

**WEBER COUNTY RECREATION
SOFTBALL RULES AND REGULATIONS**

08/24

***NO SMOKING OR VAPING OF ANY KIND OTHER THAN IN DESIGNATED SMOKING AREAS.**

1. GAMES WILL BE PLAYED IN ACCORDANCE WITH THE OFFICIAL ASA RULES, UNLESS SPECIFICALLY MENTIONED IN THESE GROUND RULES.
2. AGE LIMIT WILL BE 16 YEARS AND OLDER. PARENT/LEGAL GUARDIAN SIGNATURE REQUIRED IF UNDER 18.
3. SECOND TEAM LISTED ON SCHEDULE IS THE HOME TEAM.
4. GAMES WILL BE 7 INNINGS OR 55 MINUTES, WHICHEVER OCCURS FIRST. NO NEW INNING WILL BEGIN AFTER 55 MINUTES. **SCOREKEEPER WILL BE THE "OFFICIAL TIMEKEEPER"**
5. BALL SIZE: MENS & COED: *12", WOMENS: 11".
*FOR CO-ED, EACH INDIVIDUAL TEAM NEEDS TO CHOOSE AS A **TEAM BEFORE GAME TIME** IF THEIR WOMEN WANT TO PLAY WITH AN 11" OR 12" BALL. THIS DECISION WILL STAND FOR THE ENTIRE GAME AND WILL NOT BE CHANGED AT ANY TIME DURING THE GAME FOR ANY PLAYER. THE DECISION WILL BE FINAL AND WILL BE FOR ALL WOMEN ON THEIR ROSTER WHEN BATTING.
6. TEAMS MUST BEGIN/END WITH A MINIMUM OF EIGHT (8) PLAYERS. TEAMS WILL TAKE AN AUTOMATIC OUT IN THE BATTING ORDER FOR EACH PLAYER NOT PRESENT. THIS RULE WILL OVERRIDE THE SHORT HANDED A.S.A. RULE.
 - CO-ED* MUST BEGIN WITH EQUAL NUMBER OF MALE AND FEMALE PLAYERS OR ONE MORE FEMALE THAN MALE. NEVER MORE MEN THAN WOMEN. THE MAXIMUM NUMBER OF BATTERS IS 12 (SIX GIRLS, SIX GUYS). WHEN BATTING, YOU MUST ALTERNATE MALE AND FEMALE BATTERS. THERE WILL BE AN AUTO-OUT FOR ANY MISSING MALE BATTER.
 - MENS AND WOMENS LEAGUES*, THE MAXIMUM NUMBER OF BATTERS IS 12. ANY ADDITIONAL PLAYERS WILL NEED TO BE LEGALLY SUBBED INTO YOUR LINE UP (SEE RULE #12).
7. UNIFORM:
TEAMS MUST PROVIDE THEIR OWN NUMBERED SHIRTS (4" MINIMUM AND CLEARLY VISIBLE BY THE SCORE KEEPER ON BACK.). ALL LEAGUES WILL BE GIVEN ONE WEEK GRACE PERIOD (2ND WEEK OF PLAY), NO EXCEPTIONS AFTER GRACE PERIOD. WEBER COUNTY WILL NOT PROVIDE MARKERS, TAPE, OR ANY OTHER ITEM FOR MAKING JERSEYS. **ANY PLAYER THAT STEPS INTO THE BATTERS BOX WITHOUT A NUMBER THAT IS VISIBLE TO THE SCOREKEEPER WILL BE CALLED OUT.** THE ONLY EXCLUSION WILL BE DURING INCLEMENT WEATHER WHEN COATS OR SWEATERS ARE WORN. UMPIRE OR SCOREKEEPER MAY STILL ASK TO SEE PLAYER'S NUMBER.
 - NO METAL CLEATS.
 - NO OPEN TOED SHOES OR BAREFEET (MUST WEAR SHOES).
 - NO STEALING BASES.
8. CODE OF CONDUCT:
TEAMS AND THEIR INDIVIDUAL PLAYERS WILL COMPLY WITH THE LEAGUE RULES AND CODE OF CONDUCT. ANY PLAYER WHO FAILS TO PLAY IN A SPORTSMANSHIP-LIKE MANNER WILL BE EJECTED FROM THE GAME AND POSSIBLY SUSPENDED FOR ONE MORE GAMES. ANY PLAYER WHO STARTS A FIGHT WITH ANOTHER PLAYER, SPECTATOR, OR UMPIRE WILL FORFEIT THEIR RIGHT FOR FURTHER PARTICIPATION IN THE LEAGUE AND MAY BE SUSPENDED FOR ONE YEAR. SUSPENSIONS MAY BE INCREASED IF SEVERITY WARRANTS BY THE LEAGUE DIRECTOR.

ANY PARTICIPANT OR SPECTATOR WHOSE LANGUAGE OR BEHAVIOR IS DEEMED BY THE UMPIRES OR RECREATION STAFF, IN THEIR SOLE DISCRETION, TO BE DANGEROUS OR OBNOXIOUS TO OTHERS USING THE FACILITY, SHALL BE EJECTED FROM THE GAME AND MAY BE ASKED TO LEAVE THE FACILITY. THIS INCLUDES HARASSING UMPIRES OR PLAYERS FROM THE OPPOSING TEAM. THE 'F' WORD WILL NOT BE TOLERATED AND WILL BE CAUSE FOR EJECTION WITH NO WARNING. COACHES/CAPTAINS ARE REQUIRED TO KEEP THEIR TEAM AND SPECTATORS UNDER CONTROL. *SEE CODE OF CONDUCT ON RELEASE FORM.

IF AN EJECTION OCCURS AND TEAM DOES NOT HAVE A SUBSTITUTE PLAYER THAT HAS NOT

PARTICIPATED IN THE GAME IN ANY WAY TO REPLACE THE EJECTED PLAYER, THE GAME IS A FORFEIT.

9. FORFEITS:

WEBER COUNTY IS NOT RESPONSIBLE FOR MAKING UP OR RESCHEDULING A FORFEITED GAME. IF YOU CANNOT MAKE YOUR GAME, IT IS YOUR TEAM'S RESPONSIBILITY TO CALL THE RECREATION OFFICE PRIOR TO 4:00 THAT DAY SO WE ARE ABLE TO NOTIFY THE OTHER TEAM AND EMPLOYEES. PLEASE GIVE US AS MUCH NOTICE AS POSSIBLE AND DO NOT WAIT UNTIL THE END OF THE DAY. ONCE OUR OFFICE IS CLOSED (4PM), WE WILL NOT GET YOUR TEXTS, VOICEMAILS OR EMAILS UNTIL THE NEXT DAY. THAT WILL BE CONSIDERED A NO SHOW. ANY TEAM THAT DOES NOT CALL TO NOTIFY US OF THE FORFEIT AND THE ENTIRE TEAM IS A NO SHOW, THAT TEAM IS REQUIRED TO PAY A **\$50 FORFEIT/NO SHOW FEE** PRIOR TO THEIR NEXT SCHEDULED GAME. THIS DOES NOT APPLY TO TEAMS THAT HAVE A PARTIAL TEAM SHOW UP. IF THE NO SHOW/FORFEIT IS THE LAST GAME OF THE SEASON, THAT \$50 FEE WILL BE APPLIED TO ANY FUTURE LEAGUE FOR THE TEAM/COACH/PLAYERS ON ROSTER. PLEASE BE RESPECTFUL TO EMPLOYEES AND OTHER TEAMS AND CALL US IF YOU CANNOT MAKE YOUR GAME.

ANY TEAM THAT FORFEITS THREE GAMES DURING THE REGULAR SEASON WILL BE DISQUALIFIED FROM TOURNAMENT PLAY.

10. RESCHEDULES:

WEBER COUNTY IS NOT RESPONSIBLE FOR MAKING UP OR RESCHEDULING GAMES DUE TO A TEAMS UNAVAILABILITY. SCHEDULE REQUESTS ARE DUE BEFORE THE END OF REGISTRATION. IF WE ARE ABLE TO RESCHEDULE A GAME, THERE IS A \$25 LATE REQUEST FEE THAT IS DUE AT THE TIME OF THE REQUEST.

11. RELEASE FORMS:

RELEASE FORMS ARE DUE **PRIOR** TO YOUR FIRST SCHEDULED GAME. IF YOU HAVE NOT TURNED IN YOUR RELEASE FORM AT GAME TIME OF YOUR FIRST GAME, THE GAME CLOCK WILL BEGIN. NO PLAY WILL BE ALLOWED WITHOUT SIGNED RELEASE FORM. THE OTHER TEAM WILL BE AWARDED A POINT AT GAME TIME, A SECOND POINT AT 5 MINUTES IN AND AT 10 MINUTES IN, YOU WILL FORFEIT. EACH PLAYER MUST SIGN THE TEAM'S RELEASE FORM/CODE OF CONDUCT INDIVIDUALLY TO BE ELIGIBLE TO PARTICIPATE. NO PERSON SHALL SIGN FOR ANOTHER PERSON. IF SIGNATURES ARE FOUND TO BE ILLEGAL (ONE PERSON SIGNS FOR SEVERAL PEOPLE) YOUR RELEASE FORM WILL BE CONSIDERED INVALID AND PLAYERS ARE ILLEGAL. IF A PLAYER HAS NOT SIGNED, HE/SHE IS CONSIDERED ILLEGAL.

PLAYERS MAY BE ADDED AT ANY TIME DURING THE REGULAR SEASON BY SIGNING THE TEAM'S CODE OF CONDUCT/ RELEASE FORM. THE FORMS MAY BE OBTAINED FROM THE NIGHT SUPERVISOR. PLAYER WILL BE ELIGIBLE TO PLAY THAT NIGHT. IF A PLAYER FAILS TO SIGN THE RELEASE FORM, HE/SHE WILL BE CONSIDERED AN ILLEGAL PLAYER. ***NO PLAYERS WILL BE ADDED AFTER LEAGUE GAMES HAVE ENDED (YOU MAY NOT ADD PLAYERS TO RELEASE FORM FOR TOURNAMENT PLAY).***

12. LINE-UP:

THE GAME PLAYERS LINE-UP SHALL BE GIVEN TO THE SCORE KEEPER 10 MINUTES PRIOR TO THE SCHEDULED GAME TIME. THE GAME CLOCK WILL BEGIN AT THE PRECISE SCHEDULED GAME TIME (UNLESS PREVIOUS GAME IS RUNNING BEHIND SCHEDULE, THE NEXT GAME WILL START 5 MINUTES AFTER CONCLUSION OF THE PREVIOUS GAME.) IF A TEAM HAS NOT TURNED IN THEIR OFFICIAL LINE-UP AT GAME TIME, GAME TIME WILL BEGIN. THIS MEANS THAT EVEN IF NO PLAY IS OCCURRING ON THE FIELD, GAME TIME IS PROGRESSING. THE GAME CLOCK WILL NOT BE DELAYED. IF TEAM HAS NOT TURNED IN LINE UP AT GAME TIME, THE DELAYED TEAM WILL BE AWARDED 1 RUN. AT 50 MINUTES (5 MINUTES HAS RUN OFF THE CLOCK), DELAYED TEAM WILL BE AWARDED A 2ND RUN. AT 45 MINUTES (10 MINUTES HAS RUN OFF THE CLOCK), THE GAME WILL BE A FORFEIT. *GAMES WILL NOT BE DELAYED FOR PLAYERS FROM ANOTHER FIELD. PLEASE BE AWARE THAT FIELDS DO RUN BEHIND DUE TO EXTRA INNINGS AND PLAN ACCORDINGLY WHEN DOING LINE UPS.

13. MENS LEAGUE SPECIFIC RULES:

WOMEN MAY PLAY OR SUB FOR A MENS TEAM. NO CO-ED OR WOMENS RULES WILL APPLY FOR ANY PLAYER, IT IS STRICTLY MENS LEAGUE RULES. THERE IS NO RESTRICTION ON WHERE WOMEN PLAY DEFENSIVELY OR WHERE THEY BAT IN THE LINE UP. WOMEN MUST USE A 12" BALL WHEN BATTING. 200 FT LINE DOES NOT APPLY FOR ANY PLAYER.

14. CO-ED LEAGUE SPECIFIC RULES:
1. SLIDING ONLY IF NECESSARY. INTENTIONAL OR TAKE OUT SLIDES CAN BE CAUSE FOR EJECTION. THIS IS A JUDGEMENT CALL.
 2. CO-ED TEAMS MAY BE POSITIONED DEFENSIVELY ANYWHERE ON THE PLAYING FIELD.
 3. ANY WALK TO A MALE BATTER WILL RESULT IN A TWO BASE AWARD. THE NEXT BATTER (A FEMALE) WILL BAT. EXCEPTION: WITH TWO OUTS, THE FEMALE BATTER HAS THE OPTION TO WALK OR BAT.
 4. INFIELD MUST STAY ON DIRT, NO MATTER WHO IS BATTING, MALE OR FEMALE.
15. 200 FT LINE:
COED LEAGUES: OUTFIELD MUST STAY BEHIND 200' LINE, NO MATTER WHO IS BATTING, MALE OR FEMALE.
MEN AND WOMEN LEAGUES: 200 FT LINE DOES NOT APPLY
16. RUN RULE:
A GAME SHALL BE CALLED IF A TEAM IS AHEAD BY 15 RUNS AFTER 5 INNINGS AND 20 RUNS AFTER 3 INNINGS.
17. HOME RUNS:
WHEN AN OUT OF THE PARK HOME RUN IS HIT AND FAIR, THE BATTER DOES NOT NEED TO RUN BASES, HE/SHE MAY RETURN TO THE DUGOUT. ALL BASE RUNNERS MAY GO DIRECTLY TO THE DUGOUT AND DON'T NEED TO CONTINUE RUNNING BASES.
- 1-UP HOME RUN RULE APPLIES TO OUT OF THE PARK HOME RUNS ONLY. ANY OTHER HOME RUN IS CONSIDERED A FOUL BALL.
- TEAM AT BAT IS RESPONSIBLE FOR RETRIEVING HOME RUN AND FOUL BALLS. UMPIRE AND NIGHT SUPERVISOR ARE NOT RESPONSIBLE FOR COLLECTING GAME BALLS FOR ANY FIELD. IF BALLS HAVE NOT BEEN RETRIEVED AND THERE ARE NO PLAYABLE BALLS FOR GAME TO PROCEED, GAME CLOCK WILL CONTINUE TO RUN AND TEAMS WILL BE RESPONSIBLE FOR GOING TO RETRIEVE THEIR HOME RUN AND FOUL BALLS IN ORDER FOR GAME TO CONTINUE. UMPIRE IS NOT RESPONSIBLE FOR PROVIDING MORE GAME BALLS FOR ANY TEAM.
18. YOU CAN WALK A BATTER TO GET TO AUTOMATIC OUT.
19. WHEN SUBSTITUTING A PLAYER, THEY ARE REQUIRED TO REPORT TO THE PLATE UMPIRE AS THEY BAT.
20. COURTESY RUNNERS ARE ALLOWED IF BOTH TEAMS AGREE. **THE LAST PERSON OUT IS THE RUNNER.** COURTESY RUNNERS ARE MEANT FOR HURT PLAYERS ONLY. IF BATTER ADVANCES BEYOND 1ST BASE, NO RUNNER IS ALLOWED, A WALKED BATTER IS THE ONLY EXCEPTION.
21. BATS MUST HAVE AN ASA/USA (CERTIFIED STAMP OR USSSA STAMP. ANY PLAYER THAT STEPS IN THE BATTER'S BOX WITH A NON-CERTIFIED BAT WILL BE DISQUALIFIED FROM THE GAME. BATTER MUST HAVE STAMP VISIBLE WHILE APPROACHING HOME PLATE. NO SENIOR OR ALTERED BATS. IF ANY BATTER STEPS IN THE BOX WITH AN ILLEGAL BAT, THE BATTER WILL BE CALLED OUT. NO EXCEPTIONS.
22. ONLY BATTER, ON DECK BATTER, IN-THE-HOLE BATTER, 1ST AND 3RD BASE COACHES MAY BE OUT OF THE DUGOUT. ALL OTHER PLAYERS ON BATTING TEAM MUST STAY IN DUGOUT. AFTER ONE WARNING, BATTER AT PLATE WILL BE CALLED OUT.
23. PITCHER'S FOOT MUST BE TOUCHING RUBBER PITCHING MOUND WHEN BALL IS RELEASED UNLESS PITCHER IS BEHIND THE MOUND.
24. IN THE EVENT OF A TIE IN THE STANDINGS IN LEAGUE PLAY:
BETWEEN TWO TEAMS: WHICHEVER TEAM WON IN HEAD-TO-HEAD (WHEN TWO TEAMS PLAYED ONE ANOTHER) WILL BE DECLARED THE WINNER.
BETWEEN THREE OR MORE TEAMS: IN THE EVENT OF A THREE-WAY-TIE (TEAM 1 BEAT TEAM 2, TEAM 2 BEAT TEAM 3 AND TEAM 3 BEAT TEAM 1) AND A WINNER CANNOT BE DECLARED BY HEAD-TO-HEAD, WHICHEVER TEAM HAS THE HIGHEST POINT PERCENTAGE (POINTS FOR/AGAINST) WILL BE DECLARED THE WINNER. ONLY THE GAMES INVOLVING THE TIED TEAMS WILL BE COUNTED IN THE PERCENTAGE – NOT THE ENTIRE SEASON PERCENTAGE.

25. TOURNAMENT PLAY (SPRING/SUMMER LEAGUE):
FOR A PLAYER TO BE LEGAL FOR TOURNAMENT PLAY, THE PLAYER MUST HAVE PLAYED AT LEAST ONE GAME DURING THE REGULAR SEASON AND BE SIGNED ON THE TEAM'S RELEASE FORM PRIOR TO THE START OF THE LAST LEAGUE GAME (SEE RULE #11).
26. PROTESTS:
THERE WILL BE A \$30.00 PROTEST FEE ON ANY PROTEST FILED. MONEY MUST BE SUBMITTED AT TIME OF PROTEST FOR PROTEST TO BE CONSIDERED. IF PROTEST IS UPHeld IN PROTESTING TEAMS FAVOR, THE PROTEST FEE WILL BE RETURNED. PROTESTS MUST BE REPORTED BY THE COACH OR MANAGER TO THE UMPIRE BEFORE THE LAST OUT OF THE GAME. THE UMPIRE WILL IN TURN IMMEDIATELY REPORT TO THE FIELD SCORER WHO WILL THEN INFORM THE NIGHT SUPERVISOR. THE NIGHT SUPERVISOR WILL COLLECT YOUR PROTEST FEE. A WRITTEN STATEMENT BY THE PROTESTING COACH MUST BE TURNED IN TO THE NIGHT SUPERVISOR IMMEDIATELY. STATEMENT MUST INCLUDE WHICH PLAYER OR RULE IS BEING PROTESTED AND WHY. ONLY ONE PLAYER OR RULE MAY BE PROTESTED. PROTESTING TEAM IS NOT ALLOWED TO LOOK AT OPPOSING TEAMS ROSTER OR RELEASE FORM. NIGHT SUPERVISOR COMMUNICATE WITH TEAMS AFTER HE/SHE HAS RESEARCHED PROTEST. OPPOSING COACH MAY TURN IN A WRITTEN STATEMENT IF THEY DESIRE.
PLAYER PROTEST: GAME WILL CONTINUE WITHOUT DELAY AFTER PROTEST IS REPORTED TO OFFICIALS. GAME CLOCK WILL NOT BE DELAYED
RULE PROTEST: CLOCK WILL STOP.
27. STRIKE ZONE COMPLAINTS:
PITCHER, CATCHER AND BATTER WILL BE THE ONLY ONES TO QUESTION STRIKE ZONE. FOR ALL OTHERS, PLEASE REFER TO CODE OF CONDUCT. PITCH HEIGHT IS 6' TO 12'. 3 BALLS 2 STRIKES. IF THE BALL HITS THE PLATE OR THE MAT, IT IS A STRIKE.
28. RAIN-OUTS:
A GAME THAT IS BEING CALLED DUE TO INCLEMENT WEATHER OR UNSAFE CONDITIONS PRIOR TO 4 COMPLETE INNINGS **OR** 40 MINUTES WILL BE POSTPONED TO A LATER DATE - NOTING TIME, SCORE AND ANY PLAYERS POSITIONS ON BASE. ON A FUTURE DATE, GAME WILL RESUME FROM POINT OF INTERRUPTION. IF GAMES ARE CALLED AFTER TEAMS HAVE PLAYED 4 COMPLETE INNINGS OR 40 MINUTES, THE FINAL SCORE WILL BE DETERMINED BY THE LAST COMPLETE INNING, UNLESS TIED AT LAST COMPLETE INNING, IN WHICH THE GAME WILL BE COMPLETED AT A LATER TIME. TEAMS WILL BE NOTIFIED OF RESCHEDULED GAMES DUE TO RAIN-OUTS.
A FIELD STATUS RECORDING CAN BE REACHED AT 801-399-8226 ON INCLEMENT WEATHER DAYS AFTER 3:00 P.M WHEN POSSIBLE. IF RAIN OR UNSAFE CONDITIONS OCCUR DURING GAME TIMES, RAIN OUT RECORDING IS UPDATED THROUGHOUT THE NIGHT. PLEASE CHECK THE RECORDING FOR UPDATES.
29. ALCOHOL:
ONLY ALCOHOLIC BEVERAGES OF 4 CENTRUM OF ALCOHOL OR LESS ARE ALLOWED. **NO GLASS BOTTLES!** ALCOHOLIC BEVERAGES IN KEGS, BARRELS OR CONTAINERS LARGER THAN 32 OZ ARE NOT ALLOWED. ANYONE FOUND VIOLATING THIS RULE WILL BE WARNED AND ASKED TO REMOVE CONTAINER FROM THE PREMISES OR THROW IT AWAY. WITH SECOND WARNING, VIOLATOR WILL BE REMOVED FROM THE PARK FOR THE REST OF THE NIGHT. ANYONE UNDER THE AGE OF 21 THAT IS CAUGHT DRINKING ON PREMISES WILL BE REMOVED FROM THE PARK AND AUTHORITIES NOTIFIED. UNDERAGE DRINKING WILL NOT BE TOLERATED. PLEASE BE RESPONSIBLE – NO DRINKING AND DRIVING!
30. MUSIC:
BOOM BOXES ARE NOT ALLOWED, ONLY SMALL HAND HELD DEVICES ARE ACCEPTABLE. ANY MUSIC THAT IS PLAYING INSIDE A TEAMS DUGOUT (OR IN SURROUNDING AREA), THE VOLUME AND CONTENT NEEDS TO BE SUCH THAT IT IS NOT DISTURBING YOUR OPPONENT, THE GAME, EMPLOYEES, SPECTATORS, OR GAME FROM ANOTHER FIELD. IF MUSIC IS TOO LOUD OR CONTAINS VULGAR LANGUAGE OR CONTENT, THE NIGHT SUPERVISOR OR UMPIRE WILL GIVE YOU ONE WARNING TO TURN IT DOWN OR CHANGE THE MUSIC SELECTION. IF A SECOND OFFENSE OCCURS, YOUR TEAM MUST TURN OFF ALL MUSIC FOR THE REMAINDER OF THE GAME. NO EXCEPTIONS. IF YOUR TEAM VIOLATES THIS RULE NUMEROUS TIMES, YOU WON'T BE ALLOWED TO PLAY ANY MUSIC FOR THE REMAINDER OF THE SEASON, INCLUDING TOURNAMENT. **MUSIC WITH VULGAR LANGUAGE AND/OR CONTENT WILL NOT BE TOLERATED. THIS IS A FAMILY FRIENDLY ATMOSPHERE, PLEASE BE RESPECTFUL OF THOSE AROUND YOU OR IT WILL BE TURNED OFF. THERE ARE NO EXCEPTIONS FOR ANY TEAM.**