

**ABSOLUTELY
NO
CARRY-INS
ALLOWED**

**WISCONSIN DELLS / LAKE DELTON
PARKS & RECREATION DEPARTMENT
RULES AND REGULATIONS:
ADULT LEAGUE SOFTBALL – 2025**

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I	Player Eligibility Game Times	<p>Coed Leagues – Players must be out of High School. A 5-10 minute grace period is allowed for start time. Anything after 10 minutes will result in the opposing team being awarded 5 runs and 1 less inning played or a 45 minutes time limit, whichever occurs first. Anything over 15 minutes is automatic forfeit. (See section IV for other forfeit rules)</p>
		<p>Teams must be registered with the Parks & Recreation Department before participating in play. Registration includes payment of fee and player's signature and information on the team roster. There will be no limit to team membership. Teams may register players through the 4th week of the season. The only way a player can be added after the 4th week is with Dept approval. A player must play in a minimum of 4 games to be eligible for the tourney, cancellations do not suffice as games played.</p>
II	Fees/Roster/Waiver	<p>A Team Fee is established by the WDL Parks & Recreation Department. The Team Fee must be paid by the SECOND week of the season in order for a team to be eligible for participation. An unlimited number of residents and non-residents may be on a team's roster. Rosters should not consist of more than 15 players. TEAM FEE \$275</p> <p>Rosters/Waivers must be completed and signed by each participant on or before WEEK 1.</p>
III	Leagues/Umpires	<p>Coed League: Mondays Limited Arc Minimum 6ft and maximum arc 12ft for women and unlimited for men. Two umpires are required for each game you are scheduled to ump. A \$75 fee will be due if umps fail to show and tourney participation could be affected.</p>
	Field / Ball Specs	<p>Coed – 60' bases All Leagues pitching – 50 ft. Ball – A 12" Core .52 / 300 Comp ball will be used. The Worth Hot Dot is the ball of choice and will be used providing it is available for purchase.</p>
IV	Forfeits	<p>Please be ready to start on time! Game time is listed and official start time is when the umpire declares "play ball". A team must have at least 8 players to start the game. A team may not continue with less than 8 players. Players added after the start of the game must bat last in the order. Teams using ineligible players will forfeit all games in which the player played. Teams that repeatedly use ineligible players will be dropped from the league. There are no fee refunds. Violating player conduct rules may also be cause for team forfeit.</p>
V	Player Additions or Changes	<p>Players may NOT change teams. Rosters are finalized after WEEK 4 of the season. Players may only play for 1 team per league (night). Players need to be on the team roster in order to participate in any regular season and tournament games. Additional players may be added up to the above deadline. The opposing team must approve of any non-roster players participating in the game. If the opposing team is not notified this will be grounds for an immediate forfeit. To be eligible for tourney play a player must play in a minimum of 4 games, any cancellations do not suffice as games played.</p>
VI	Protests	<p>Only protests based on rule interpretation or player eligibility will be considered. The umpire must be notified immediately of the team's intention to protest. This should be done before the game starts. Any protest must be submitted within 24 hours and include a non-refundable \$20.00 protest fee. No consideration will be given to protests concerning umpires calls.</p>
VII	Player Conduct	<p>Managers are responsible for ensuring that all players know and abide by these rules and regulations. Managers will be held responsible for the actions of their players. Teams or players not abiding by these rules or other policies and regulations established by the Parks & Recreation Department will be dropped from the league. No refund will be made. Disciplinary decisions on player conduct violations may be appealed by the team manager. Appeals must be made with the League Coordinator within 24 hours of the manager's notification of the disciplinary decision.</p>
		<p>A. In the case of a dispute, the manager or captain shall be the only person to talk to the umpire.</p>
		<p>B. Any unsportsmanlike tactic, profanity or derogatory remarks by a player or manager may result in ejection from the game, field, and/or facility if necessary. In addition, an ejected player will be suspended for one game. Flagrant or continuous violations will result in suspension or elimination from play for the remainder of the season.</p>
		<p>C. The Umpire is the official representative of the Parks & Recreation Department and will not tolerate any</p>

		abuse. The Department will support the Umpire in all judgment calls.
	D.	
VIII	Canceled and Postponed Games	The Parks & Recreation Department reserves the right to postpone or cancel any games as deemed necessary by Department personnel. In the event of rain or wet conditions, the Department will do our best to decide by 4:00 p.m. if the fields are suitable for play. After 4:00 p.m., cancellation or postponement decisions will be made by the League Coordinator and Umpires when he/she arrives at the field.
	A.	Cancellation information will be posted on our website www.citywd.org and/or Facebook page. Team captains will be notified by email or text and it is their responsibility to inform the team. Do not call the Parks & Recreation office/cell or Director. Director will NOT respond to phone calls.
IX	Rules of Play	Official slow-pitch softball rules adopted by ASA/USA Softball for the current season will govern league play, except in the following cases, where these WDL Parks & Recreation Department rules regulations shall supersede:
	A.	Strike Zone, Strikes & Balls -- Each batter will be allowed two strikes or three balls. A foul ball on the second strike results in the out. A third ball results in a walk. A ball striking any part of the plate or mat will be called a strike, providing the arch of the pitch reached a minimum of six (6) foot above ground and did not exceed twelve (12) feet above ground at its highest point.
	B.	Base Stealing/Running -- Under no circumstances is a runner permitted to steal a base. He/She may leave the base only when a pitched ball has been hit, or results in a walk. The runner shall be called out if he/she leaves the base before the ball is hit or a walk has been declared. NO COURTESY STEP Base Running – Players can slide when there is a play at the base with the exception of a play at first. The runner can be called out for intentionally taking out the fielder or for unnecessary contact, if they do not slide. The runner does not have to alter their path to the base if the fielder is up the base path, but should make an attempt to go around the fielder. The fielder must be positioned out of the baseline, not standing on a base to prevent interference by the fielder. The player based on the umpires’ judgement will be removed from the game as well as be suspended for the next game if they intentionally take out or unnecessarily contact the fielder. For ALL LEAGUES Coed, Men’s and Over 30 there will be a commitment line half way between 3rd and home, a runner that goes past that line must go home. A safety line/rubber will be placed approximately 2.5ft in front of home plate where the catcher must stand when making a play at home. Therefore home is “force out”. No tags can be applied at home even on an overthrow to the backstop, the catcher must avoid the making any contact upon trying to return to the safety rubber. Sliding is legal, but at your own risk.
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	D.	Batting the Roster -- A team may choose to bat as many of its players as it likes beyond the required full roster of 10. A team may NOT bat less than 10 players if ten or more are available. Players that arrive late may be inserted into the last position in the batting order. Free substitution shall be applied to these players (See Rule E). A team may also carry substitutes as long as there are at least 10 batters in the declared batting order (See Rule E for more on substitution).
	E.	Free Substitution -- Any players in the declared batting order may play any of the defensive positions at any time in the game without notifying the scorekeeper of changes. Players may leave and reenter the game on defense freely. However, substitutions will not be allowed mid-inning unless there is a good reason for the substitution. The umpire’s judgment will determine the “goodness” of the reason. Examples may include player injury or pitching change. If substituting a player NOT in starting batting order that player and the player he/she substituted for are then “married” to that spot in the line-up and can not sub for any other player.
	F.	Lineups -- A team may begin a game with eight (8) players, no less. A team may not continue play with less than eight (8) players in its lineup. A team may add players, to get to ten (10), at any point in the game. Players beyond ten (10) may only be added to the end of the lineup if the team has not batted through the order yet. The batting order is final after its initial submission. The catcher position must be covered at all times.
	G.	Ground Rules -- Ground rules will be outlined by the Umpire prior to the start of the game. Out of play – Any ball going outside the fence. Dugout gates should stay closed during play.

	H.	Balls – One new ball will be provided for each game. Given that a double round robin schedule will be attempted for all leagues each team would have the opportunity to start batting with a “new” ball. A ball is to be used until it is hit out of play; subsequent balls will then be put into play as necessary. The team at bat must retrieve balls hit out of play immediately.
	I.	Bats – All bats will be viewed by the umpire prior to the start of each game in order to be used. All bats must be on the ASA/USA softball legal bat list. This list will be provided at each field. Bats can be brought into the Park and Rec office on Mondays and picked up on Fridays. Bats must be labeled with your team name and brought in a bag. Bats will get stickered by the Dept. Illegal bats WILL NOT be tolerated. If using an illegal bat that player and/or team can be removed from league indefinitely. Coed Leagues men use wood bats and women use approved composite/metal bats.
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	K.	Time Limit -- In all leagues, no new inning shall begin after 55 minutes of playing time has elapsed, except in the case of a tie*. In the event there is less than 55 minutes elapsed on the time limit when the previous inning is completed, the game should be continued into the next inning. The umpire will announce the official time at the beginning of the game. The score keeper will record this time. If 7 innings are completed and the game is not tied or the run rule is in effect, before the 55 minute time limit expires, the game is over. ** Time limit applies to all tourney games excluding Semi-finals and Championship game. Run rules applies to all tourney games. Any game called due to weather after the 4 th inning will be considered a complete game. If the home team is winning 3.5 innings would be a complete game. * Tie breaker rule will be implemented if a new inning needs to be started after 55 minutes. In the first extra inning and every ½ inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined. If a winner is not determined after three (2) extra innings, the game shall be recorded as a tie.
	L.	Run Rule –Games are 7 innings long , unless run rule or time limit. A 15 run after 4 innings, 12-run lead after 5 innings, and 10 after 6 innings is in effect for all leagues.
	M.	Metal Cleats – No metal cleats of any kind will be allowed during WDLD Parks & Recreation Department softball league play. Players found wearing metal cleats will be immediately ejected from the game. A second violation by the same individual will mean suspension from further league play for the remainder of the season.
	N.	Courtesy Runner -- Only one courtesy runner will be allowed per inning. The courtesy runner will be the last player to make an out. If it is the first inning and no outs have been made there is no courtesy runner allowed, unless for an injury. The runner will be the last person in line-up. In the Co-Ed League the runner must be the same gender (The last male or female to make and out).
	O.	Safety Base -- (Added for emphasis). On the initial throw to first base from the infield or outfield the batter-runner MUST touch the orange portion of the base if applicable. The defensive player MUST always touch the white portion. This rule is in effect only on the initial play at first base which does not include: 1. Returning to the base after over running. 2. Running on a base hit to the outfield (runner may touch the orange or white part). 3. Re-tag to advance on a fly ball. <i>EFFECT: If the baserunner uses the orange portion at any time after the first attempt at first base and is not in contact with the white portion, then he is considered off the base.</i>
	X	Coed League Rules
		The Co-ed League will follow all of the appropriate rules above as well as the following additions.
	A.	Rosters – Coed teams must field at least as many women as men. Batting line-ups shall not allow consecutive male batters. Teams will have the option of batting the roster as explained in Rule D above. There shall be at least as many women as men in defensive positions at all times. Captains must turn in a team roster/waiver form before the first night of play.
	B.	Equipment – Equipment in the coed league shall be restricted as in all WDLDPD leagues. Men use wood bats
	C.	Outfield Line – Outfielders are required to stay 15 feet behind the back edge of infield until the batter makes contact with the ball. This is a judgment call made by the umpire.
	D.	Walks – When a walk is awarded to any male player, the following female batter will have the option of accepting a walk or batting.

