



DELHI TOWNSHIP PARKS & RECREATION
ADULT SLOW PITCH SOFTBALL
2009 SUMMER BY-LAWS

1. The current Amateur Softball Association Official 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 Delhi Township Parks & Recreation Adult Slow-Pitch Softball League. The roster limit is twenty-two (22) players per team.
3. Friday, June 26, 2009 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 the league play-offs. A player must have appeared in at least four regular season games to be eligible for any play-off games.
4. 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 Adult Softball League. EXCEPTION: Each team will be allowed to have under contract three (3) players fewer than 18 but at least 16 years of age with written parental consent.
5. Players cannot change teams unless official notification by their previous manager has been filed with the Delhi Township Parks & Recreation office.
6. In order to be eligible a player must have a completed (both sides) player contract card, with player fee payment on file at the Parks & Recreation Department prior to participating in league play. All transactions must take place during normal business hours (8:00 a.m. - 5:00 p.m., Monday through Friday).
7. It is recommended that pregnant players consult their physician before participating. The Delhi Township Parks & Recreation Department recommends those pregnant players do not play in a game for their own safety.
8. FORFEITS: Forfeit time is game time. A team must start or finish a game with at least **eight (8)** players. A team with less than 8 players shall forfeit. The ninth (9) & tenth (10) spot 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 else the second game of the doubleheader will also be forfeited.

Any team forfeiting two weeks 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 expulsion. Notice must be given no later than 4:00 p.m. the day of the contest.

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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 cannot add the extra player(s) to their line-up once the game has begun.
10. If a 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. One courtesy runner only may be used 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.
13. Line-up cards for listing a team's official batting order will be provided by the department and must be used for all league games.
14. 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. Pitcher may throw no more than three warm-up pitches in subsequent innings.
15. TIME LIMIT: All games will have a time limit of one hour and ten minutes. No new inning shall start one hour and ten minutes 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 teams have played at least eight innings during the one hour and ten minute time limit, no new inning will be allowed to start after the time limit has expired.
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.
18. MERCY RULE: A team leading by 20 after three innings, 15 after four innings, and 10 after five innings of play shall be declared the winner and that game is considered complete.
19. KEEPING SCORE: The home team is responsible for keeping score. Both teams are encouraged to confirm the score each half inning and report the score to the umpire. The umpire will record the score on the official scorecard. Both managers must sign the scorecard at the conclusion of the contest.

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20. **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 home plate. See rule in the rulebook for additional clarification.
21. **DOUBLE FIRST BASE:**
 - a. If a play is being made on the hitter running to first 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 first base on the play touches any part of the orange bag the runner is declared safe.
 - b. If the ball has passed the infielders by the time the hitter reaches first base, he is permitted to touch either base. It is the responsibility of the defensive player to avoid any contact in this situation.
 - c. Once the batter becomes a base runner the white or orange base may be used.
22. **INCLEMENT WEATHER:** Any decision made by the department concerning rainouts will be made at 4:30 p.m. and recorded at 694-3433. The decision will be one of the following:
 - a) The games will be played as scheduled
 - b) The games have been postponed
 - c) The umpire's will make the decision on site

If the decision is left up to the umpires, teams should report to the field. If one game is canceled on a diamond, all subsequent games on that diamond are canceled for the night. If it rains during a game, umpires shall suspend play for fifteen (15) minutes before deciding if the field is playable. 4½ - 5 innings shall constitute a complete game. If a game is suspended due to thunder or lightning, there must be a period of 15 minutes expired with no thunder or lightning present before play is resumed.

23. Regular league games stopped due to rain, darkness, etc. 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.
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 cite 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 scorecard and may be asked to produce additional information. Failure to sign the score card shall result in immediate forfeit if the game has officially begun.

Player(s) declared ineligible will result in suspension of the player(s) and the 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.

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25. Consumption of alcoholic beverages is illegal on township property.
26. GROUND RULES: Will be per rulebook 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 an 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 homeruns hit after the limit will be ruled an out. Base runners will not be allowed to advance.

NEW RULE: 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 a 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 a game shall be ineligible to play or participate in the team's next league game. 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) Bats listed on the MASASOFTBALL.ORG Website or determined unsafe by the umpire(s).
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 will be used next and 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.

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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 described below:

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 female must be skipped.
- B) While on base:
 - Team may substitute following A.S.A. rules.
 - Team may replace the player with the 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 return 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 wound and return to the game. When the 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 a 10 or 11 player lineup an automatic out will be declared each time that batting position is scheduled to bat. If the team has less than nine (9) players it must forfeit.

Adult Softball Bylaws/
Delhi Parks 2009