



DELHI TOWNSHIP PARKS & RECREATION
2011 FALL ADULT SLOW PITCH SOFTBALL
BY-LAWS

1. The current American Amateur Softball Association Official Guide & Slow Pitch Playing Rules shall govern play unless otherwise noted.
2. A player may play on a maximum of one coed team and one men's team participating in the same Delhi Township Parks & Recreation Adult Slow-Pitch Softball League. The roster limit is twenty-two (22) players per team.
3. **PLAYER ADDITION DEADLINE:** Friday, September 2, 2011 shall be the last date to add or transfer players. **EXCEPTION:** If a player can prove medical disability, they may be replaced but only for the remainder of the regular season. The new player is ineligible along with the medically disabled person for any league playoffs. A player must have appeared in at least four regular season games to be eligible for any playoff games. The individual player fees are not transferable regardless of the circumstance.
4. **AGE REQUIREMENT:** Players must be at least 18 years of age or a High School graduate to be eligible to participate in the Delhi Township Parks & Recreation Summer or Fall Adult Softball League. **EXCEPTION:** Each team will be allowed to have under contract three (3) players under 18 but at least 16 years of age with parent's written consent.
5. **TRANSFERRING TEAMS:** Players cannot change teams unless official notification by their previous and new manager has been filed with the Delhi Township Parks & Recreation office.
6. **PLAYER CONTRACTS:** In order to be eligible, a player must have a player contract card (completed on both sides) with player fee payment, on file with the Parks & Recreation Department prior to participating in league play. Transactions must be made in the office Monday - Friday 8:00a.m. - 5:00p.m.
7. It is recommended that pregnant players consult their physician before participating. The Delhi Township Parks & Recreation Department recommends that pregnant players do not play in a game for their own safety.
8. **FORFEITS:** Forfeit time is game time. A team may start or finish a game with eight (8) players, 4 men & 4 women for coed. A team must have eight (8) players to begin batting or to take the field. A team with less than eight (8) players shall forfeit. The vacant ninth (9) and tenth (10) positions in the batting order is not an out for Men's & Coed League. In Coed, if a team has nine (9) players then the tenth (10) spot is an out because the coed batting order must alternate male-female at all times. When the ninth and/or tenth players arrive at any time, they must bat at the bottom of the order.
Double header forfeits: If a team forfeits the first game of the doubleheader, they have until the scheduled game time of the 2nd game to procure eight (8) players or the second game of the doubleheader will be forfeited.

Any team forfeiting two weeks worth of games in a row or three weeks of games in a season may be dropped from league play for the remainder of the season. A team may give the department

notice of a forfeit, which may prevent being dropped. Notice must be given no later than 4:00 p.m. the day of the contest.

9. **THE EXTRA PLAYER:** As by rule, a team must have a minimum of eleven (11) players for men's and twelve (12) players for coed present to start the game with an "extra player". A team may not add the extra player(s) to their line-up once the game has begun.
10. If the player is removed from the batting order for any reason and the batting position is unable to be filled by a legal substitute, the vacant batting position shall be an "automatic out" each time that batter is scheduled to bat.
11. If a player is removed from a base or the plate for any reason (injury, ejection, etc.) and is unable to be replaced by a legal substitute, an "immediate out" will be declared in all cases.
12. **COURTESY RUNNER:** Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A player may be a courtesy runner only once per inning. Coed, once per inning for a female (female CR) and once per inning for a male (male CR). Additional rules pertaining to the CR are covered in Rule 8, Section 9C in the rulebook.
13. **LINE-UP CARDS:** Line-up cards, for listing a team's official batting order, will be provided by this department and must be used for all league games.
14. **BEGINNING THE GAME:** A game will be considered started for the sake of the time limit at the end of the pre-game conference or the first warm up pitch, whichever comes first. Each starting pitcher or relief pitcher will receive one minute to throw no more than three warm-up pitches before facing the first batter. Should time allow, the pitcher may not throw more than three warm-up pitches in subsequent innings.
15. **TIME LIMIT:** All games will have a time limit of ONE HOUR. No new inning shall start one hour after the game's first pitch. Games called due to the time limit shall constitute a complete game regardless of the number of innings played. **EXCEPTION:** If the game is tied after seven innings or less and the time limit has expired, one extra inning will be allowed. If the game has progressed at least eight innings during the one-hour time limit, no new inning will be allowed to start after the time limit has expired, the game will end in a tie.
16. **ALL BATTERS START WITH A ONE BALL AND ONE STRIKE COUNT.** Batters will receive one grace foul ball with 2 strikes.
17. **PITCHING AREA:** A pitcher may pitch from the mound or as far back as six (6) feet. The pitchers pivot foot must be within the diameter of the pitcher's plate. All rules regarding speed and arc are in effect. Arc is 6-10 feet.
18. **KEEPING SCORE:** The home team is responsible for keeping score. Both teams are encouraged to confirm the score after each half inning and report the score to the umpire who will record the score on the official scorecard. Both managers must sign the scorecard at the conclusion of the contest.

19. BASE STEALING: Rule is only for the Men's Division (senior and coed excluded). Baserunners may leave the base when the pitched ball reaches the front edge of the plate. See new rule in the rulebook for additional clarification.
20. DOUBLE FIRST BASE:
- If a play is being made on the hitter running to 1st base, the hitter must touch only the orange bag. If he touches any portion of the white bag, he will be declared out. If the player covering 1st base on the play touches any part of the orange bag the runner is declared safe.
 - If the ball has passed the infielders by the time the hitter reaches 1st base, he is permitted to touch either base. It is the responsibility of the defensive player to avoid any contact in this situation.
 - Once the batter becomes a base runner the white base in fair territory is to be used.
21. MERCY RULE: A team leading by 20 after three (3) innings, 15 after four (4) innings, and 10 after five (5) innings of play shall be declared the winner and that game is considered complete.
22. INCLEMENT WEATHER: Any rainout decision made by this department will be made at 4:30 p.m. and recorded on our number at 694-3433 or visit www.cancellations.com. The decision will be one of the following:
- The games will be played as scheduled;
 - The games have been canceled or
 - The decision will be left up to the umpire's discretion on site.

If the decision is left up to the umpires, the teams must report to the field. If one game is canceled on a diamond, then all subsequent games on that diamond are canceled for the night. If it rains during a game, the umpires shall suspend play for fifteen (15) minutes before deciding if the field is playable. Four ½ - 5 innings shall constitute a complete game.

D) RESCHEDULING: No regularly scheduled games will be rescheduled for any reason with the exception of inclement weather.

23. Regular league games that are stopped (due to rain) before enough innings have been completed for the game to be considered regulation or regulation tie games (that are not considered complete as per these by-laws) shall be rescheduled and played from the beginning. In the case of play-off games, games that are not considered regulation shall be resumed at the exact point where they were stopped, as per rulebook.

Exception: At Kiwanis Park, the 2nd game will be considered a regulation game regardless of the number of innings completed. The team ahead at the conclusion of the last complete inning will be considered the winner. The umpires will determine when the last inning will be based upon darkness. If darkness settles in during an inning and umpires declare it too dark to play then revert back to the last complete inning to declare a winner. If the score is tied then the game will be considered a tie at Kiwanis Park.

24. PROTESTS: Protests must be filed in writing with the Delhi Township Parks & Recreation Department office by 5:00 p.m. the next business day and must be accompanied by a \$20.00 protest fee. It is the protesting team's responsibility to site the rule(s) violated. Player eligibility may be protested at anytime during the game. A game played by a team in which an ineligible

player was used will be forfeited to the opponent. The player(s) in question must sign the umpire's scorecard and may be asked to produce additional information. Failure to sign the scorecard shall result in immediate forfeit if the game has officially begun. Players declared ineligible will result in suspension of the player and team manager.

If the protest is upheld, the fee will be refunded. All protests must be made in accordance with the A.S.A. Rule Book. The Director of the Parks and Recreation Department shall act upon all protests.

25. **ALCOHOLIC BEVERAGES:** Consumption of alcoholic beverages is illegal on all township property and teams must leave the park immediately after the conclusion of the final game.
26. **GROUND RULES:** Valhalla & Kiwanis Park will be as per book rule along with the following:
Any batted ball that becomes lodged in the fence will be ruled a ground rule double providing the fielder does not make any attempt to play the ball. The fielder should immediately raise both hands to signal to the umpires that the ball has become unplayable. When play has ceased the umpires will check the ball to verify that it is unplayable and the batter and base runners will be awarded two bases (Ground Rule Double). Any thrown ball that becomes lodged in the fence should be handled in the same manner by the fielder, after which the umpires will make the appropriate base awards as per rulebook.
27. **HOME RUN RULE - ALL LEAGUES**
A limit of three (3) over the fence unassisted home runs will be allowed per team, per game. Any over the fence unassisted home runs hit after the limit will be ruled an out. Base runners will not be allowed to advance.

REMINDER: On a fair-batted ball hit over the fence for a home run or four base award, the batter and all runners are credited with a run. The batter and runners are not required to run the bases .
28. **PLAYER EJECTION:** Any person ejected from any game for unsportsmanlike conduct must, if so directed by the umpire(s) leave the field within one (1) minute and be out of sight and out of sound of the field. Failure to do so will automatically result in forfeiture of the game. Any person that has been ejected from one game shall be ineligible to play or participate in the team's next league game. If a player is ejected from the first game of a double-header, he/she must sit out the second game even though they would not have received a suspension letter from to the Parks & Recreation Department due to the time factor. The League Director may enforce additional penalties if the ejection warrants it.
29. **EQUIPMENT:** The following equipment will not be allowed in the Delhi Township Adult Softball Program:
A) Metal spikes B) All bats not listed on the MASASOFTBALL.ORG website.
30. **TIES IN LEAGUE STANDINGS:** If there is a tie at the end of the regular season for first place, a single game playoff will be held to determine the league champion. If more than two teams are tied, first round opponents will be determined by draw. If there is a tie for second place, head to head competition will determine which team receives the runner-up trophy. If the teams split in head to head competition, the least number of runs allowed in head to head competition will be the determining factor. The least number of runs allowed for the season would be used next or finally a coin flip if necessary.

31. The Delhi Township Parks & Recreation Department reserve the right to reject or remove players from rosters not consistent with their team classification. If a team manager has a player(s) in question, please contact the Parks & Recreation office prior to signing the player(s) on the roster so an official determination can be made.
32. **HANDLING BODY FLUIDS DURING A CONTEST:** Whenever a participant suffers a laceration or wound where oozing or bleeding occurs the game will be stopped at the earliest possible time and the participant will leave the field of play. The replacement of that player will be handled as follows:

DEFENSIVELY:

- A) A team may substitute following A.S.A. rules.
- B) A team may play without the player(s) with no penalty.

OFFENSIVELY:

- A) While batting:
 - Team may substitute following A.S.A. rules.
 - Team may skip the spot in the batting order without penalty. For coed, both a male and a female (female / male) must be skipped.
- B) While on base:
 - Team may substitute following A.S.A. rules.
 - Team may replace the player with next available player moving backwards in the batting order.

Once the player has been treated and the wound has been covered they may return to the game. If a substitute was used then the re-entry must follow A.S.A. rules.

Treatment consists of cleaning the wound and surrounding area of all body fluids and covering the area with some form of bandage or wrap. If the bleeding or oozing is visible on any portion of any participants clothing then that clothing must either be removed, replaced or covered securely. If any body fluid can be seen it will not be considered treated.

If the affected player was not replaced by a substitute they have ten (10) minutes to treat the laceration or wound and return to the game. When the ten (10) minutes has expired the player must be ready to return to the game or be replaced by a substitute. If a substitute is not available and the team has an eleven (11) or ten (10) player lineup an automatic out will be declared each time that batting position is scheduled to bat as described in items #10 & #11 in these by-law's. If the team has less than nine (9) players it must forfeit as described in item #8 of these by-law's.