ADULT FALL SOFTBALL LEAGUE BY-LAWS
CO-ED & MEN'S LEAGUES

Stay informed by logging on to our website: www.KnoxvilleAthletics.com
Twitter: @knoxathletics
Game Status Info-Line: 215-4636 (updated by 4pm daily)

I. LEAGUE RULES

KPRD Adult Softball Leagues are governed by the rules set forth in this document. Amateur Softball Association (ASA) rules shall be used if not covered in this document.

II. PLAYER ELIGIBILITY

A. AGE REQUIREMENT. Adult leagues are open to anyone 17 years of age or older, provided that person turns 17 by April 1st of the current year for the Spring League and August 1st of the current year for the Fall League.

B. PLAYING ON MULTIPLE TEAMS. A player may only play on one team in each league type (co-ed, men's) per night. For instance, a player could play on one men's team and one co-ed team per night. A player can not play for two teams in the same designation, such as two Men's teams or two co-ed teams. This can be addressed by Field Supervisor or Umpire, if/when noticed. Any player found playing with two teams may be suspended for the remainder of the year or forced to play on the first team which he/she competed for based on scorebook documentation. For the tournament, a player may only play on one men's team and one co-ed team.

C. INELIGIBLE PLAYERS. Any player who has been proven ineligible will be suspended for the remainder of the season

III. TEAM COMPOSITION, REGISTRATION, RESPONSIBILITIES

A. TEAM COMPOSITION. Each team is responsible for compiling players to participate on their team. Teams may not borrow players from other teams.

B. TEAM ROSTER. Typically, teams will have 12-16 or more players on the team roster. Each team captain shall turn in a team roster to the Field Supervisor before the team's first game. This becomes in the Official Team Roster and will be kept at Caswell Park.

1. **Adding/Releasing Players**. Players may be added to the team roster by requesting the Official Team Roster from the Field Supervisor. A player shall not officially be a member of the team until signing the team roster.

2. **Moving Player To Different Team.** In order for a player to move from one team to another, he/she must obtain a written release from his/her current team and receive consent from KPRD Athletics before playing for the new team.

C. TEAM REGISTRATION FEES. Each team must pay an entry fee of $205 to join the league. Teams will be scheduled to play 6 regular season games and ~~may register for the post-season double-elimination tournament for $55~~. Teams may play on a second night for a total entry fee of $310. The entry fee includes secondary insurance coverage for all registered players. Partial payments of the entry fee will not be accepted. Teams withdrawing before the registration deadline will be charged a $100 service fee. Teams withdrawing after the registration deadline will receive no refund.

D. LEAGUE REGISTRATION. Team entries into all available leagues are based first pay - first placed basis.

E. TEAM RESPONSIBILITIES

1. JERSEYS. All players must wear like uniforms (i.e. jerseys of same color, team name, numbers on back) beginning at the first game (No T-shirts with marker numbers). Players who forget their jersey should communicate with the Field Supervisor and wear a temporary pullover for the night.

2. BALLS. Each team shall provide a ball(s) for each game. A team representative will exchange the team ball with the opponent before the game when meeting with the umpire, so the team hits their own ball. No senior bats allowed.

3. BATS. Each team shall provide a bat(s) for use during each game. Bats must be approved bats through the sanctioning bodies, such as ASA, USSSA, NSA, etc.

4. GAME LINEUP/BATTING ORDER. Lineups shall be turned in to the scorekeeper before each game. Lineups are to include first and last names and jersey numbers.

IV. SCHEDULES & STANDINGS

A. GAME LOCATION. All games will be played at Caswell Park

B. GAMES PER SEASON. Each team will have 6 regular season games scheduled per league the team is registered.

C. LEAGUE SCHEDULES / RESULTS. Schedules will be available online at www.KnoxvilleAthletics.com and emailed to team captains. Schedules will be updated throughout the season with game results.

D. LEAGUE START DATE. Regular season play will begin the week of April 1st.

E. INCLEMENT WEATHER / RAIN OUTS. Information regarding the status of games can be obtained by calling the KPRD Weather Infoline at 215-INFO (215-4636) after 4:00PM. Updates will also be on Twitter @knoxathletics No news is good news!

F. MAKE UP GAMES. Up to two postponed games will be rescheduled as a make-up game. Typically, games rained out twice are not rescheduled. Updated schedules with make-up games

will be posted on the website. See "V.E." on page 3 for procedures when completing a game that had already started.

G. LEAGUE STANDINGS. League standings are based on each team's win/loss record. When teams have the same record, standing will be determined in this order (until the tie is broke): Runs Allowed, Runs Scored, Coin Flip. At the end of all regular season games, a head-to-head result will be the first tiebreaker used if teams have the same Win/Loss Record.

V. GAME OPERATIONS

A. GAME PERSONNEL. Two umpires and one scorekeeper will be scheduled by KPRD for each game. Games may begin with one umpire.

1. **UMPIRING SCRIMMAGES.** In the event that one team must forfeit, umpires shall not officiate a scrimmage.

B. LINEUPS DUE. Lineups shall be turned in to the scorekeeper before the game. Lineups are to include first and last names and jersey numbers. If at game time the lineup has not been given to the official scorer, the clock will start, and the game will not begin until the line-up has been submitted.

C. FORFEITS. The Field Supervisor shall be involved when a forfeit may occur at the field. A forfeit may occur in the event that a team does not have enough players to begin the game or does not have enough players remaining to complete the game. A forfeit will be recorded as 7-0 in the league standings.

1. **INFORM IF FORFEITING.** Please contact KPRD Athletics at 215-1718 if you know your team will forfeit a game that night. KPRD will contact the opposing team.
2. **GRACE PERIOD FOR 6PM GAME ONLY.** A grace period of fifteen minutes will be allowed for games scheduled at 6pm. The game will be forfeited after the 15 minute grace period has expired. Time used during the grace period will count against the time limit. Game will begin when 9 players are present (team may choose to begin game or wait for 9th player when only 8 players are present during the grace period)
3. **LATER GAMES.** Teams scheduled to begin after 6pm shall be ready to play at the game time listed or when the previous game has concluded in case the game goes long.
4. **EXCESSIVE FORFEITS.** Any team forfeiting two games without notifying KPRD Athletics or showing up at the field will be immediately dropped from the league with no refund.

D. LIGHTNING & WEATHER DELAYS. If lightning is present in the area, games will be suspended and all players must leave the park. Games may resume 30 minutes after the last lightning strike. If games are called for the night, a game is considered complete if the losing team has had 5 complete innings at bat (for example, the game would be complete if the home team is winning in the bottom of the 5th when heavy rains come). Additional information is available in the KPRD Lightning Policy, which can be found on pages 9-10.

E. MAKE-UP GAMES. Up to two rained out games will be made up at the discretion of KPRD Athletics and league supervisors. Regular season games with 4.5 or 5 innings complete will be considered final. Fridays and/or Saturdays may be utilized for make-up games as a last resort Tournament games will be rescheduled to complete unless both teams agree that the game result

can be final with the score of the last completed inning.

1. When returning to complete a game (likely from a rainout), each team shall make all efforts to return to the original lineup and batting order. If all players are not able to play in the make-up game, players not present may be substituted freely by those in attendance. (For example, if the players batting 6th & 8th in the lineup are not present, players present may be subbed in at these spots to allow the game to be completed).
2. Teams may reduce their batting order from 12 players to 10 players. Teams may not increase from 10 players to 12 players.

F. PLAYER/TEAM CONDUCT. A player or entire team may be suspended at any time for unsportsmanlike conduct detrimental to the league.

G. UNSPORTSMANLIKE CONDUCT POLICY. KPRD Unsportsmanlike Conduct Policy can be found online at www.KnoxvilleAthletics.com. This policy is used to assist in deterring negative behaviors and handling situations consistently. As a general rule, a player is suspended 4 games if ejected and suspended for the season for fighting. Players may appeal the initial suspension by requesting a meeting with KPRD Athletics.

VI. IN GAME RULES (Also see page 7 for additional rules for co-ed leagues/games)

A. GAME LENGTH / TIME LIMIT. Each game will have a 60 minute time limit with as many as 7 innings. No new inning will start after 60 minutes. The game shall continue if the last out is made with any time left on the clock (unless 7 innings have been played).

B. MINIMUM TO START GAME / PLAYING SHORT. Teams will be allowed to start a game with eight or nine players. Vacant spots in the batting order can be placed on any line. When it comes to the vacant spot(s) in the batting order, an automatic "out" will be declared. A player arriving after the game has started may enter the game defensively after the batter has completed his/her at bat.

C. EXTRA PLAYERS (EP) / PLAYERS IN BATTING ORDER. Teams may bat 11 or 12 players in the batting order providing the EP(s) are present when the game begins. An EP may not be added to the batting order after the game has begun. An EP may also sub freely to play defensively.

C. BALL. Men's & Co-Ed teams shall use a 12" Optic Yellow 52 COR, 300 Compression Softball with the ASA logo. Women's teams shall use an Optic Yellow 11" Optic Yellow .44 COR, 375 Compression Softball with the ASA logo. Each team will provide game balls.

D. BATS. Players may use ASA, NSA, USSSA approved bats unless the bat has been deemed as non-approved or outlawed by an Association. Senior bats may only be used in the 50+ senior league.

E. ASSUMED COUNT. Batters will assume a 1 ball and 1 strike count upon stepping into the batter's box and will receive one extra foul.

F. BALLS & STRIKES. A "strike" will be called if the pitch arc is between 6 feet and 10 feet and the ball lands on home plate and/or the mat. The mat is an extension of the plate.

G. COURTESY RUNNER. Each team is allowed 1 courtesy runner per inning. The courtesy runner shall take the place of a runner after "time" is called on the previous play. Courtesy runners may be used for any reason at any time. The team may select any player to be the courtesy runner; however, an "out" will be recorded if the courtesy runner is due to bat. Teams can not substitute to get around the automatic "out". The courtesy runner may also be a player who is not currently in the game.

H. STEALING. Stealing is allowed in Men's Leagues only. Players may not steal if the ball hits home plate and "Dead Ball" is called. No stealing in co-ed or women's leagues.

I. HOMERUNS. Leagues/games will be labeled as 0+HR, 0-2HR, 2+HR, or Open/Unlimited. Any homerun over the limit will result in an "out" (there will be no inning-ending "outs" as a result of a homerun). Team captains will determine the number of allowable homeruns at the pre-game meeting with the umpire. The following will be used:

- 0+HR – The lower number shall prevail. 2 HR is the highest allowable at this level.
    - (Example: if a team says "2" and the other says "0", then 0 HRs will be allowed)
- 0-2HR – Teams either agree or meet in the middle. If both say 2HR, it's 2.
    - (Example: if a team says "0" and the other says "2", then it's 1HR. If one says "1" and other says "2", it's 1HR.)
- 2+ HR – The lower number shall prevail. 5 HR is the highest allowable at this level.
    - (Example, if a team says "2" and the other says "5", then 2HRs will be allowed)
- Open/Unlimited – There is no limit on the number of homeruns that can be hit.

J. MERCY RULE. All games will be scheduled for seven innings, but if one team has a 20 run lead at the end of three innings or 15 run lead after four innings, or 10 after 5 innings the game will be stopped. The team having the lead will be declared the winner. Teams may scrimmage or practice on the field as remaining time allows.

K. TIEBREAKER RULE. In the event of a game ending in a tie, the International Tie Breaker Rule will be used. Games can end in a tie during league play, but play will follow this process until there is a winner in City Tournament play.

> **International Tie Breaker Rule:** In League Play, after the last inning of play, whether by time limit or completion of 7 innings, the visiting team in the top half of the inning shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on 2nd base. The home team will follow the same procedure for one inning. A courtesy runner may be used for the runner that is placed on 2nd base to start the inning.

L. PROHIBITED EQUIPMENT / ITEMS (in addition to those listed in Caswell Park Rules)

1. Metal cleats may not be worn
2. All jewelry must be removed

M. EJECTED/DISQUALIFIED PLAYERS. In the unfortunate event that a player is ejected, the team must replace the player with a sub. If no sub is available for the ejected player, the game is forfeited per ASA rules. If a player is "disqualified" by the umpire, the game may continue by subbing for the player or taking an "out" in that player's position. Per policy, the ejected player is suspended 4 games. He/she may meet with league administrators to discuss the incident and may

result in a reduction of games suspended.

VII. CITY TOURNAMENT PLAY

~~**A. CITY TOURNAMENT REGISTRATION.** Team shall register for the tournament and pay a $55. Tournament Fee deadline will be posted toward the end of the season.~~

~~**B. TOURNAMENT FORMAT.** The City Tournament will be double-elimination.~~

C. AWARDS. Champions will receive City Champion t-shirt.

C. PLAYER ELIGIBILITY. For the tournament, a player may only play on one men's team and one co-ed team. Players eligible to play in the post-season City Tournament must have been signed up by the roster freeze date and played in three regular season games (as documented in the league scorebook).

D. TOURNAMENT DIVISIONS. Teams in 0HR leagues may choose to play in the 2HR tournament division. A team in a 2HR league may only play down in the 0HR tournament if approved by the Athletics Coordinator. Results of the team asking to play down will be a factor.

E. TIE GAMES. If teams are tied after the last inning of play, whether by time limit or completion of 7 innings, the game shall continue until a winner is determined using the International Tie Breaker Rule where the players who is scheduled to bat last in the respective half inning begins on 2nd base.

F. POSTPONED GAMES. Games postponed or suspended before the game is completed on the field will be rescheduled unless both teams agree that the game can end with the score at the time the game was called.

VIII. PROTESTS

A. JURISDICTION. The KPRD Athletics Office will settle all disputes, misinterpretations of rules, etc. arising from softball games. When a misinterpretation of a rule occurs, an Official ASA Rule book will be used except where a local rule supersedes or supplements.

B. STEPS TO FILE PROTEST. To file a protest, the following steps must be followed:

1. Protests must be made to the Home Plate Umpire.

2. A fee of $50 must be given to the Field Supervisor upon filing the protest with the Home Plate Umpire.

C. ELIGIBILITY PROTESTS. The Field Supervisor will settle protests on <u>eligibility</u> at the time the protest is filed.

1. Protests on eligibility must be made to the umpire-in-chief orally before the end of the game and while the player in question is playing in the game.

2. The Field Supervisor will obtain the signature from the player in question and it will be compared with the signature on the OFFICIAL TEAM ROSTER. The field supervisor can request the player in question's photo ID. The official ruling will be made at this time. If the player is not listed on the team roster, the protest will be upheld. Protests must be filed

with the Field Supervisor and will be settled immediately with the decision affecting only the game protested.

3. Documents regarding only the player in question will be inspected.

VI. CASWELL PARK RULES

- No pets
- No weapons or explosives (unless person has carry permit)
- No alcoholic beverages and/or drugs (includes parking areas) or tobacco products
- No coolers or outside food/beverages
- No fighting, profanity, or loud threatening language
- No hitting into the fences
- Warm up in designated grass areas between the fields
- No vulgar or sexually suggestive wording on the uniforms
- $1.00 admission for all players, coaches, spectators. Ticket will be redeemable in the concession stand for a bottled water, bag of popcorn or a coffee.
- When lightening is in the area, EVERYONE is required to go to your cars and wait for the “all clear” to resume play or until games are postponed for the night.

ADULT CO-ED SOFTBALL SUPPLEMENTAL RULES

KPRD Co-Ed Softball Leagues will follow standard ASA Co-Ed and KPRD Spring Adult Softball By-Laws with the exceptions listed below.

A. NUMBER OF PLAYERS. Co-ed softball is played with ten or twelve players - five males and five females and one additional male and female if a team would like to bat 12 players (See D below). Co-ed teams may not begin a game with eleven players in the batting order. If a team begins a game with ten or twelve players and for any reasons other than a player ejection that team can finish the game with one player less than they started, either 9 or 11 players, an out will be recorded each time the missing player's turn at bat occurs.

B. MINIMUM TO START GAME / PLAYING SHORT. In addition to the similar rule in Section III. C., a co-ed team may begin the game with eight players (3-5 male / 3-5 female). Defensive positioning would require at least one of each gender in the infield and outfield.

1. FEMALES MAY FILL IN FOR MALES. A team may play additional females in place of a male(s). For instance, a team that has 3 males and 7 females could play the game. The males would be placed in alternating spots in the batting order. Gender rules still apply. Defensive positioning shall not exceed ratios listed below.

   a. For a male to enter the game, he must replace a player listed in the "male sequence" in the batting order. Substitution rules apply where the player removed from the game can only re-enter in that place in the batting order.

C. EXTRA PLAYER (EP). "EP" is optional and if used in co-ed, all twelve must bat and any ten, (five male and five female) can play defense. Defensive positions can be changed as long as the following ratio is used: two male/two female in the outfield, two male/two female in the infield, and one male/one female as pitcher/catcher. The batting order must remain the same throughout the game.

D. BATTING ORDER - Batting orders must alternate sexes. Either a male or female lead off and must alternate after that. EXAMPLE:

1. MALE	1. FEMALE
2. FEMALE	2. MALE
3. MALE	3. FEMALE
4. FEMALE	4. MALE
ETC.	ETC.

E. DEFENSIVE POSITIONING. Players must be positioned by gender in the following manner:

1. Outfield: 2 Males/ 2 Females

2. Infield: 2 Males/ 2 Females

3. Pitcher/Catcher: 1 Male/ 1 Female or 1 Female/1 Male

OUTFIELDER'S INTERFERENCE

4. All outfielders must stay behind the dotted line during a Female batter's plate appearance until the ball is hit. Effect:

a. When Outfielder's interference occurs, the umpire will allow the play to progress because the outcome of the play may be more desirable than the interference. In that case, the offensive manager can elect to accept the outcome of the play over the interference.

F. COURTESY RUNNERS. In addition to Section III. J., a courtesy runner must be the same gender as the player being replaced.

G. STEALING. No player may steal a base during a co-ed game.

H. MALE BASE ON BALL. Any walk to a male batter will result in a two base award.

a. **Provision:** With two outs, the female batter has the option to "walk" or bat if the male in front of her "walks".

SENIOR LEAGUE (50+) SOFTBALL SUPPLEMENTAL RULES

Standard ASA Senior (50+) Softball League Rules and KPRD rules and regulations will be used for the regular season and City Tournament.

A. AGE ELIGIBILITY. Players must turn 50 years of age by December 31, 2016.

B. THE GAME.

1. **INNING RUN LIMIT.** Teams may only score 7 runs per inning until the 7th inning, last inning of a time game, or any extra inning.
2. **ALL MAY BAT.** All players present may bat.
3. **HOMERUN MAXIMUM**. After a team has hit the allowed 3 homeruns, any subsequent over the fence homerun will be considered a single.
4. **COURTESY RUNNERS.**
   a. Courtesy Runners are in the game when announced by the team manager batting.
   b. An unlimited amount of courtesy runners are allowed each inning.
   c. Any player in the batting order may be used as a runner.
   d. A player may be a courtesy runner only once an inning.
   e. A courtesy runner whose turn at bat comes while he is on base will be out. He will be removed from the base and come to bat. No second courtesy runner may be substituted for the first one.
   f. A courtesy runner may not run for an existing courtesy runner except for an injury.
   g. A courtesy runner is in the game when he touches the base.
   h. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
5. **DOUBLE HOME PLATE**
   a. The second home plate shall be placed eight feet from the back tip of home plate on an extended line from first base. A line shall be drawn from third base to the second home plate.
   b. Runners must touch the second home plate located adjacent to the right-handed batter's box in order to be safe at home. Defensive players can only touch the original home plate and runners can only touch the second home plate. Runners tagged by the defensive team will not be out. If the runner touches the original home plate, he will be out and the ball will remain live. (See diagram under Rule 2, Section 3 G in ASA Rulebook)
6. **POINT OF NO RETURN.** Once a runner crosses a line 20 feet from home plate, he cannot return to third base. If the player returns to 3rd Base, the runner will be called out, and the ball remains live.