



ADULT SLOW-PITCH SOFTBALL LEAGUE RULES

I. PLAYER ELIGIBILITY

- A. Players need not live or work in the tax limits of the City of Rockville.
- B. Teams and players will be permitted to play in other jurisdictions, such as Montgomery County, etc. **Players must be 18 years or older and out of high school.**

II. ROSTERS

- A. It is the Manager's/Coach's responsibility to make sure that the PRELIMINARY roster has been received in the Sports Office prior to the first league game.
- B. Rosters are to be submitted on the official roster form. Each player's name, home address, emergency contact information, and signature must appear on the form.
- C. Each team shall be limited to 24 players at any one time.
- D. The team manager shall submit to the department before a designated date as determined by the Sports Office, a FINAL roster of all the players on his/her team. No players may be added after this date for league play, unless approval is received by the Sports office.
- E. A player must be officially released in writing before he/she may play with another team. No transfers after final rosters.
- F. In the adult softball program, individual players may not participate on more than one team within the same weeknight.
Exception: ALL divisions (Men's and Co-Rec)-**Regular season ONLY:** to avoid forfeiture teams with less than 8 players can use other registered players from another registered team in the league (Mon division, Tues division, Wed division, Thursday division, Co-Rec division.) **The manager must notify the umpire; prior to the start of the game; if other league registered players are used. No more than two (2) players of this type can be used to make nine (9) players.** If a team has 8 players, then only one (1) player of this type can be used to make nine (9) players. Once the team gets 9 players from their roster the substitute must be removed from the game.
Men's City Championships – Players participating on multiple teams in the same division classification must select one roster for play-offs and remain with elected team throughout the play-offs. [No Exceptions]

A player may be on only one roster in the Co-Rec League. However, men can participate in the Co-Rec League, in addition to Men's League. **PENALTIES FOR THE ABOVE:** A player in violation of this league rule is an ineligible player, and both teams he/she is playing for are subject to forfeiting each and every game in which he/she participates. Team Managers are responsible for the absolute validity of the team rosters submitted to the Sports Office. The use of an ineligible ballplayer will result in the team manager, whose name appears on the roster, being suspended for a minimum of one game, in addition to other penalties. Check with each of your players and advise them of the league rule. Any player in violation must decide which specific team they are going to permanently roster.

III. PLAYING RULES

		Men	CoRec	
Base/Pitching Distances				
	Bases	70'	70'	
	Pitching	50'	50'	
Ball	COR	.52	.52/.44 or .52 *	
	Compression	300	300/375 or 300 *	
	Size	12"	12"/11" *	
Lineup				
	# of hitters	**	10 + 2 EP	10 + 2 EP
Batter's Box		3'x7'	3'x7'	
Home Run Rule		4	4	
Time Limit		***	65 Min	65 Min
Slaughter Rule				
	After 3 Inn	20	20	
	After 4 Inn	15	15	
	After 5 Inn	10	10	
Players to start game		8	8	
Stealing		No	No	
Metal Cleats		No	No	

Table Notes:

- * Men/Women
- ** Max 12 Hitters
- *** See playoff section for time limits

- A. Unless modified by this set of rules, all games of the league shall be played in accordance with the current slow pitch rules adopted by the Amateur Softball Association (ASA).
- B. The number of players to start and continue a game shall be as follows: **All league games may start and/or be played with a minimum of 8 players**, only if the ninth and tenth eligible player(s) are not available. If a ninth and tenth player(s) arrive after the start of a game, he/she bats in the ninth and tenth position. However, teams will not be penalized with recorded outs for a missing player(s) [i.e. hurt, ejected, etc.]
- C. **Additional Hitter(s) Rule NEW:** Teams have the option at the start of the game to bat as many players as they want, but defensively play 10. A team may insert any additional hitters into its line-up at the start of a game only. The batting order must remain constant; however, any 10 of the players can take defensive positions throughout the game. All players shall be subject to the re-entry rule.
- D. Courtesy Runners (two cases):
- 1) Intended for individuals who have physical/health related issues. Persons desiring such **CR** status are to obtain pre-approval from the appropriate Sports Programs Supervisor. This request should be in the form of an email and include the name of the player(s) and the specific health issue(s). Upon receipt of approval the returned email should be brought to the field to show/present to the umpire/other coach to receive approval from both – no email presented during/at the time of ‘ground rules’, **NO** CR for those games. Team/manager will be required to email for approval to each/every game for a CR. The issuance of a ‘blanket’ CR for the season may be considered with proper approval.
 - 2) Players who sustain a serious/aggravated injury during a game, however, not significant enough for game removal, but necessitate a runner if he/she reaches base. **Permission for a CR to be used prior to the player going to bat must be given by the opposing team manager. Once approval has been given by opposing team manager, the injured player may use a CR each time he/she comes to bat for the remainder of the game.** Unlimited CR’s are allowed each inning. The CR at the first dead ball may replace any batter/base runner on a base after they reach base. **The CR is defined as “the last player who made an out”;** (Co-Rec) “the last player who made an out of the same sex”. If it should happen in the first inning and no one has been retired or scored, it will be filled by the last spot in the batting order.
- E. Base distance is 70 feet. The pitching remains 50 feet from home plate.

F. **Rule 6 – Pitching Regulation (Slow Pitch)**

City of Rockville – The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 12 feet from the ground.

(Safety) – An imaginary line from the front edge of each side of the pitching rubber will be drawn back (6) six feet to form a rectangular box. Since the pitching rubber is (50) fifty feet from the home plate, the imaginary box will extend back to (56) fifty-six feet, and the pitcher will be allowed to pitch anywhere inside of that box. The pitcher must have one foot touching the box to begin pitching. All other rules regarding pitching will still be in force.

G. **Foul Ball/Foul Tip** [Slow Pitch without Stealing] –

Foul ball - A batter is out when the catcher catches a foul ball and the ball had a perceptible arc. Foul tip – the ball is dead and the batter is out if it is the third strike. If it happens and it is only the second strike, then the batter is not out. **[Rule prior to 2006 ASA change]**

H. **Stealing:** Stealing is not allowed. Runners may advance when a pitched ball is batted or by force (walk).

I. **Cleats:** Metal cleats are not allowed. First offense is a warning by the umpire and player must remove metal cleats. Second offense is ejection from current game only.

J. **Run Ahead Rule** - Any team leading by 20 after three innings, 15 after four innings, or 10 after five innings (respectively 2 ½, 3 ½, and 4 ½, if the home team is ahead) or any complete inning thereafter will be declared the winner and the game will be complete. **Note:** see VI Playoffs Section for Run Ahead Rule during playoffs.

K. **Home Run Rules** (an untouched fair ball over the fence) **One-Up** in affect for all leagues

1. Men's 'D' and 'C/D'– (4) home runs with one-up after fourth (4th) home run.
2. Co-Rec - (3) home runs with one-up after third (3rd) home run.

One-Up Rule: Once both teams reach their home run limits, the teams are allowed one additional home run. As long as both teams keep matching the limit or equal number of home runs, teams may continue to hit additional home run(s). If one team reaches the limit and goes over the limit before the other team reaches their limit, each home run becomes an out. The one-up rule is in affect for all innings.

Teams are responsible for retrieving or providing back-up balls, as specified in these rules, for home runs hit over the fence. If a player hits an **over the limit**, successive untouched ball over the fence, the batter will be ruled out.

- L. Base awards must be touched in legal order.
Exception: Over the fence 'home run'. On any fair-batted ball hit over the fence for a home run, or a four-base award, the batter and any runners are credited with a score. The batter and any runners can go directly to the dugout. This would eliminate any runner appeal play.
- M. **3-Foot Runner's Lanes (Fields applicable) –**
Batter-Runner is out when he/she runs outside the three-foot lane **AND**, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. When the defensive player uses the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.
- N. A runner shall be declared out when a defensive player has the ball and the runner remains on his or her feet and initiates contact with the defensive player. The runner shall be ejected from the game (if, in the judgment of the umpire, the contact is flagrant).
- O. A runner shall be declared safe (obstruction shall be called) when a defensive player initiates contact by blocking a base or home plate and the defensive player does not possess the ball. A defensive player must grant unimpeded access to a base when he is not in possession of the ball or in the act of fielding a batted ball.
- P. A player shall be officially in the game when his/her name has been entered on the Official Score Sheet (home team is official) or has been announced. When preparing the team's batting order for the game, and prior to exchanging line-ups with the opposition, you must use the following format for listing player's names: first initial and last name in full. When more than 1 player has the same last name, please list full first and last name of these players.
- Q. No head first sliding into home plate only. Players will be called out, but play will continue.
- R. There is no must slide rule but all runners shall avoid contact. A runner may slide, go around or go over to avoid contact with a fielder waiting to apply a tag or attempting to turn a double play. That player will be called out and if in the judgment of the umpire the batter/runner may

also be called out. A runner that crashes into a fielder **waiting or attempting to apply a tag** will be called out.

IV. CO-REC PLAYING RULE EXCEPTIONS

A. A team shall consist of 5 men and 5 women and 5 of each sex on the field. If a team is playing with (8) players, there must be 4 of each sex on the field; (9) players; there must be 5 of one sex and 4 of the other sex on the field.

B. **Additional Hitter(s) Rule** (optional in the Co-Rec Leagues)

A team may insert 2 additional hitters, one of each sex, into its line-up at the start of a game only. The batting order must remain constant; however, any 10 (5 male and 5 female) of the 12 players can take a defensive position throughout the game. If the game is started with 12 players, it must end with 12 players if substitutes are available. All 12 players shall be subject to the re-entry rule.

When using the 12-player line up in the Co-Rec league. If a player is either ejected or leaves the game with an injury and there is no substitutes available, the batter in the previous batting order must drop out of the line up but may return as a substitute (following the substitution rule) later in the game. **Example:** If batter 10 gets hurt batter 9 drops out of the line up but may return as a substitute later in the game.

C. In all Co-Rec divisions, the men shall hit 12-inch circumference softball and the women shall hit 11-inch circumference softball.

1. The home team will provide one "new" 12-inch ball and one "new" 11-inch ball.
2. The offensive team **MUST** provide a first base coach. The first base coach will be responsible for giving the defensive pitcher the proper size ball for the batter. For example, if a team has a male batter, the first base coach will provide the 12-inch ball to the pitcher. As soon as the play has ended and the umpire calls time out, the 12-inch ball would then be replaced with the 11-inch ball for the female batter by exchanging balls between the first base coach and pitcher.
3. If a ball is hit out of play and cannot be recovered quickly, the team that is at bat must furnish as many additional league-specified balls as needed to complete their turn at bat.
4. If the incorrect ball is pitched to a batter the following enforcements will apply.

Female batter pitched the 12-inch ball:

- a. If the wrong ball is used, the manager of the offensive team has the option of taking the result of the play or having the last batter rebat and assume the ball and strike count prior to the wrong ball being discovered.

Male batter pitched the 11-inch ball:

- a. batter-runner safely reaches first base or beyond, the play will stand.
- b. batter-runner fails to safely reach first base as the result of a fly out, ground out, foul out, etc., the play will stand; no replays will be granted.

Male or female batters:

- a. Upon the discovery that an incorrect ball has been used, the umpire shall rectify the situation by placing the appropriate ball in play; the count from the previous pitch is official regardless of whether the batter was a male or female.

Example: Female batter

- First pitch is a strike,
- Catcher discovers that a 12-inch ball was pitched,
- Umpire replaces the 12-inch ball with the proper ball prior to the next pitch,
- The count reflects the prior pitch, which should indicate 1 ball, 2 strikes.

- D. The offensive line-up may begin with either a man or woman; the order for men and women shall rotate thereafter. **EXCEPTION:** If a team is playing with 9 players, the offensive line-up must begin with the sex having 5 players, and there will be a repetition of sex in the line-up.
- E. Positions in the field may be distributed, as the coach/captain desires. While positions in the field may be changed at any time, the male/female order of the starting line-up must be maintained.
- F. **This specific Rule (IV: F) Pertains to Co-Rec Reverse Softball League ONLY:** Men shall assume the batting stance opposite to that which they would normally use in a softball game. **Opposite-handed means:** If the individual fields with the glove on the left hand and throws right-handed normally, he is supposed to bat left-handed and vice-versa. If the opposing manager feels that any male is not batting opposite handed or on their weaker side as required, he may require the batter to switch his batting stance anytime. The manager can reverse this decision anytime during the game and once the decision is reversed, it will be final.

Example: If a left-handed male batter hits a home run right-handed, the next time at the opposing manager requests that he bat left-handed. Left-handed, he bats another home run. The opposing

manager has one last chance at his next at-bat to decide with which hand the batter shall bat. At this point, the decision is final.

- G. **Walk Rule:** The following walk rule will be used in all divisions: When a male batter is walked intentionally or unintentionally, the male batter is awarded first and second base and the following female batter must bat. **Exception: With two outs, the female batter has the option to walk or bat. If a team is short of players (s) and two (2) male players bat back to back in the lineup, and the first male batter is walked, he would only be awarded first base. If the next male batter walks he would be awarded second base forcing the runner to third.**
- H. **ONE AND ONE COUNT:** In all leagues, when a batter enters the batter's box, he/she will have the count of **one ball and one strike**. After the batter has reached two strikes, he/she will be declared out when he/she hits a second foul ball. (If the foul fly ball is caught, runners may tag and advance at their own risk.)
- I. **Time Limit:** There will be a 65-minute time limit for all games. The time limit begins with the first warm-up pitch. **No new inning may begin after the time limit has been reached.** An inning that has begun will be completed unless the lights curfew comes into effect. If a game has not reached official completion per league rules, the Rockville Sports Supervisor will determine whether the game will continue based on standings. The Sports Supervisor will communicate this information with team managers. **For time limit purposes, the new inning begins when the 3rd out occurs. Playoffs:** The 65-minute time limit is in effect for all playoff games IF a team is ahead when the time limit has been reached, except for the City Championship final and 'IF necessary; games ONLY, there will no time limit.
Note: See Tie Games and Management for handling tie games.
- J. All doubleheaders scheduled will be played back to back. If the first game ends early, there will be a 5-minute break in between the first & second game. The second game will start immediately following the 5-minute break.
- K. Use home Plate Mat for Balls & Strikes. A legally pitched ball that strikes the plate or mat will be a strike
- L. Plate Umpire position his or herself near backstop in a position most comfortable.
- M. **Extra Home Plate for Base Runner:**
- a. Extra home plate for base runner to use located on the rearward extension of the 1st base foul line at a distance of 8 feet from the rearmost corner of the regular home plate.

- b. Commit Line - A line shall be marked perpendicular to the foul line halfway between 3rd base and home plate.
- c. Any play at home is a force out play.
- d. If a runner advancing toward home plate touches the commit line or the ground beyond it, *he cannot return to 3rd base*. A runner who re-crosses the commit line shall be called out automatically. A runner who left the base before an outfielder touches a fly ball, crossed the commit line, and touched alternate home plate can be declared out on appeal.
- e. Scoring: The play at home is always a force play regardless of the number of runners on base. To score, a runner must touch the extra home plate before the catcher touches the regular home plate while in possession of the ball. *Under no circumstances shall the catcher tag or attempt to tag the runner with the ball* (violation shall result in the runner being declared safe.) A runner who touches or jumps over any portion of the regular home plate or pitching mat shall be declared out. In the event of an errant throw the runner attempting to score must avoid collision with the catcher attempting to field the ball.

Tie Games and Management:

Any regular season game, which ends in a 'tie' after 7 full innings has been reached, even if there is time remaining [in the standard 65-minute time limit] will be considered a 'complete game', and each team will receive 1 point in the standings. **No extra inning(s) are to be played.**

Playoffs: During the post season playoff games (all rounds except the Championship Finals) after 7 completed innings if the game is still tied then the 1 pitch format will be instituted until a winner is determined. **EXCEPTION:** The Championship final and IF Necessary game(s) of the City Championship, if tied after 7 innings, the regular 1 and 1 count will be used.

The following policies and procedures pertain specifically to Broome Park and Mark Twain School Athletic Park.

No new inning shall start after 10:30 p.m. and there is an **absolute** curfew of 10:45 p.m. unless otherwise approved by a Sports Supervisor. **All play stops at this time.** If a game is stopped due to the curfew or darkness in the middle of an inning, the game reverts back to the last full complete inning.

N. Guidelines for Lightning Safety

Most important – If activity has been suspended due to lightning, the umpire should wait 30 minutes after the last lightning flash or sound of thunder prior to resuming activity. Each time additional lightning is observed or thunder is heard; the 30-minute waiting period should be reset. A clear sky or lack of rainfall is a not adequate indicator for resuming play. The 30-minute return-to-play waiting period should not

be shortened. Play should not be resumed even after the 30-minute waiting period if any signs of thunderstorm activity remain in the area.

- O. There will be a 10-minute grace period for all the game(s) of the day/evening (weekends included). Exception: for double-header games, there will be a 10-minute grace period for the 1st game of the double-header only. However, the official will start the time limit clock at the scheduled game time. Example, for games scheduled to start at 6 p.m. the time limit rule will be 7:05 p.m. If part of the 65-minute game time is lost due to weather (rain, lightning and/or thunder), maintenance issues, or an injury to a player, any "lost time" counts towards the official 65-minute game time limit, just as the 10-minute grace period does for games that are scheduled to start at 6:00 PM.

For example: If a game is stopped due to weather and at least 30 minutes of playing time remain the game should be continued from the point stopped. If less than 30 minutes remains the game should be postponed and continued from the point of interruption at a later date.

- P. **Forfeited Game:** A team forfeits a game when it fails to have the minimum number of players to start a game or maintain the minimum number of eligible players (8) to continue playing. Teams participating in 'Doubleheaders' will forfeit each game separately. Regular Schedule WEEKDAY doubleheader games ONLY: Teams that forfeit the first game of the doubleheader due to insufficient number of payers, must begin the second game of the 'Doubleheader' as soon as they have the minimum number of eligible players present, but no later than the scheduled starting time for the second game.

For all WEEKEND make up doubleheader games ONLY: against the same team: if Game 1 is a forfeit, after 30 minutes and if a team does not have enough players to play the second game, the second game will be declared a forfeit.

VI. PLAYOFFS (Men's and Co-Rec)

- A. Teams qualifying for the playoffs shall be as follows:
Men's & Co-Rec Leagues- format to be announced

Unless modified here, all games of the tournament shall be played in accordance with the current slow pitch rules adopted by the ASA and the City of Rockville Slow Pitch Softball League Rules.

There will be a 65-minute time limit for each game EXCEPT for the Championship and 'IF' Necessary games in the City Championship Tournament there is no time limit. No new inning shall start after 65 minutes have passed. For time limit purposes, the new inning begins when the 3rd out occurs. Time starts when the home team takes the

field.

- B. After 7 completed innings if the game is still tied then the 1 pitch format will be instituted until a winner is determined. EXCEPTION: The Championship and 'IF' Necessary game(s) in the City Championship Tournament, if tied after 7 innings, the regular 1 and 1 count will be used.
- C. Unless waived by the Rockville Sports Supervisors, or designated official, no new inning shall start after 10:30pm and there is an absolute curfew of 10:45pm. All play stops at this time. If a game is stopped due to the curfew or darkness (official game) in the middle of an inning, the game reverts back to the last full complete inning. Otherwise, the game will be picked up at the point of stoppage. Both managers will meet with the field supervisor and umpire to document the details of the suspended game.
- D. Any team using an ineligible player shall automatically forfeit each game in which the player participated. If a team knowingly uses a player under an assumed name, that team shall automatically be dropped from the tournament. Each game played with that player and all scheduled games not played shall be forfeited to the opponent.
- E. Field supervisor will provide all game balls for tournament play.
- F. A tie in league standings will be resolved as follows:
Tie Breaker:
-Head to Head Competition
-Net Run Differential between tied teams
-Overall Net Run Differential (if applicable for men's teams only)
-Coin Flip
For purposes of league standings, teams shall receive 2 points for a win, 1 point for a tie, 0 points for a loss, and (-1) point for each forfeit.
- G. **SPECIFIC TO MEN'S DIVISIONS ONLY:**
- a. Each team/player participating in the tournament must show positive proof of identification (driver's license) before each scheduled game, NO EXCEPTIONS!! Rosters will be checked and verified by the Tournament Supervisor(s). **No Photo ID equates to no participation in the game.**
 - b. Player's participation on multiple teams in the same division classification **must** select one roster for playoffs and remain with the elected team throughout the playoffs [no exceptions].
 - c. Championship and 'IF' Necessary Games Run Ahead Rule: 10 Run Slaughter Rule will be in effect after 5 complete innings (4 ½ if the home team is leading). All other playoff games besides Championship and 'IF' Necessary Games will follow regular season Run Ahead Rule.

- d. The Home Team is the highest seed with the exception of when a winner's bracket team plays a loser's bracket team (championship game) then the team in the winner's bracket shall be the home team. 'IF' Necessary game is played, the home team swaps.

H. **SPECIFIC TO CO-REC DIVISIONS ONLY:**

- a. Walk Rule- this rule will be used during the tournament
- b. Any team that forfeits the 1st round of playoffs games in the City Championship tournament will automatically be eliminated from the remainder of the tournament.
- c. Run Ahead Rule: A 10 Run Slaughter Rule will be in effect after 5 complete innings (4 ½ if the home team is leading) for all playoff games.
- d. Home Team is the highest seeded team for the first round of games. All other games; a coin flip will determine the home team.

VII. HOW TO PROTEST

- A. All protests pertaining to the playing of a game shall be submitted to the umpire and the opposing manager at the time of the alleged infraction and prior to the next pitch.
- B. **Failure to present league rules to an umpire at the time of misapplication of that rule will result in a no-protest decision.**
This is the Manager's/Coach's responsibility.
- C. Protests shall be submitted in writing with a \$50 protest fee and must be in the possession of the Sports Programs Supervisor within 48 hours after game time. If the protest is denied, the fee shall be deposited. If the protest is upheld, the fee shall be returned.
- D. **Player Photo Identification** – At all times, players must be prepared to show positive proof of identification (Drivers License) upon request/challenge. **All protests on player ineligibility must be addressed at the exchange of the line up or when the player is first introduced into the game.** Protests as to the use of an ineligible player must be registered with the Sports Programs Supervisor by the close of the next business day; no protest fee is required and the protest must be submitted in writing. Name(s) and other personal data of the alleged offenders must be included in the written protest that is filed.
- E. Any team using an ineligible player shall automatically forfeit each game in which the player participated.

VIII. DISCIPLINARY ACTION

The City of Rockville Adult Slow Pitch Softball league is intended as a recreational activity. It is expected that all participants conduct themselves in keeping with the highest standards of sportsmanship. Unbecoming conduct will not be tolerated. Unsportsmanlike conduct includes, but is not limited to such things as: assault, verbal abuse, threats, or physical violence against other participants, umpires, managers, staff, etc. Inappropriate language for a recreational environment, excessive arguing with the umpire, and dangerous acts, i.e. throwing a bat.

- A. **Technical Out:** As a sanction against those teams or individuals whose behavior is unacceptable, but an **Umpire/City staff member** judges that ejection is too severe a penalty, the **Umpire/City staff member** may invoke a **Technical Out** against the offending team. Technical outs cannot be protested.

*Example: **Technical out** assessed by the **Umpire/City staff member** for a player's foul language in lieu of player's disqualification and removal from the park*

*premises. **NOTE: If a City staff member invokes the "Technical Out" or "Ejection" they must notify the Umpire and explain the violation.***

1. **Offense:** If the team at bat is guilty of unsportsmanlike conduct the **Umpire/City staff member** may enforce an out against them. If this is the first or second out of the inning, the game continues with the batter and base runners being unaffected; an additional out is simply added to the team's total. If the **Technical Out** is the third of the inning, the next inning will resume with the batter who would have batted had the out not been called. In this case the batter will begin with a fresh one-and-one count.
 2. **Defense:** If the team in the field is guilty of unsportsmanlike conduct, the **Umpire/City staff member** may invoke the **Technical Out** by reducing by one the number of outs that the defense will have when they come to bat.
 3. Two consecutive **Technical Outs** may not be assessed against the same team. At least one pitch (legal or illegal) must intervene. An ejection for any unsportsmanlike behavior must be accompanied by charging of an out against the offending team.
- B. The team manager/coach is responsible for the conduct of his/her team and team followers.

Note: Upon request, the manager/coach is responsible for furnishing the name(s) of disqualified player(s) to the umpire. Failure to cooperate will result in automatic team forfeiture, and suspension of the team manager.

- C. A player, manager, coach, or spectator who is ejected before, during, or after a game shall be suspended from league play for at least one night of play (this means both games of a doubleheader the next time the team is scheduled to play) and depending on the severity of the incident, may be suspended an additional game(s) by the Sport Programs Supervisor. In extenuating circumstances, in collaboration with the program supervisor, the Sports Programs Supervisor will gather input from the Superintendent of Recreation for necessary disciplinary action.

An ejected player, coach, spectator has three minutes to leave the park premises. If the individual fails to do so, the offending team will forfeit the game. While a manager, coach player, or spectator is serving out their game(s) suspension, he/she may not attend future game(s) until such time the suspension is fulfilled; under penalty of forfeiture, and further punitive action to participant and team. Likewise, further ejections by the same individual during the current season shall be dealt with more severely, including but not limited to, suspension from the program for the remainder of the season.

- D. All program participants agree not to post, email, or otherwise send any of the following items against the League, the Sports Officials or the coaches in the League.
- a) Anything that is unlawful, harmful, threatening, abusive, harassing, defamatory, libelous, or invasive of another's privacy:
 - b) Anything that harasses, degrades, intimidates or is hateful toward an individual or team on the basis of religion, gender, sexual orientation, race, ethnicity, age, or disability:

Violations of this rule will make you subject to suspension from the league.

- E. Before, during, and after the game, anyone who strikes, shoves, pushes, bumps, or otherwise verbally or physically threatens anyone shall be suspended for at least one year from the date of the incident.
- F. Any player, manager, or coach who approaches an official or City staff representative in a negative manner after the conclusion of a league game, including parking lot, will be suspended for at least one (1) game or more if deemed necessary by the Sports Division.
- Q. Any team or player(s) who violate any of the City of Rockville regulations, especially the possession or consumption of alcoholic beverages on park property, shall be subject to disciplinary action to be taken by the Sports Programs Supervisor.

If a cooler is brought to the playing field, and it is reasonably suspected to contain beer, etc, it may be inspected by the umpire or field supervisor. Failure to comply with the request will result in owner of cooler being asked to leave the premises.

- any H. Effective March 1, 2016, no smoking or vaping will be permitted on City of Rockville property including City parks/fields, centers and facilities in accordance with Montgomery Code Section 24-9 (Smoking in Public Places)

IX. GAME POSTPONEMENT AND RESCHEDULING PROCEDURES

- A. **Inclement Weather Information Line:** If games are cancelled, a tape-recorded message will provide this information by approximately 3:00 p.m. on (240) 314-5055 for Monday-Friday evening games. You are urged not to call before this time, as information may not be available. In the case of weekend day games, cancellation decisions will be made as soon as the fields are checked and/or enough information is collected to make the decision. It should be noted that weather conditions can vary from park to park, and cancellations in one park do not necessarily mean cancellations in another park.
- B. In the event team opponents and/or staff are not present at your scheduled game time, please call the number for "Sports Inclement Weather Information Line" at **240-314-5055**. This tape-recorded message is periodically updated to provide you the latest status on games.
- C. The City of Rockville will be responsible for all cancellation decisions. **PLEASE DO NOT CHALLENGE STAFF OVER CANCELED GAMES.** In the event of inclement weather after 3:00 p.m., where no previous announcement has been made regarding playing conditions of fields, it shall be the sole responsibility of the umpire and/or staff representative to determine field playability. Both teams should report to the playing field.
- D. In the event an umpire and/or staff representative decides to cancel the first ball game or doubleheader at a specific ball field due to weather related conditions, **all remaining scheduled games thereafter may be played or canceled; provided weather conditions have improved and fields are determined safe to play.**

Games that are not considered regulation shall be resumed as follows:

- Regular Season: At the exact point where game was stopped.
- Play Offs: At the exact point where game was stopped.

- E. The Sports Office will reschedule all games determined incomplete or postponed. This rescheduling action will follow (1) make-up days on player schedules, if applicable; (2) weekends (Saturdays or Sundays); or an alternate weekday evening. Notification of rescheduled ball games will be forwarded via mail or email generally 48 hours before scheduled contest.

X. CALLING IN SCORES

- A. The City of Rockville Site Supervisor will report all scores for games that take place at Broome Athletic Park and Mark Twain. At the following sites: Woodley Gardens fields and Welsh Fields, the winning team must report their scores to the "Division Representative," who is responsible for collecting game scores.
- B. The winning team shall be responsible for notifying the division representative of the score by the next business day following the game. The winning team of the second game should report doubleheaders, where there is a split.
- C. The division representative of the leagues at Woodley and Welsh fields shall report all scores to the Sports Office within two business days following the game.
- D. To check standings online, go to www.rockvillemd.gov/recreation/sports, click on schedules under Adults Sports Leagues, scroll to season/sport.

XI. MISCELLANEOUS

- A. Awards shall be as follows:
 - 1. Men's Post-Season Championship Tournaments - Team Trophies
Division Champions – 'Gift Certificate' - team party at a local establishment
 - 2. Co-Rec Post-Season Championship Tourney – Team Trophies
Division Champions – 'Gift Certificate' – team party at a local establishment
- B. Any player who violates the City of Rockville ordinance regarding the Possession or consumption of alcoholic beverages on park property shall be subject to the penalties provided by law. (Rockville Code, Section 14-36): ***If a cooler is brought to the playing field, and it is reasonably suspected to contain beer, etc, it may be inspected by the umpire or field supervisor. Failure to comply with the request will result in owner of cooler being asked to leave the premises.***
- C. **"No Parking" zones on residential streets and parks** will be enforced throughout the playing season. Please observe "No Parking" signs by parking in legal zones only. Please communicate this to all your players and team followers.

Parking is not allowed for softball participants behind Broome Park; players will be directed by staff to relocate their vehicles.

- D. Players, managers, coaches, and team followers are encouraged to **not to bring their dogs, including leashed dogs, to the parks and ballfields during games.** Your cooperation is appreciated.
- E. **Uniforms: (Optional in league play)** for purposes of consistency, teams opting to use uniforms should have all players wear the same color shirt. Any teams participating/qualifying for ASA/USSSA tournament play will be required to follow tournament uniform rules.
- F. **Equipment:** The official game ball for all Men's, Co-Rec Leagues will be furnished by the Recreation Department and to all teams. The official ball for the league play will be as follows:

- Men's -12" .52 COR/300 Compression. Leather, Yellow Cover.
- Women's - 11" .52 COR/300 Compression. Leather, Yellow Cover.

No other softballs are acceptable other these specified compression balls. The Home Team shall furnish 2 new balls to start the game. If additional balls are needed, the team at bat shall furnish as many additional playable balls as needed to complete the game. The 2 new balls, 1 each, should be introduced at the top half and bottom half of the first inning. The balance of the game should always be played with the best ball as judged by the Umpire.

- G. **BATS: Men's Leagues and Co-Rec Leagues Divisions**
See the **USA Softball Non- Approved Bat List with Certification Marks,** which are on page 21 of this document.

To check out the status (specifications) of latest bats being introduced on the market, visit: www.usasoftball.com, click 'Certified Equipment,' Bats.

1. The official bat, made up of the knob, handle, grip, taper, barrel and end cap shall be free of burs, dents cracks, sharp edges, rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer, and shall be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The official bat must bear either the ASA 2000 Certification Mark, ASA 2004 Certification Mark, or ASA 2013 Certification Mark (Slow Pitch, Men's Adult Fast Pitch, Junior Olympic Boy's Fast Pitch and Men's Modified only), as shown below and must not be listed on the ASA Non-Approved Bat List with 2000 or 2004 Certification Mark.



AND

2. must be included on a list of approved bat models published by the ASA

OR

3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with USA Softball Bat Performance Standard. This includes wooden bats.

All bats in USA Softball Championship Play, except Seniors, must pass the ASA Bat Performance Standard. All bats having the 2000, 2004 or 2013(Slow Pitch, Men's Adult Fast Pitch, Junior Olympic Boy's Fast Pitch and Men's Modified Pitch ONLY) Certification Mark and not listed on the list of Non-Approved bats with Certification marks will be allowed in USA Softball Championship Play. Bats with the 2013 Certification Mark will be allowed in Slow Pitch National Championship Play Only. For your convenience, USA Softball's website has a listing of all approved bats and bats that have ASA Certification Marks and are no longer approved.

ASA Rule 3 Section 1E Taper; 1 F Barrel, and 1 G End Cap

- H. **Barrel End: The bat barrel shall be free of audible rattles when shaken. The bat barrel shall not have signs of excessive wear.**

The umpire's will permit corrective action by the teams to make questionable equipment playable. The purpose of these inspections is to identify illegal or non-approved equipment.

Illegal or non-approved equipment should be confiscated by the umpire and/or field supervisor (where applicable) at the time it is identified, marked with the owner's information, turned over to, and held by the office of the City's Sports Division, until such a time, the equipment has been evaluated and determined as approved or non-approved.

- I. **Bat Warmers Sleeves** – The ASA National Office now approves warming sleeves on bats.
- J. The home team shall provide one set of substantially constructed softball bases for each weekday home game in the absence of bases furnished by the Department. There shall be at least one strap and one spike per base. Failure of the home team to provide bases if other arrangements cannot be made will result in forfeiture of that game.
- K. If no official umpire arrives for a game, the teams' managers should meet and confer and decide upon one of the three options listed

below. The option chosen should be exercised 10 minutes after the starting time of the game. If the umpire arrives during the 10-minute waiting period, the game is begun immediately with the home team taking the field. The three courses of action available to the teams are:

1. To choose not to play the game without an official umpire; rescheduling is then handled by the Sports Office.
2. Agree to begin the game with a volunteer umpire. If the game is started with a volunteer umpire, it must be completed. Both managers are required to sign the official scorebook, and contact the Recreation Department, as proof of agreement. Payment to volunteers or unauthorized umpires is at the risk of the teams and the City of Rockville will not reimburse such payment.
3. To decide to wait for the official umpire to arrive. If either #1 or #2 is chosen, the game is to begin no later than **15 minutes** after the scheduled starting time. (That means 7:15 p.m. for a 7 p.m. game, etc.) If the teams have opted for #2 and the umpire arrives subsequently, the game will continue with the official umpire resuming his duties. If the teams had opted for #3, then they could choose either to begin or not begin the game upon the arrival of the umpire. Both teams would have to agree to start or no game would be played.

L. After the first inning, pitchers will be restricted to one warm-up pitch and there should be no infield/outfield ball.

M. Blood Rule, Rule 4, and Section 9 - Amateur Softball Association Playing Rules

A player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

1. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
2. Apply the rules of the game regarding substitution, short-handed player, and re-entry if necessary.

N. **Injured Player -**

During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call

"DEAD BALL" and allow or seek first aid. **EFFECT:** Award any bases that would have been reached.

- XII.** The League mandates that each team obtain a First-Aid Kit as well as Ice Packs. Emergency numbers will be included in each first aid kit as well as directions to local hospitals.

First-Aid Kits and Ice Packs

The City of Rockville mandates that each team obtain a First-Aid Kit as well as Ice Packs. Emergency numbers will be included in each first-aid kit as well as directions to local hospitals. It is the responsibility of the coaching staff or the Team Safety Representative to make sure that each kit is stocked at all times and is brought to every practice or game.

Medicine, Antiseptics -

- 2 Ibuprofen tablets
- 2 Aspirin tablets
- 2 Extra-Strength non-aspirin tablets
- 6 Antiseptic cleansing wipes - sting free
- Alcohol cleansing pads
- Castile soap towelettes
- 2 Insect sting relief pads
- 2 Antibiotic ointment packs

Bandages -

- 16 - 3/4 x 3-inch Adhesive plastic bandages
- 10 - 3/8 x 1-1/2-inch junior adhesive plastic bandages
- 2 Knuckle fabric bandages
- 2 Fingertip fabric bandages
- 2 - 2 x 4-inch Elbow & Knee plastic bandages

Dressings & Injury Treatment -

- 1 - 5 x 9-inch Trauma pad
- 1 Sterile eye pad
- 2 - 2 x 2-inch Gauze dressing pads
- 2 - 3 x 3-inch Gauze dressing pads
- 1 - 2-inch Conforming gauze roll bandage
- 2 Butterfly wound closures
- 1 - 2 x 2-inch Moleskin square
- 1 - 1/2 x 5 yd First aid tape roll
- 1 - 6-x 3/4-inch Finger splint

References, Instruments -

- 1 Softpack bag
- 1 First Aid guide
- 1 Scissors

Hot Weather:

On days when the temperature is very hot is important to make sure the players bring and drink plenty of water. Each team should have a cooler with wet wash clothes on ice as well as a spray bottle. It should also be suggested that the players use sunscreen.

XIII. WAIVER OF LIABILITY

The City of Rockville assumes no liability for injury or damage arising from participation in the adult softball program. **We strongly urge** that each team in the league have insurance to cover each player appearing on the roster for every game, practice game, and travel to and from each league game and practice game, or each player be covered by personal health insurance. Each team is to complete and submit to the Sports Division by a designated date a team roster titled **Player Roster, Agreement and Release**. On the front of this roster player signatures are required. A

player's signature indicates that the player has read and understands the terms of the "Agreement" and "Release," articulated on the backside of the roster.

City of Rockville Softball Bat Modification

The list of bats pictured on the following page of this document will be illegal for the spring softball season. All NSA, USSSA, and ASA bats that have the bat performance rating of 1.20 will be allowed in all adult softball leagues. Official Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted or modified to change their characteristics from that produced by the manufacturer. Identifying the bat by means of laser marking, engraving, or painting the name or number of the player will not make the bat an altered bat.

For more information, click the link:





http://usa.asasoftball.com/e/build_batlist_one_page.asp

USA Softball Non-Approved Bat List with Certification Marks				1/29/2024
Bass	Quake	Combat	VIRSP3 Lady Virus	Data Driven Athletics 314159 PI
Easton	SCN1	Easton	SCN11BH	Easton
Easton	SCN2B	Easton	SCN3	Easton
Easton	SCN5	Easton	SCN5B	Easton
Easton	SCN7	Easton	SCN7B	Easton
Easton	SCN8B	Easton	SCN9	Easton
Easton	SCX14B	Easton	SCX2 Synergy	Easton
Easton	SCX24B	Easton	SCX3	Louisville Slugger
Louisville Slugger	FP1368	Louisville Slugger	FP1369	Louisville Slugger
Louisville Slugger	SB304	Louisville Slugger	SB34 Genesis	Louisville Slugger
Louisville Slugger	SB73V TPS Voltage	Miken	MSF Freak	Miken
Miken	MSU2 Ultra II	Miken	MSUM Ultra Maxload	Nokona
Onyx	Battle Ground - ESBCA242	Onyx	First Born - ES2P21	Pure
				SkyBolt - MFE6
				New

What are the Signs and Symptoms of Concussion?

Most people with a concussion recover quickly and fully. But for some people, symptoms can last for days, weeks, or longer. In general, recovery may be slower among older adults, young children, and teens. Those who have had a concussion in the past are also at risk of having another one and may find that it takes longer to recover if they have another concussion.

Symptoms of concussion usually fall into four categories:

 Thinking/ Remembering	 Physical	 Emotional/ Mood	 Sleep
Difficulty thinking clearly	Headache Fuzzy or blurry vision	Irritability	Sleeping more than usual
Feeling slowed down	Nausea or vomiting (early on) Dizziness	Sadness	Sleep less than usual
Difficulty concentrating	Sensitivity to noise or light Balance problems	More emotional	Trouble falling asleep
Difficulty remembering new information	Feeling tired, having no energy	Nervousness or anxiety	

Some symptoms may appear right away, while others may not be noticed for days or months after the injury, or until the person starts resuming their everyday life and more demands are placed upon them.

The signs and symptoms of a concussion can be difficult to sort out.

When to Seek Immediate Medical Attention

Danger Signs in Children

Take your child to the emergency department right away if they received a bump, blow, or jolt to the head or body, and:

- Have any of the danger signs for adults listed above.
- Will not stop crying and cannot be consoled.
- Will not nurse or eat.

Danger Signs in Adults

In rare cases, a dangerous blood clot may form on the brain in a person with a concussion and crowd the brain against the skull. Contact your health care professional or emergency department right away if you have any of the following danger signs after a bump, blow, or jolt to the head or body:

- Headache that gets worse and does not go away.
- Weakness, numbness or decreased coordination.
- Repeated vomiting or nausea.
- Slurred speech.

The people checking on you should take you to an emergency department right away if you:

- Look very drowsy or cannot be awakened.
- Have one pupil (the black part in the middle of the eye) larger than the other.
- Have convulsions or seizures.
- Cannot recognize people or places.
- Are getting more and more confused, restless, or agitated.
- Have unusual behavior.
- Lose consciousness (*a brief loss of consciousness should be taken seriously and the person should be carefully monitored*).

Adult Sports Division
League Expectations, Policies/Disciplinary Measures

MISSION

The City of Rockville’s Adult Sports Division mission is to provide league and program opportunities for adults of all ages. Programs are designed to promote physical activity, economic development, improve health, and provide social outlet through participation at well maintained facilities.

EXPECTATIONS

The City of Rockville provides league rules that dictate how the program is operated and governed. The City of Rockville requires players, coaches/team managers, and spectators to exhibit good conduct and sportsmanship before, during, and after games. Examples of good sportsmanship and conduct include but are not limited to:

- Fairness
- Ethics
- Respect
- Sense of fellowship
- Teamwork
- Positively encourage and congratulate all players and opponents as well as officials, city staff
- Understanding and promoting that this is a recreational league

POLICIES/DISCIPLINARY MEASURES

City of Rockville Sports Supervisors reserve the right to amend disciplinary measures below if investigation deems it necessary

THE TERM “INDIVIDUAL” INCLUDES THE FOLLOWING: MANAGER, CAPTAIN, PLAYER, OR SPECTATOR. A TEAM IS RESPONSIBLE FOR THE CONDUCT OF ITS INDIVIDUAL PLAYERS AND SPECTATORS. MISCONDUCT MAY RESULT IN PENALIZING AN INDIVIDUAL OR TEAM FROM ALL CITY OF ROCKVILLE LEAGUES.

- Coach or Team Manager/Player/Spectator Ejection
 - If ejected from a league game, that individual will be suspended from the team’s next played league game or for a period of time deemed fair by the league. A second ejection during the season shall be an automatic suspension; length of suspension will depend on severity of incident. Subject to one year suspension from date of incident if deemed necessary. Team manager/coach should remind their players of this rule before the start of the season.
- Ineligible Players
 - A coach/team manager who knowingly uses a suspended or ineligible player shall forfeit his/her coaching/team manager position and the team shall forfeit all games in which the player participated. Exception: Adult Softball Leagues- see adult softball league rules for specifics.
- Unsportsmanlike conduct:
 - If ejected from a league game, that individual will be suspended from the team’s next played league game or for a period of time deemed fair by the league. A second ejection during the season shall be an automatic suspension; length of suspension will depend on severity of incident. Subject to one year suspension from date of incident if deemed necessary. Team manager/coach should remind their players of this rule before the start of the season.
 - Unsportsmanlike conduct includes, but is not limited to:
 - Disrespectfully addressing an official or City Staff
 - Using profanity
 - Attempting to influence an official's decision
 - Baiting an opponent or obstructing his vision by waving hands near his eyes
 - Disrespectfully addressing or baiting an opponent and/or own team

-Objecting to an official's decision by rising from the bench or using gestures or raising voice

-Inciting undesirable crowd reactions.

- Before, during or after a game, anyone who strikes, shoves, pushes, bumps or otherwise molests, harasses, or threatens anyone shall be suspended for at least 1 year from the date of the incident or longer if deemed necessary by the league. After the suspension is served, the individual can return to programs on a probationary period for a minimum of 1 year.