what ASA prescribes. This means that a foul ball with two strikes is considered a strikeout.

20. Unsportsmanlike Conduct

Players ejected from a game for unsportsmanlike conduct must leave the area entirely. This means completely out of sight and earshot. Failure to do so shall result in a forfeit of the game.

21. Forfeits

As a result of the 1998 questionnaire, teams forfeiting a total of three games shall be removed from the league without compensation of their fee. The games do not have to be in consecutive order.

22. Prayer Time

If teams want to participate in prayer with or without the opposing teams, this can be done prior to the start of the game or immediately after the game. If the team(s) choose to pray after the game, if there is less than ten minutes before the next scheduled start time, they need to clear the dugouts and do this outside of the fences so that the teams playing in the following game can get settled to play in their game to prevent either delays or starting the game without the teams being ready for play. If there is more than ten minutes before the next scheduled start time when one game is completed, those team(s) have the option to pray on the field and leave immediately or clear the dugouts and go outside the fence to pray.

23. Tournament

The end of the Season Tournament format will be decided at a later date. All teams will participate in an end of season tournament. All teams will be informed of the format as soon as the Parks and Recreation staff develops it. The tournament will start immediately following the regular season. Tournament games will be played on the same nights as regular season games.

24. Any problem or situation not covered by ASA or the rules listed above will be dealt with by the Parks and Recreation staff.

WAGGONERS TRUCKING TIE BREAKING PROCEDURE

The problem: Two teams in the same division have identical records. Both teams have recorded 17 wins and 3 losses. We gotta have a tiebreaker!!

First tiebreaker is head-to-head results from the regular season. If Team “X” sweeps or wins 2 out of 3 from team “Y”, team “X” would be declared the higher place.

Second tiebreaker is best aggregate record of teams that beat your team. Here’s an example of what Could happen.

Third tiebreaker shall be a flip of the coin by the Athletic Staff.

Men’s Open Division I

<u>Team</u>	<u>W</u>	<u>L</u>
Cubs	17	3
Giants	17	3
Yankees	16	4
Braves	15	5
Cards	10	10
Orioles	7	13
Dodgers	6	14

The Cubs and the Giants split 1-1 in the regular season.

The Cubs lose to Giants	(17-3)
The Cubs lose to Yankees	(16-4)
The Cubs lose to Braves	(15-5)
Aggregate Record	48 - 12 (.800)

The Giants lose to Cubs	(17-3)
The Giants lose to Cards	(10-10)
The Giants lose to Dodgers	(6-14)
Aggregate Record	33 - 27 (.550)

CUBS WIN!