



SOFTBALL - GENERAL INFORMATION

1. All league teams must submit the following items to the Parks & Recreation office by the established deadline to secure a position in the league: (A) Payment of full registration fee; (B) Team roster, including player's names and telephone numbers; (C) Names, addresses and telephone numbers of team manager and contact individuals.
2. Players must be 18 years of age and/or his or her class graduated from high school.
3. Additions to team rosters must be mailed or brought to the Park office by the deadline date. Rosters will remain open through the second Friday of league play. A roster addition form must be completed for each additional player.
4. A player can change teams by getting written approval from the managers of the two teams involved. Only one roster change per player per season will be allowed.
5. **RAINOUTS:** Managers and players are to sign up for TEXTCASTER. All rainouts will be communicated through this free text messaging app. Go to our website to sign up.
6. **MAKE-UP GAMES** Make up Games will be made up at the end of the season following the last scheduled games. Teams will be notified at least seven (7) days in advance of make ups.
7. **ALCOHOL:** Any team who brings a container into the park is subject to inspection. Failure to comply will result in immediate removal of the team from the park grounds and subject to removal from the league at the discretion of the Park & Recreation Board.

SOFTBALL - LEAGUE INFORMATION

1. Home team as listed on the schedule will be responsible for keeping the official scorebook. Home team will occupy 1st base dugout. Umpires will also keep score on scorecard.
2. Metal cleats may not be worn by any player. No player with metal cleats will be allowed to play until cleats are replaced by plastic cleats or tennis shoes.
3. Games will be limited to one hour in length. Any inning started before the time limit has been reached will be played to conclusion. If the score is tied at this time, one additional inning will be allowed to break the tie. If the game remains tied at the end of the extra inning, the team leading at the end of the last untied inning will be declared the winner. No games will be suspended due to the time limit.
4. **PROTEST PROCEDURE:** All protests must be made at game time. Following the game, a written statement must be submitted to the Parks & Recreation Department office by 5:00 p.m. the next working day. A \$25.00 fee must accompany the statement of protest. The \$25.00 will be refunded only if the protest is ruled valid. Judgment calls may not be protested.
5. **ILLEGAL PLAYER PROTEST:** Protesting team must deposit \$25.00 with the umpire. Umpire will stop the game and demand the protested player produce identification, which shall include a photograph of the player and the player's signature. Failure to produce proper ID will result in player being declared ineligible and the team will forfeit the game. If protested player can produce proper ID, the \$25.00 is forfeited and play will resume. One-hour time limit per game will remain in effect.

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6. In case of a disagreement, only the manager/coach may talk to the umpire. If anyone else gets involved, they will be ejected from that game and forced to sit out the next scheduled game. Anyone disqualified will not be allowed to remain on the premises of the park.

7. Any player or manager ejected from a game will automatically be suspended from the team's next played game. Any player or manager ejected from a game a second time will be suspended from further league play. Any suspended player caught participating in any schedule game will receive a three (3) game suspension and all games said player took part in will be forfeited.

8. Champions can be determined by a round robin, double, and single elimination tournament at the end of the season depending on quantity of teams in the league.

9. Game time is forfeit time. Teams will be required to pay a \$15.00 forfeit fee upon the first offense. A second forfeit in the same season will require a payment of a \$30.00 forfeit fee. If a team forfeits three times in the season, they will lose the priority for league registration for the next season. Forfeit fees must be paid before the next regularly scheduled games. Teams may contact the Parks & Recreation office 72 hours in advance to forfeit a scheduled game. Upon receipt of this notice and verified notification of the opposing team, the forfeiting team will not be responsible for the forfeit fee.

PLAYING RULES

1. All games will be 7 innings, unless the 1-hour time limit has been reached. The game is considered official after 4 complete innings or 3-1/2 innings with the home team leading. Any game called prior to being official will be rescheduled in its entirety.

2. The home team leading by 15 runs at the end of 4-1/2 or 5-1/2 innings will be declared the winner and the game ended. The visiting team leading by 15 runs at the end of 5 or 6 complete innings will be declared the winner and the game ended.

3. A team must field at least 8 players at game time or forfeit the game. Coed teams must start the game with 8, 10 or 12 (with extra hitters) players. Coed teams may not exceed the maximum number of male (2) or female (2) players in the infield or the outfield in any instance. No automatic outs will be assessed in the batting order.

4. At the beginning of the game or when a pitcher relieves another, no more than one minute may be used to deliver not more than 3 pitches to the catcher. At the beginning of each inning only one warm-up pitch will be allowed.

5. Coed only: Any walk to a male batter will result in a two base award for the batter. Runners are advanced only if forced to advance. The next batter (a female) will bat. Exception: With two outs, the female batter has the option to walk or bat.

6. ASA rules will apply unless in conflict with North Kansas City league rules. League rules in such cases will take precedence. (ASA is also known as USA softball)

7. An 11" .44 core 375 ASA stamped (optic yellow with red stitching) ball will be pitched to a female batter. A 12" .52 core 300 ASA stamped (optic yellow with red stitching) ball will be pitched to a male batter. The umpire will alternate balls per designated batter. Teams provide balls.

8. There is NO homerun limit.

Balls hit over the fence on diamond 3 will result in an out

9. All batters will have a 1 ball and 1 strike count upon entering the batter's box to start each at bat. The batter will be allowed one courtesy foul on third strike.