2016

LEAGUE HANDBOOK

Hastings Parks & Recreation

Adult Slow Pitch Softball

Hotline # 402-462-7109

2015 W. 3rd, 461-2324

www.cityofhastings.org/parks

2016
Hastings Parks & Recreation Department
Softball Manual

CONTACT INFORMATION

All city league softball activities will be conducted through the Hastings Parks & Recreation Department office located at 2015 West 3rd St. The phone number for the office is 461-2324. The website for the city league is www.cityofhastings.org/parks

WEATHER INFORMATION

The weather hotline for game information is (402) 462-7109. Announcements regarding game cancellations will be made by 5pm. The weather hotline will be updated immediately in the event that inclement weather comes in during league play.

PRACTICE FIELD RESERVATIONS

Practices will be available on Fields 5, 6, and 8 by reservation only. Reservations may be made by calling the Parks & Recreation offices, Monday – Friday from 8am – 5pm. A field may be reserved up to 1 week in advance. The fields may be used for 1 ½ hours by a team. Lights will not be turned on for practices. Practice reservations will begin the first Monday in April.

Schedules, Game Results, & Standings can be found on the city website at www.cityofhastings.org/parks

I. PLAYER ELIGIBILITY

A. Players may play on only (1) team throughout the year. Men may play on (1) Men's team and (1) Coed team. Women may play on (1) Coed Team. A player may switch to a different team IF the captain of their current team releases them. The player then must stay on his new team for the rest of the season. Any team using an illegal player risks forfeiting all games in which that player played.

B. Adult Divisions
   a. The Men's & Coed division programs are open to any age. Players that are under the age of 18 must have a parent/guardian to sign off on the roster. This signature must take place at the complex under the supervision of the complex supervisor.
   b. Women may not play on a Men's team.

II. ROSTER FORMS

A. Each player **MUST** have their name, address, phone number, and signature on a team roster form.

B. All rosters must be filled out with player names at the time of sign ups. The remaining information (address, phone #, signature) may be done before the first game.

C. Members can be added to the roster at any time before the deadline given they are not playing on another team. Player additions may be done with the Complex Supervisor on the night of your game. Teams may carry as many players as needed on their roster.

D. All rosters will be frozen after the teams 2nd to last regular season game (that night). Teams will not be able to add players after their 13th game for E/E-1 divisions and 15th game for C/D divisions. A valid roster addition consists of the actual player signing the roster.

III. LEAGUE DATES

A. Regular Season Dates:

1. Summer: Season play will begin the 1st week of May for Men's leagues. Coed leagues will begin the 2nd week of May. Fall: season play will begin 1st week of September for all leagues.

2. Every effort will be made to make up rain out games but the Hastings Parks & Recreation Department retains the right to cancel games should sufficient dates not be available. Make-up games will be rescheduled at the end of the regular season schedule.

B. Post Season Tournament

1. Post season play will begin immediately after the brackets are completed. Teams should be ready to play at all times.

2. Players eligible for tournament play must have played in at least 2 regular season games.

IV. GENERAL RULES

A. Number of players needed for Men's & Coed during regular season and post season play:

1. **Men's Divisions** – Teams may start with 8 players to avoid forfeit. Any late arriving players may enter the game upon notification of umpire and then be placed last in the batting order up to 10 players. (See IV.- Ka) Having seven players or less will constitute a forfeit. Any team losing a player during the game due to injury, ejection, or any other reason may continue to play provided the team still has eight players available. There is no penalty assessed to the team and no outs charged.

2. **Coed Divisions** – Teams may start with 8 players to avoid forfeit. Any late arriving players may enter the game upon notification of umpire and then be placed last in the batting order up to 10 players. (See IV.- Ka) The manager must report each new player to the umpire. Vacant positions in the batting order will not be an automatic out, unless the short team has an odd number of batters and two genders that bat back-to-back. Having seven players or less will constitute a forfeit. Any team losing a player during the game due to injury, ejection, or any other reason may continue to play provided the team still has eight players available.

B. Classification

a. Teams are urged to play in the highest league in which they feel they can compete. Managers are requested to use fair judgment in evaluating the capabilities of their team and its eventual placement. Once the season begins, no adjustments or modifications will be made to a team's classification or playing schedule.
NOTE: The Parks & Recreation Department and the player's council reserve the right to reclassify teams if they deem necessary. Those teams desiring to move down a league or whose league choice is in question may be asked to appear before the player's council. Teams that finish the regular season with an undefeated record will have the option to move to the division above them for league playoffs, should one exist. Those teams who achieve 2, 1 or zero wins during the regular season will stay in the same division for tourney play but will be spotted runs based on the average margin of defeat determined by the League Director. ***Any team that takes 1st place in Regular season and is Champion or Runner Up in Post Season play OR takes 1st place in Regular season 2 years in a row regardless of Post Season record will have to move up a division the following year.**

C. Softballs

a. Summer Season: Each team as a part of their entry fee will receive (1) dozen 12" softballs. These balls are to be used at the discretion of the team for whatever purpose they choose throughout the season. During the regular season and tournament play, each team will provide the umpire the ball that they will be hitting during the game. Teams are highly encouraged to use the softballs that they are given at the beginning of the season for local league games. However, any ASA approved, optic yellow .52 core softball is acceptable for league and tournament play.
NOTE: Any team found to be using and illegal or altered ball risk forfeiture of the game.

D. **Bats**

a. All bats are required to be tested prior to use. A 2016 Silver Hastings P&R sticker will be placed on the bat when the bat is tested and is considered legal. All bats must have the ASA certified logo on them along with the 2016 Hastings P&R sticker. Any bat that is used and discovered to not have a 2016 Hastings P&R sticker on it and the ASA certified logo will result in the player being ejected that uses the bat at the time of discovery. The bat checker will be left at the complex all season so bats may be checked at anytime during the season.

GENERAL RULES (continued)

E. **Uniforms**

a. All team members playing must wear the same like **colored** shirts for each game. Exception for Fall League.

b. Each person on a team must have number on their shirt or jersey before they are allowed to play. This number must be visible to the scorekeeper that is located on the 3rd floor of the building. The number can be applied to the shirt in any way including athletic tape and marker.

c. Any player violating the uniform rule by not wearing a shirt the same color as his/her team and/or having a number not visible for the scorekeeper during the entire game shall be responsible for one run being awarded to the opposing team when the violation is seen. Only 1 run will be assessed to the opposing team no matter how many uniform violations there are.

d. The uniforms rule will become effective and enforced on June 1st for Summer leagues unless prior permission is granted by the League Director.

e. Metal spikes are not allowed in any division of play. Players wearing metal cleats after being warned by the umpire will be ejected. Players are highly encouraged to wear softball shoes or athletics shoes of some sort. Sandals are prohibited.

F. **Line-Up Cards**

a. The complex supervisor will give each team manager a line-up card to be completed before each game. This card should be filled out completely (first and last name). A copy of the card must be turned into the scorekeeper (3rd floor) at least 10 minutes before the start of the game. Other copies must be given to the Umpire and opposing team right before the game. The game will not start until all copies are given out.

G. **Warm Ups**

a. Teams should warm up for their games in the alleyways between fields. Players warming up should throw parallel with the sidewalks and not across or over the walkways. In addition, soft toss batting practice should not be conducted against any of the fences. Teams should be warmed up and ready to take the field at their scheduled time. No warming up in the batter's box on an empty field that is marked for play.

H. **Time Limit**

a. All divisions will have a 60 minute time limit during the regular season. This means that no new inning will start after 60 minutes has elapsed. The time limit will not be enforced in games where a team is spotting another team runs. If needed, the international tie-breaker will take place to declare a winner after the 60 minutes. The time limit will not be used during post season play.

I. **One and One Count**

a. Each batter in all leagues will come to the plate with a one ball and one strike count.

~~J. **Courtesy Foul Ball**~~

~~a. If a batter receives a second strike via a foul ball or a called strike, they will be allowed to hit one foul ball without penalty. Any subsequent foul ball in the same at-bat would result in an out per ASA rules.~~

K. **Continuous Batting Order**

a. Any team batting with 11 or more players is considered to be using a continuous batting order. Team managers have the option of using a continuous batting order. Once a team begins with a continuous batting order, they must finish the game with it. In using the continuous batting order, a team must bat all defensive players and has the option of batting all remaining players on the bench. Defensive positions may be changed but the batting order must remain the same. Late players who arrive late and were not on the lineup card after the game has started cannot be added to the continuous batting order and are treated as substitutes and are subject to the substitute re-entry rule with the player in the batting order for who they entered. **Should a player leave the game for any reason and no substitute is available, their place in the batting order is skipped with no penalty.** Substitute re-entry rule - Any player may be substituted for or replaced and re-entered once, provided the players occupy their same batting position in the batting order. The starting player and their sub may not be in the line-up at the same time unless continuous order is being used. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or sub position, this is considered an illegal re-entry. Page 51 Rule 4, Section 5 A-C.

GENERAL RULES (continued)

L. **International Tie-Breaker**

a. All games tied after 7 innings or if 60 minutes has elapsed, the international tie-breaker will apply. The player batting in the last position at the start of each additional half inning will begin at second base. (EX: If the number 5 batter is to lead off then the number 4 batter will be sent to second base).

M. **Home Run Limits**

Men's C/1 = 3	Men's D/2 = 3	Men's E = 1	Men's E-1/3 = 1
Coed C/1 = 3	Coed D/2 = 3	Coed E & E-1/3 = 1	Coed Teen = 1

a. If divisions are combined and different divisions are playing each other on the schedule than both teams will receive the Home run limit equal to that of the higher division team.

N. **Spotted Runs** Regular Season

Men's = 7 Coed = 3

a. If divisions are combined and different divisions are playing each other on the schedule than the higher division will give the lower division the above mentioned amount.

O. **Run Ahead Rule**

Twenty (20) runs after three (3) innings
Fifteen (15) runs after four (4) innings
Ten (10) runs after five (5) innings

NOTE: Any team that spots their opponent runs cannot be eligible to be 20, 15, or 10 run-ruled at any point during the game.

P. **Casual Profanity & Sportsmanship**

a. The casual profanity and sportsmanship rule will be enforced per NSA rules. Please refer to NSA code book on page 23, 11.09 for more specific information.

Q. **Protests**

a. The team manager may file a protest during the game but it must be done before the last pitch of the game they are protesting. The manager must inform the umpire that they are protesting the game for it to be a legal protest. The game will resume in Protest status. Protests decisions will not be made during the game or immediately after the game and will be taken care of the following day unless it impacts a tournament game the same day. Any protest based solely on a decision involving the accuracy of judgment on the part of an umpire will not be received or considered.

b. Rule 9, Section 1-7 of the ASA rulebook addresses the protest procedure.

R. **Forfeits**

a. Teams should be ready to play at least (15) minutes before game time. At game time, if one team is short of the required number of players (8), the manager of the team with the required number of players will have the following options:

1. Accept forfeit at game time.
2. Allow opposing team a 10-minute grace period from scheduled start time to reach the minimum number of required players. Grace period time will be deducted from the playing time period.
3. In the event both teams cannot field the minimum required number of players at game time, there will be an automatic 10-minute grace period for both teams.
4. Once both teams have reached the minimum number of required players, the game will begin immediately. No warm up time allowed.

b. A forfeit is defined as a team not showing up and not calling into the League Director letting he/she know that they will not be able to play. A team will not have a strike against them if they call in and notify the League Director.

c. **1st no call, no show** – team is warned.

d. **2nd no call, no show** - your team will be suspended from further play until a $15.00 reinstatement fee has been paid to the Parks & Recreation offices. This payment must be submitted to the Parks & Recreation offices. It will not be taken at the Softball Complex. You will be notified by mail or phone when the second forfeit occurs.

e. **3rd no call, no show** – team is expelled from the league.

V. COED RULES

S. **Batting Order**

a. Coed teams must maintain an alternating male/female batting order. If a team fields only 8 or 9 players, the ratio of males and females does not have to be even but no more than five of either gender can play at one time. In the case of 9 players, the vacant alternating gender position in the batting order will be an automatic out. There are no automatic outs recorded if a team is playing with a min. of 8 players.

T. **Courtesy Runner**

a. A team may have 1 courtesy runner per inning. The runner may be the same runner or a different runner each time. If the runner is on base during their time at bat, an out will be assessed and the runner must take the at bat leaving their spot vacated. Another runner may not replace the courtesy runner.

U. **Defensive Positions**

a. The coed defensive positions shall consist of two males and two females in the outfield, two males and two females in the infield, and one male and one female in the pitcher-catcher positions. If a team is playing shorthanded, no more than two players of one gender may play in the outfield or infield. **All infielders must stay on the dirt until the ball is hit.**

V. **Softballs**

a. All players will hit a 12" .52 cor ball when batting.

W. **Walk Rule**

a. With less than two out, any walk to a male batter will result in a two base award with the next batter (a female) being required to bat. With two outs, the same rule applies, but the female can choose to bat or go to first base.

X. **Coed Line**

a. All outfielders must remain behind the 200' marked white line in the outfield until the ball is contacted. Violation of this rule will result in the offended team given the option of A) the batter being awarded first base or B) the result of the play.

VI. GENERAL INFORMATION / POLICIES

Y. **Awards**

Leagues with 8 or more teams:
For the regular season and the league tournament, awards are given to the first, second, and third place finishers.

Leagues with 7 or less teams:
For the regular season and the league tournament, awards are given to the first and second place finishers.

Z. **Alcohol**

a. The Hastings Parks & Recreation Department and the Nebraska Amateur Softball Association specifically prohibit the consumption of alcohol by players and managers while their team is playing. During Hastings Softball League play, anyone found to be consuming alcohol while playing will be ejected from the game. Any subsequent offense will result in the removal from all league play for the remainder of the season (including fall ball). All players and managers are encouraged to refrain from drinking until after they have finished playing.

b. Any individuals under the age of 21 who are consuming alcohol at the Complex will be disqualified from all league play for the remainder of the season. In addition, any adult found to be providing alcohol to any minor will also be subject to the same penalty.

AA. **Smoking Tobacco**

a. Effective March 1, 2009, the Nebraska Amateur Softball Association has adopted a non-smoking policy on the grounds of the Smith Softball Complex. This policy would include all areas within the fence of the facility. Your compliance in this policy is greatly appreciated.

GENERAL INFORMATION / POLICIES (continued)

BB. **Inclement Weather**

a. In case of inclement weather and/or questionable playing conditions, players should call the Activities Hotline at (402) 462-7109. Do not call the Parks & Recreation office. Decisions on rainouts will be made by 5:00pm on weekdays. Furthermore, in no case will the Parks & Recreation office or the Smith Complex staff give rainout information over the phone.

b. If inclement weather approaches during the course of play in the evening, the Complex Supervisors and the umpires on the field have the authority to suspend play at any time.

c. Suspended games which are not yet official games will be resumed from the point at which they were stopped. An official game will be called if the home team is ahead after the top of the 5th inning has been completed or if the visiting team is ahead after 5 complete innings of play.

d. **Lightning Policy** – If a lightning strike is seen or thunder is heard, all games will be suspended for a 30-minute time period. During this time, we ask all players and spectators to exit the fields and go to your cars. If lightning or thunder occurs during the initial 30-minute waiting period, a new 30-minute time period will begin. We may cancel games if conditions warrant. We will resume games if no lightning is seen or thunder is heard during the 30-minute wait. Game officials will announce over the intercom when games will resume.

e. This policy will be enforced regardless of what radar is showing. The Hastings Parks & Recreation Department's number one priority is to protect the safety of the players, spectators, and staff at the Smith Softball Complex.

f. The complex supervisor will be equipped with a reliable lightning detector and will be in constant communication with the National Weather Service.

CC. **Rescheduled Games**

a. The Parks & Recreation Department will reschedule rained-out or canceled games until played or forfeited. Teams are required to play make-up games as scheduled or accept a forfeit.
Note: Teams may play more than one game per night in order to accommodate make-up games.

b. Rained-out or canceled games will be rescheduled as soon as possible. **All rescheduled games will be listed on the Parks & Recreation website www.cityofhastings.org/parks It is the duty of the team manager to check when their team's make-up game is being played. If the team manager is unable to check the website, then he/she must designate a teammate that is able to. Note: Rain-out letters will not be mailed to the captains.**

c. Rain out games that are not complete games will pick up where they left off. Players that are playing in the rain out game who were on the original game roster must stay in the same batting order as they were in the original game. Substitutions may take place if a player cannot play in the rain out game who was on the original game roster. The number of players that were on the original game roster must be equal to the rain out game roster.

CODE OF CONDUCT

Recognizing the need for a high level of sportsmanship and fair play, the following code of conduct has been adopted which governs all Hastings Softball League play throughout the course of the summer and fall sessions including all regular season play as well as the league tournament.

A. Every team manager will be held responsible for the conduct of their team before, during, and after all games.

B. Any player or manager ejected or removed from a game for misconduct and/or unsportsmanlike behavior must leave the fenced-in confines of the Smith Softball Complex and is automatically suspended from their next league(s) game until the league game suspension in which the incident occurred in has been served. The suspension will be served for the team that the ejection occurred on. The suspension will carry over for Men's players playing in both leagues. **The team manager will be given a warning if one of his/her players is ejected. Once a warning has been given to a team manager they are then personally subject to a 1 game suspension if any future ejections occur with his/her players throughout the season.** The League Director then has the authority to extend the suspension as per his/her discretion. The individual has the right to appeal the suspension to a special disciplinary committee consisting of three Player's Council members and the League Director. The committee will decide to either uphold or overturn the suspension. The individual will not be able to participate until this appeal has been completed or the next scheduled game

has been played without the suspended player.

C. Any player or manager ejected or removed from a game for misconduct and/or unsportsmanlike behavior for a second time during the season will subject themselves to disciplinary action which could result in suspension of the player from the league for the remainder of the season (including fall ball). The exact disciplinary action is dependent upon the severity of the incident in question.

D. Any player or manager physically touching an umpire, staff member, spectator, or opposing player/manager will be suspended from the league for the remainder of the season with a disciplinary hearing to be held to determine any additional penalty depending upon the severity of the incident.

E. While a player is serving their suspension, he/she is not allowed inside the complex for any reason. The player will be allowed back to participate once the suspension is over.

2016 PLAYERS COUNCIL REPRESENTATIVES

Ric Ferguson	Cody Williams
Gary Wyeno	Joe Vanderpool
Jared Weidner	Jalynda Hollister
Tim Kile	