

Georgetown Divide Recreation District

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ADULT SLOW-PITCH SOFTBALL LEAGUE RULES

**THERE ARE NO DOGS ALLOWED IN THE PARK AREA AT ANYTIME!
A.S.A. RULES WILL BE OBSERVED EXCEPT WHERE SPECIFIED BELOW**

I. LEAGUES

- A. Teams must play at the time, place and date specified by the League at all times.
- B. All team fees shall be paid in full by the deadline established by GDRD. No team will be scheduled practice or games until all fees paid and player rosters are approved by GDRD.
- C. Make all checks for entry fees payable to the GDRD. Fees will not be refunded once games have been scheduled.

II. ELIGIBILITY OF TEAMS

- A. Each team will carry a maximum of 16 players. Only players listed on the official Roster will be considered eligible to play.
- B. Priority for eligible teams shall be as follows: first priority shall go to teams participating in the previous season; second priority shall go to teams with 70% or more players residing in GDRD; third priority shall go to other teams in order of payment of fees and submission of completed rosters.
- C. In order to be eligible to play in the championship games, a player must have participated in at least 50% of the regular games for that team.
- D. No players shall be added to the roster after the end of the third week. Rosters shall be frozen at the end of the third week.
- E. Once teams are scheduled they will automatically forfeit their right to reclaim any part of their sponsor fee if they drop from the league.

III. ELIGIBILITY OF PLAYERS

- A. The league is open to those 18 years of age or older.
- B. Women known to be pregnant may not play Adult Slow-Pitch Softball.
- C. No player shall be compensated for playing in any or all scheduled games.
- D. Players may not change teams after signing an official roster.

IV. PRE-GAME RULES

- A. No batting practice will be allowed on the playing infield prior to game time. This practice must take place in the outfield area only, if practice is deemed necessary by the team manager.
- B. Home team players (first team listed on schedule) will occupy the third base dugout. Visiting team players, the first base dugout.
- C. The manager shall provide the team lineup to the scorekeeper and the opposing team at least 10 minutes before game time. The official line-up shall include all players eligible to play.

- D. Pre-game infield will be allowed when it is deemed by the umpire that there is sufficient time for both teams to have adequate time before the scheduled starting time.

V. PLAYING TIME

- A. Game times for all leagues will be as follows: First Game, starting at 6:20 p.m.; Second Game, starting at 7:30 p.m.; Third Game, starting at 8:40p.m.
- B. The official watch shall be the home plate umpire's watch. The home plate umpire's watch decisions are final in all respects of game length.
- C. The time clock commences with the first call of "batter up" and includes time between innings, delays for player injury, etc., as well as actual play time.
- D. No new innings after 55 minutes.
- E. Games shall be played to either the seventh inning or the full allotment of their time.
- F. In the event of a tied game at the end of seven innings, teams will play one extra inning only, if time allows. Each team will start a runner on second base (person who made last out from previous inning) and play for three outs if game is still tied.
- G. Tie games shall count as a half (1/2) game won.
- H. The rule shall not be construed as to limit the umpire's decisions to call any game due to light, weather or hazardous conditions.

VII. MEN'S, WOMEN'S & CO-ED LEAGUES

- A. Home runs shall be limited to two per team, per game with an equalizer. Any home runs after the two shall be counted as outs.
- B. Each game will be provided with two balls, one new and one used. Any additional balls needed for game play will need to be provided by the teams.
- C. Injured player rule; a courtesy runner will be allowed for an injured player. The player who made the last out would be the designated courtesy runner. No more than three courtesy runners shall be used per game.

VIII. PROTESTS

- A. Protests shall be based on interpretation of current rules only. Decisions involving the judgment of umpires shall not be considered or received.
- B. Whenever a matter of protest arises during a game, the captain or manager of the protesting team shall immediately notify the plate umpire (who shall notify the scorekeeper, and other manager) prior to the next pitch or players leaving the field at the end of the game. This will enable all interested parties to take notice of the condition surrounding the making of decision and will aid in the proper determination of the issue.

In order to be legal, a written "intent to protest" must be filed with the scorekeeper before leaving the field. This notice of intention is mandatory. The scorekeeper will make a record of this protest in the scorebook.

It is understood that a filing of "intent to protest" must be followed up by the filing of the "official protest" to the GDRD office by 5:00 p.m. on the day following the protested game.

Protests will not be allowed without an "intent to protest" on file.

A non-refundable \$20.00 protest fee is required.

Scorekeepers shall remain on the field for at least five (5) minutes after the last game to accommodate protests.

- C. A formal protest must include the date, time and place of game, names of umpires and scorekeeper, the rule and section of the Official Rule or Local Rules under which the protest is made, the decision and conditions surrounding the making of the decision and all the essential facts involved in the matter protested.
- D. Protests shall be decided by the League Director/Recreation Supervisor.
- E. The decision made on a protested game may result in one of the following:
 - 1. The protest is found invalid and the game stands as played.
 - 2. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
 - 3. When a protest for ineligibility is allowed, a forfeit win will be awarded to the protesting team.

IX. FORFEITS

- A. There shall be no postponements of games allowed. Any team that foresees a conflict with their scheduled game and notifies the League Director/Recreation Supervisor within twenty-four (24) hours in advance of game time will be credited with a loss and not a forfeit. Teams forfeiting twice lose all money and are ineligible to play in the final championship.
- B. Players signed on two rosters shall cause a forfeit for both teams.
- C. Game time is forfeit time. If a team is not ready to start at game time, the game will be forfeited to the opposing team.
- D. Teams must field eight (8) players, two (2) of which must be a catcher and pitcher, at game time or forfeit their game. The first game (6:20 p.m.) can start with six players but must have eight players by the third inning or twenty (20) minutes into the game. A team with eight (8) or nine (9) players must start the game at the scheduled game time.
- E. According to Rule 5, Section 3, #4, A. S. A. Rules, a forfeited game shall be declared by the umpire in favor of the team not at fault in the following case: if a team employs tactic obviously designed to delay or hasten the game; no stalling will be allowed in order to reach a time limit.

X. MANAGERS

- A. Managers shall be responsible to see that their players are acquainted with the "League Rules" and the "Players Code of Conduct".
- B. The manager shall be the official representative of their team unless one of the players is designated the team captain prior to the start of the game.

XI. MISCELLANEOUS INFORMATION

- A. No schedule changes will be allowed. Schedules will be arranged as much as possible to benefit teams. However, they will not be changed once they are set up.
- B. Unless stated herein, Amateur Softball Association (ASA) Rules will apply to the League.

- C. If no officials are present at a designated game, the managers shall not allow the game to begin, unless both managers agree to a substitute official. If they do not agree, the home team manager will contact the League Director/Recreation Supervisor, who will reschedule the game at a later date.
- D. El Dorado County Noise Ordinance mandates that the noise level can be no greater than 60 dB (decibels) at the park property line. (This is the equivalent of the noise generated by a normal conversation or a sewing machine.)
- E. GDRD officials have the discretion to determine the appropriateness of any particular noisemaker and ban any deemed to violate the County noise ordinance.

XII. INSURANCE

- A. Persons or players participating in activities sponsored by the League are not covered in any way for personal liability or property damage. This means players are competing in the program at their own risk.

XIII. BASIC GROUND RULES

- A. The umpires shall meet prior to the game with both managers or captains to discuss ground rules.
- B. Field of Play: Includes all area within fence.
- C. Smoking and/or alcoholic beverages will not be allowed in the dugout or on the playing field. Players involved in such activity will be ejected from the game.
- D. Metal cleats are not allowed.
- E. Sliding shall be allowed in the League.
- F. No dogs are allowed in the Park area.
- G. All of our league play uses the Double Base at First Base. The primary purpose of this is to prevent injuries. When using the Double First Base, the following rules shall apply:
 - A batted ball hitting the white portion of the base is declared fair; a batted ball hitting the colored portion is declared foul.
 - Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion. The defense must make appeals prior to the batter-runner returning to first base. Once the runner returns to the white, no appeal can be made.
 - On any force out attempt from the foul side of first base, or an errant throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or colored portion.
 - On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion.
 - When tagging up on a fly ball, the white portion must be used.

XIV. EQUIPMENT

- A. Home Plate: Rectangle mat is used.
- B. Bats: ASA bat standards are enforced.
- C. First Base: The first base will be the safety (double) base.

XV. GOVERNING BODY

- A. The governing body shall be the GDRD, its staff and appointed representatives.
- B. The DRA Board shall recommend to the GDRD on all matters concerning the operation of the League, such as protests and rule changes. The GDRD's General Manager will have the final decision in regards to all matters concerning the operation of the League or tournaments.
- C. GDRD staff and its appointed representatives will direct and manage operation of the League.