

SLOW PITCH SOFTBALL LEAGUES

2021 RULES & REGULATIONS






CITY OF KETTERING
PARKS, RECREATION AND CULTURAL ARTS DEPARTMENT

Managers,

The City of Kettering is happy to be able to provide athletic field areas for the many sports leagues conducted in the city.

Our maintenance crews work tirelessly to keep these areas in the best of shape, and we need your help.

PLEASE:

-  Pick up litter;
-  Don't take alcoholic beverages into the parks;
(see City Ordinance)
-  Adhere to inclement weather guidelines and cancellations.

As tax dollars become tighter, we must continue to find more effective ways to keep our areas in the best condition possible. That's why we need your help in monitoring any abusive use to **YOUR** park areas. Let us know if you see anything out of the ordinary.

The Parks, Recreation and Cultural Arts Department is proud of the athletic fields and leagues that are available in the City of Kettering, and we trust through your **SUPPORT** we will continue to have one of the best athletic programs in the Miami Valley. Thank you.

Kettering Parks, Recreation and Cultural Arts Department

SLOW PITCH SOFTBALL LEAGUE

RULES AND REGULATIONS

A. GENERAL RULES:

1. Rules and regulations not covered in the official USA Softball rule book or in these rules will be considered judgment calls of the officials and not subject to approval.
2. Postponed games will be rescheduled by the League Supervisor. All incomplete games, because of darkness, time element, rain, tie, etc., will be played from point of suspension, however games may be made up from the start of play if the league supervisor determines this is best for the league. A called game will be regulation if five innings have been played or if the game is in the bottom of the fifth with the home team winning. Rescheduled games will be made up later in the season or as double-headers.
3. The Parks, Recreation and Cultural Arts Department will remain the final authority on all matters pertaining to this program and reserves the right to arrange teams and leagues for the purpose of the parity.
4. Game time is forfeit time. It is the responsibility of the managers to check playkettering.org, in regard to field conditions any time after 3 p.m. Monday – Friday and 1 p.m. on Sunday. The league supervisor, along with the maintenance crew, will determine conditions of the field before the game. Once play has started, the umpires will determine field conditions.
5. The umpire is in control of the game 15 minutes before and after the game.
6. There is a 6-run limit on home runs for the Kettering Recreation League. The batter and runners are not required to run the bases on fair-batted balls over the fence. After the sixth home run, an out is called.
7. Protests must be made by the manager of the protesting team to the umpire before the next pitch is made to the batter, or infielders have left fair territory, and the umpire must make the proper entry on the score card. Written protests must be submitted to the Parks, Recreation and Cultural Arts Department, 2900 Glengarry Drive, Kettering, Ohio 45420, within 24 hours or the next working day, accompanied by a \$50 protest fee, which will be returned if the protest is permitted. The protest will be decided by the Adult League Coordinator and Sports Supervisor. **Protest of ineligible players must be made before the second inning that they play.**

B. PLAYER RULES:

1. All players must wear a shirt, pants (shorts are OK) and closed toe shoes of some type. **NO STEEL SPIKES** of any kind are allowed in the Co-ed, Women's or Men's leagues. Any players caught with steel spikes will get a warning and must change shoes. If they are caught again or do not change they will be ejected.
2. All players not on the field must remain behind the bench restraining lines, except base coaches and the batter on deck.
3. A player must personally sign a roster before playing in any game, and a complete team roster **PRINTED OR TYPED** must be turned in by the start of the second game of the season for that team. Failure to turn in a roster at the second game at the game site may result in a forfeit of the first game. After turning in your roster, you may sign or delete players at the field provided that changes are made before game start. All substitute players will need to be listed on the roster. Please designate a back-up manager on your roster. The team manager is responsible for the accuracy of the team roster. She/he should list her/his cell phone number. All players should carry identification to games.
4. Players may be added to the roster until the last week of the regular season. No new players may be added for the tournament. It is the captains' responsibility to have all players names and signatures on the roster BEFORE a player participates. Roster maximum is 24 players. Contact the Adult Sports Coordinator if you need to add more than 20 players to a roster. No player may play on more than one team in the same league (due to schedule conflicts). A team that is short players may borrow players from another team in order for the game to be played as scheduled. Both teams must agree to this before the game begins. If both teams do not agree, a forfeit will be declared.
5. In order to play in the season-ending tournament, all players must be on the roster by the end of the regular season and have played during the regular season. Teams may have their lineup checked against their roster at the beginning of each tournament game. If a team has a player in their lineup that is not on their roster, both teams and the umpire will immediately be notified. That player will need to be removed, or the team will forfeit. Only exception is if the opposing team agrees to let them play.

6. For ALL leagues, at least 9 certified players of each team must be present at the game area by the designated game time in order to start, and you must finish with no less than 9. No out will be declared for short-hand batting in Men's or Women's Leagues. Co-ed teams may also start with 9 players. However, an out will be declared for the 10th batting spot (see page 6).
7. All players must be eighteen (18) years of age to participate in City of Kettering Adult Sports Leagues.
8. Any person playing under an assumed name will be ineligible for play in and/or participation in Kettering Parks, Recreation and Cultural Arts programs indefinitely. The team will forfeit all games played with an ineligible player and may be suspended from the league. It is the responsibility of the managers to know the status of their players. Umpires have discretion to check the validity of questionable players.
9. A team will be declared a winner when ahead by ten (10) runs or more after five innings, or after one hour of play. (Inning must be completed if visiting team is ahead.) A team will be declared a winner when ahead by 20 runs or more after three innings.
10. All Leagues — One pitch (batter starts with 3 balls and 2 strikes) will begin after 55 minutes. No new innings after 1 hour and 10 minutes. The USA Softball tie-breaker rule will apply if the score is tied after 7 innings or 1 hour. **Example:** The last batter from the previous inning is placed at second base to start the inning — visitors and home.
11. A player assumes a count of one ball and one strike when he/she steps into the batter's box. The second foul ball on the third strike is an out.
12. Any act of unsportsmanlike conduct, including the use of **profane, abusive or insulting** language, may cause the removal of the offending player by order of the umpire or supervisor. If removed from the game, the player must leave the park. Continuing abuse may cause dismissal and/or banning from the league. All ejections will be reported to the Adult Sports Coordinator and reviewed by the Sports Supervisor. Players may be suspended additional games after review. Any suspended player is NOT allowed at the park during their team's game.
13. Only players, managers, coaches and scorekeepers are permitted on player benches. **The manager is the only person allowed to discuss a play situation with the umpire.**

14. Any arguing on the judgment of balls and strikes will constitute a team warning (Umpire Judgment). Any repeat offense shall result in restriction to the dugout or ejection.
15. In the event of a tie for league champs, your record head-to-head will decide the tie breaker; if it is still tied, run differential, against teams who are tied will decide. T-shirts will be awarded to teams finishing first in the league.
16. No alcoholic beverages are permitted at public parks (per City Ordinance). This includes J.F. Kennedy, Indian Riffle, State Farm, Ernst, Delco, etc. Also, no motor vehicles (including motorcycles) are allowed in the playing area. A player suspected of drinking will be asked to discard any alcohol and if there is any refusal to comply, they will be ejected. The Kettering Police Department also has the right to issue citations to any player drinking at the park.
17. Please stay out of driveways, lawns, etc., and do not harass school teams or other patrons.
18. Players may not participate while wearing any kind of hard cast. When detected, the player will be removed from the game.
19. Men's and Women's teams have the option of using either an extra player OR a continuous batting lineup. Co-ed teams have the option to use 2 extra players OR a continuous batting lineup. See page 9 for continuous batting order.
20. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. **Co-ed—males run for males and females run for females. Still only one courtesy runner per inning regardless of gender.
21. The home team will keep the official score. The visiting team, or spectator, may scorekeep if needed. The final score must be reported to the site supervisor.
22. Unreported substitutes are not ejected for failing to report.
23. Re-entry — Starters and subs are permitted one re-entry.
24. Any player using an USA Softball non-approved bat causes an out and the player to be ejected after a warning.
25. **Tournaments:** Higher seed is home team.

C. EQUIPMENT AND FEES:

1. Fees include T-shirts for league winner and prizes for tournament winners. Fees also include bases, balls, diamond supervisor, maintenance of diamonds, umpire, and USA Softball registration.
2. The City of Kettering Parks, Recreation and Cultural Arts Department will furnish game balls. All league will use a 12" Worth Hot Dot ball (.52 COR / 300lbs). Bats must have safety grips of some type.
3. Teams forfeiting two games or more in the league play may lose the right to play in the post season tournament. If you notify the supervisors over 24 hours in advance, the forfeit will not be one of the two. Teams that have three or more forfeits will be removed from the league and will receive no refund.
4. The Adult Sports Supervisor can be reached by calling 937-296-3331.
5. Bats must be USA Softball approved. There should be an ASA and/or USA certification stamp on the bat. Also, there is a list of non-approved bats that carry the ASA stamp at the fields. USA Softball certified umpires will determine if a bat is illegal.

SPECIAL RULES FOR CO-ED LEAGUES

1. A maximum of 5 men are allowed on defense at any one time. A maximum of 7 women are allowed on defense at any one time.
2. Co-ed teams may play with 10 players, 12 players (one extra man and woman), or use a continuous lineup. More men than women are never allowed in the lineup. Exception: A team playing shorthanded as described below. If a team has less than 5 men, they may use women in place of the men.
3. The batting order must alternate man, woman or woman, man, the entire way through. "Exception: women may bat back-to-back at the bottom of the lineup, if a team is using additional women in place of men.

4. Purposely running into a woman is an automatic out (possible ejection) unless it is clearly accidental — umpire's judgment.
5. If a male batter is walked, he advances to second base. The next female batter must bat if less than two outs. With two outs, she has a choice of a walk or batting.
6. A pregnant woman is allowed to play; however, she does so at her own risk.
7. Sliding is permissible. However, a man slides into a woman at his own risk. If violent contact is made, the man could be called out and/or ejected at discretion of the umpire.
8. A 10-foot scoring line will be used at home plate. **Runners are not permitted to touch the plate or go over the plate.** (Penalty: runner is out.) The commitment line is 20 feet from home plate and will be enforced. The defense must touch home plate to record an out at home. Tagging the runner is not permitted. Runners **MUST** avoid contact with the catcher.
9. The USA Softball 2-2-1 rule will apply. That means 2 women, 2 men play outfield; 2 women, 2 men play infield; 1 man and 1 woman as the pitcher or catcher.
10. A Co-ed team will be permitted to play with 9 players **ONLY** if a minimum of 4 players are women. USA Softball shorthanded rules for Co-ed will apply. An automatic out will be called at the 10th batting spot, unless you are playing with more females than males. Three players will play in either the infield or outfield. At least one male and one female must still be present in both the infield and outfield. Pitcher and catcher remain one man and one woman. Alternating batting order still applies. A team may play shorthanded as follows: (5 men, 4 women), (5 women, 4 men), or (6 women, 3 men).

SPECIAL RULES FOR SENIOR SOFTBALL LEAGUES

Rule modifications are offered for the use in senior softball leagues. When used, they will have precedence over the rules in the Kettering Slow Pitch Softball League pamphlet and the USA Softball rule book:

1. The minimum age for players in the 62+ League is 62 years of age by December 31 of the year in which you are playing. Players may play on only one team.
2. Teams may play with a maximum of eleven (11) defensive players and a minimum of nine (9). If fewer than nine (9) players show up, the game will be a forfeit. A team with 9 or 10 players may borrow players from opposing team to make 11. The opposing manager may provide players from the opposing team needed to make 11 on the other team. Borrowed players may play anywhere in the field and bat in any spot in the order. A forfeited game may be played for fun, but the forfeit stands.
3. League games consist of 7 innings. The half inning will be over when the offensive team has scored 5 runs. There is no limit of how many runs can be scored in the 7th inning by either team. Run rule applies, 15 run lead after 5 innings ends game.
4. Each player can act as a courtesy runner only once per inning. The penalty for attempting to act (touching base) as a courtesy runner more than once in one inning is an automatic out for that runner. If a courtesy runner is on base when it's his turn to bat, he will be out as a base runner but will take his turn at bat. A courtesy runner cannot be replaced by another courtesy runner. If he is the 3rd out, then he will bat first the next inning unless injured.
5. A runner must touch the "scoring plate" before the defensive player in possession of the ball touches white part of "home plate mat." The runner will be automatically out if he touches "home plate mat." The defense must touch white part of "home plate" before the runner touches the "scoring plate." A runner may not return to third base after passing or touching the "halfway line." Any intentional or flagrant contact between the runner and the catcher will cause the initiator to be called out or safe.
6. All players must try to avoid contact when sliding or running the bases. Runner may run to the side of the base (but not overrun) to avoid contact if necessary. If the umpire deems that the runner intentionally made contact with the fielder, then the runner is out and may be ejected from the the game depending on the severity of the act.

7. A defensive player may not intentionally block a base.
8. Free substitution will be permitted. Continuous batting is encouraged. Batters entered in the lineup cannot be skipped. Managers are encouraged to play all players both offensively and defensively.
9. A short mat will be used at home plate. The mat and any part of home plate will be a strike, providing that the pitch is within the 6-12' height zone.
10. If a player leaves the game due to injury or illness, there will be no penalty, batter is just skipped. Any player that does not bat (not injured or ill) will be called out. If a player leaves the game due to injury or illness, he may return to the line-up in the same batting "spot", as long as both managers agree. Umpire to settle any disputes. Any player who was not playing may sub in for an injured player, if the injured player returns to the game he goes to his original spot in the lineup and the sub moves to the bottom of the lineup. Once a player enters game he remains in unless injured. Any player arriving late to a game will be placed at the end of the batting order. If the lineup has not turned over the late player may be inserted at that point.
11. Senior bats, 1.21 rated bats, ASA certified bats, and USSSA bats may be used for senior play.
12. Any player ejected from a game will not play the remainder of that game plus the next scheduled game.
13. Any game stopped by the umpire for any reason will be restarted with same players, same lineup, same place in inning. Any deviations from this must be agreed upon by both managers and the umpire.
14. Pitching screens...will be placed 2 bat lengths in front of pitching rubber. Inside vertical frame pipe will be at the pitchers gloved shoulder (basically lined up with collar bone). Pitch must be delivered from this position. Pitcher must keep gloved hand shoulder behind the screen until ball is hit. Pitcher may field any ball from this position once ball is hit. First violation will be a warning, second will result in batter being awarded first base (umpire discretion).



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