

SOUTH KINGSTOWN PARKS AND RECREATION 2019 ADULT SUMMER SOFTBALL PROGRAM REGISTER EARLY – FIRST COME FIRST SERVE!

Rules & Information Packet

Welcome to the 2019 South Kingstown Parks and Recreation softball season! It is our goal to provide you and your team with one of the best softball programs in Rhode Island. Please read this packet carefully as it contains important information regarding the league.

LEAGUE NOTE: The recreation department reserves the right to place teams in the division necessary to administer an equitable league.

- Input from the softball advisory committee will be considered.
- Teams are not guaranteed their choice of division and/or nights.

2019 LEAGUE TIMETABLE

Wednesday – February 20	Softball Packets Are Available
Friday – March 15	Deadline for teams from the 2018 season to register and pay fees. Spots will only be guaranteed for returning teams if they pay and turn in a roster by Friday, March 15.
Monday – March 18	Open registration for New Softball Teams
Wednesday – March 27	Deadline for all teams to register and pay fees
Monday – April 1	Practices Begin (pending field conditions);
Tuesday – April 2	MANAGERS MEETING at the SK Recreation Center. 6:00 p.m. for men's teams. Coed and women's teams will meet at 7:15 p.m. Each team is asked to have <u>one</u> representative at the meeting.
Week of April 8	League schedules available on Quickscores.com
Week of April 22	Men's, Women's, and Coed Softball begins
Week of Labor Day	Regular season concludes
Early to Mid-September	League Tournaments Ends (Depending on number of teams in the division)

New for 2019

- The mat is back. The plate is a ball and the mat is a strike.
- A batter's box will be used. The "Canadian" batters circle will not be used.
- FRIDAYS and SUNDAYS will be used for make ups for the men's league and coed league. **No exceptions!** Inform your teams now to make themselves available for both possible Friday and Sunday make ups. Games will not be rescheduled due to work schedules, weddings, special events, etc.
- The men's leagues are now named A, B, C, and D. There is no longer a B North or B South league.
- 2 "A" players will be allowed on a B or C division roster. An "A" player is defined as any player listed on an "A" roster. This will be strictly enforced.
- The better seed in the playoffs will be the home team all the way through the playoffs, including a 2nd championship game if needed. There will be no coin flip or switching of home and away.
- Players will continue to need to play in at least 7 games in order to be eligible for playoffs. No exceptions!

Rules & Information Packet

Listed below are the 2019 leagues that will be offered with the anticipated night they will play.

<u>Leagues</u>	<u>Anticipated Nights</u>
Men's A	Mondays at West Kingston Park, Howard Chadwick Field
Men's B	Tuesdays at West Kingston Park, Howard Chadwick Field
Men's C	Wednesdays at West Kingston Park, Howard Chadwick Field
Men's D	Thursdays at West Kingston Park, Howard Chadwick Field
	Friday – Scheduled as Needed / Rain Make-Ups
	Sunday – Scheduled as Needed /Rain Make-Ups
Women's	Tuesday at Broad Rock – Regularly Scheduled Games
	Thursday – Scheduled as Needed / Rain Make-Ups.
Co-Ed	Wednesday at Broad Rock – Regularly Scheduled Games
	Friday – Scheduled as Needed / Rain Make-Ups

2019 Division / Rules Meeting

There will be a manager's meeting at the SK Recreation Center on **Tuesday, April 2** at 6:00 p.m. for men's teams. Coed and women's teams will meet at 7:15 p.m. Each team is asked to have one representative at the meeting.

Team Fees

The regular season, depending on league size, will consist of no less than 14 but no more than 16 games. The fee includes a double elimination tournament at the end of the regular season. The fees are based on ALL leagues having two umpires. The fee is **\$1,000.00 per team**.

Team Practices

1. Teams will be allowed to schedule one practice per week beginning April 1 (weather and field conditions permitting). Teams may call the Guild front desk at 401-789-9301 every Monday beginning at 8:00 a.m. for the upcoming week. Practice fields can be reserved through the front desk personnel.
2. ***DO NOT E-MAIL OR ASK FOR Steve – The Front Desk personnel at the Guild will assist you in scheduling practices.***
3. A facility permit will be emailed to the team manager. It is suggested the permit be printed and taken with you to practice.

Rain Make-Ups

1. Whenever possible, game status will be determined by 3:00 p.m. Please check the website www.southkingstownri.com and/or call 789-9301 **AFTER 3 P.M.** to check game status. When possible, www.quickscores.com/southkingstownri will also be updated.
2. Telephone calls are not normally made to managers advising of weather cancellations.
3. If the weather is questionable please contact the Neighborhood Guild at 401-789-9301 throughout the evening. Site supervisors will update front desk personnel as to game status.
4. Rain make-ups will be scheduled on Thursdays (women), Fridays (coed), and Fridays and/or Sundays (men).

2019 League Rules

The 2019 league rules are attached. Please review them carefully before submitting your roster and payment. **Please pay special attention to bolded information as it may be a new rule, a rule that is overlooked, or information you need to be aware of.** If you have any questions/concerns, please contact Steve Gruenberg before you submit your roster at 401-284-1933 or by e-mail at sgruenberg@southkingstownri.com.

SOUTH KINGSTOWN PARKS AND RECREATION

ADULT SOFTBALL RULES

1. REGISTRATION / TEAM ROSTERS

- A. Each team must submit a roster of not more than twenty-five (25) players. The league fee must be submitted with the roster.

NOTE: *Rosters submitted without league fee and/or without full addresses will be returned.*

MEN'S LEAGUE: Team members are allowed to play on more than one roster within the Men's League, but not within the same division and as follows:

Men's 'A' may play in either Men's 'B' or Men's 'C' divisions with a maximum of two (2) 'A' players on a 'B' or 'C' roster. An 'A' player is defined as anyone whose name appears on an 'A' roster.

Men's 'D', players cannot be on either an 'A', 'B', or 'C' roster. 'D' division players are welcomed to play on a co-ed team.

- B. Managers may add players to their roster until the team's first game of the season is completed without having to submit an add form. As of the team's first game being completed, Add Forms must be used. Players may be added until **Sunday, June 2**. Any roster addition will require the signatures of a majority of the managers in the division. The manager requesting the addition cannot use his/her signature as part of the majority. [6-team league = 3 signatures; 7-team league = 4 signatures; etc...] The player is not eligible to play until the Sports and Fitness Supervisor has approved the addition. Player Add Forms are available at the Parks and Recreation Department or with the site supervisors at each field.

If an addition is needed after the **Sunday, June 2** cutoff, justification for the roster addition must be submitted in writing to the Sports and Fitness Supervisor who will approve/disapprove the addition within 48 hours.

- C. The Softball Advisory Committee will work with the department in the reviewing of team rosters and team records to determine divisions.

2. ELIGIBILITY

- A. All players must be 18-years old or scheduled to graduate from high school in June 2019.

EXCEPTION: Women's softball – each team may have three (3) 16/17-year olds on the roster (age as of 4/22/19).

3. GAME

SECTION A: Starting Times and Line-Ups

1. **It shall be the manager's responsibility to field a team for each scheduled game. Games will not be rescheduled for personal events such as weddings, vacations etc...**
2. Starting times for Men's, Women's, and Coed game times are 6:00, 7:00, and 8:00 p.m. There is a 10-minute grace period for the 6:00 p.m. or first game scheduled.
3. If games finish early, the 7:00 and 8:00 p.m. (or 7:15 and 8:15 in the women's league) games will not start any earlier than the scheduled time and no later than 10-minutes after the completion of the previous game unless agreed by **BOTH** managers.
(Note: The Site Supervisor is responsible for recording, monitoring, and informing the plate umpire of all game start times, grace period times, game ending times, and curfew times.)
4. Line-ups are due ten (10) minutes prior to each game's scheduled start time on the official lineup sheet. If line ups are not handed in to the Site Supervisor before the game, the game may be declared a forfeit. Line ups must contain player's first and last names. No nicknames will be accepted.
5. Once 9-players are present, the game will begin. There is no flipping Home and Away to accommodate a team with players in route. However, the visiting team may start to bat with fewer than 9 players, but if the 9th player hasn't arrived by the time the team takes the field, the game is a forfeit.
6. All Leagues – in the event of a team not having at least 9 players by the start of a game, and **BOTH** managers agree, a game may start late. In order for the game to be recorded as an official game, a complete 5 innings must be played. A game being played in these circumstances must play at least 5 full innings within 1 hour and 15 minutes from the scheduled start time of the game. If a complete 5 innings is not finished the game is recorded as a forfeit win for the team that had a full team at the scheduled start time of the game.
 - a. Example: Team A arrives with only 8 players by their scheduled start time of 6:00pm. Team B has at least 9 players by the scheduled start time of 6:00pm. The manager of Team A and Team B agree to wait for the 9th player from Team A to arrive who is running late. The player arrives at 6:18pm and the game begins. The score is Team A 5 and Team B 4 at the end of 5 complete innings and the game ends at 7:00pm. Does the score stand?
RULING: Yes, the score stands. Both coaches agreed to start the game late, a complete 5 innings were played, and the game ended within 1 hour and 15 minutes of the scheduled start time of the game.
7. Teams may field up to 11 defensive players plus an extra hitter (EH) on offense. Once a team starts with an EH it must finish the game with one. The EH may switch to other defensive positions. A player may be added to the line-up any time during the first batting rotation. After the first batter has had the first pitch of his/her second time at bat, no players may be added. Substitutions may be made. If a player is dropped from the rotation, and no substitution is available, it is an out in the batting order. Batting out of order is appealable.
8. If a team is playing with more than 9-players and one gets ejected and cannot be replaced, an automatic out will take place in that slot. If an ejection brings the team to 9-players, the game continues and will not be a forfeit.
9. A team shall be disqualified upon forfeiting two (2) games. If the Sports and Fitness Supervisor agrees to reinstate a team, a reinstatement fee of \$75.00 **MUST** be paid prior to playing the next game. If a team forfeits a third game, the team is ejected from the league. Under special circumstances, the Leisure Services Director may waive the team's ejection from the league.

SECTION B: Pre-Game Procedures

1. **DESIGNATED RUNNERS:** Prior to the start of the game, the plate umpire will conduct a brief meeting with the managers of both teams. At this meeting, teams must designate players needing courtesy runners. There is a **maximum of two (2)** such players per team – unless another player sustains an injury during the game. The plate umpire will then inform the Site Supervisor if either team has declared the need for a courtesy runner, the number of courtesy runners required, and the name(s) of the players designated as requiring a courtesy runner. These courtesy runners may advance bases normally. Any other courtesy runners not declared before the start of the game may only advance the bases one at a time except for a home run, ground rule double, or two base award passed ball.

SECTION C: Equipment

1. All players must wear shirts of similar color and style. A number of contrasting color must be worn on the backs of the shirts. **ALL PLAYERS MUST BE IN UNIFORM BY JUNE 3.**
After June 4th, any player not wearing a team uniform will not be allowed to play.
2. Metal spikes are prohibited.

SECTION D: Playing Rules

1. A standard batters box will be used. (ASA Rule 2 and Rule 7)
2. The limited arc is a minimum of 6-feet to a maximum of 10-feet from the ground shall be used. (ASA 6.3H).
3. A mat placed behind home plate will be used to determine balls and strikes. A pitched ball that hits any part of the plate will be called a ball. A pitched ball that hits any part of the mat will be called a strike.
4. For all divisions, each batter will begin with a one (1) ball and one (1) strike count.
5. Each player will be given an extra foul ball if a foul ball is hit for a third strike. If another foul ball is hit, the batter will be called out.
6. Players are NOT required to slide. However, players will not be allowed to block, run into, or flagrantly attempt to dislodge the ball from another player. Infractions will result in an automatic out and may result in the player being ejected.
BENEFIT OF THE DOUBT WILL BE GIVEN TO THE DEFENSIVE PLAYER.
7. Each team is allowed two (2) designated runners each game. These players must be declared before the game starts. These two courtesy runners may advance bases normally. All other courtesy runners may only advance one base at a time except for home runs, ground rule doubles, and two base awards overthrown balls.
 - a. If the player deemed eligible for a courtesy runner advances beyond first base, the ball is dead and all other runners return to the last base touched at the time of the advance beyond first base.
 - b. If a batter has not needed a courtesy runner through the 5th inning, a courtesy runner will not be afforded to that player after the 5th inning unless deemed necessary due to injury by the umpires.
8. **Home Run Rule:** Men's 'A' – 5 home runs per game; Women's, Coed, and Men's 'B', 'C', and 'D' – 3 home runs per game.
 - a. **Any ball hit over the fence that exceeds the home run limit is an OUT.**
9. Players are NOT required to touch 1st base or run the bases after a home run is hit for the home run to count.

10. **Game Time:** Each game has been allocated 1 hour and 15-minutes – if needed. No new innings will be started after the 1 hour 15 minutes. A game that is tied after 1 hour 15 minutes will remain a tie in the final standings. Game length will begin when the first pitch is thrown. Start time will be recorded by the Site Supervisor.
 - a. No new innings may start after 10 p.m. unless approval is given by the Sports and Fitness Supervisor, Recreation Superintendent or Director of Leisure Services.
 - b. If a team does not have 9 players by the scheduled start time, both managers may agree to waive the grace period and wait for the 9th player to arrive. The game must then finish within 1 hour and 15 minutes of the scheduled start time of the game. A minimum of 5 complete innings must be played in order for the game to count. If 5 complete innings are not played, the game counts as a forfeit to the team who did not have 9 players at the scheduled game start time.
11. A game will be considered official if five innings are completed. If a game is called before five innings are completed the game will be rescheduled and start from the exact point it was postponed. The lineups will not need to be the same for the rescheduled game. If runners were on base the players at the bottom of the lineup will be used for the runners.
12. **Run Ahead Rule Exception (a.k.a. Mercy Rule):** Twenty (20) runs after four (4) complete innings. Twelve (12) runs after five (5) completed innings. Complete innings **MUST** be played unless the home team is ahead. If behind, the home team will always receive the last bat.

SECTION D: Women's League

1. No team shall bat more than once through their batting order per inning. As a result, the last batter of the inning cannot be walked (intentionally or otherwise); the batter must put the ball in play or strike out.
 - a. **If the last batter comes to the plate with 0 to 2 outs and proceeds to put the ball into play, the defensive team only has to obtain an out for the inning to be over.**
 - b. If the final batter in the order gets a hit, a defensive player must only touch home plate with possession of the ball to record an out and end the inning regardless of whether the play at the plate was not a force out. There is no requirement to tag the player at the plate for this circumstance.
 - c. In the final inning only, if the losing is losing by more runs than players that they are batting (but less than the run rule limit) the losing team may continue to bat through the batting order until the game is tied. Once the game is tied, no more runs can be scored by that team.
 - i. Example: A team is losing in the final inning by 11 runs and batting 10 players. The losing team may bat through their batting order until 3 outs are recorded or the game is tied. The game is then declared over if the game does not become tied or the other team goes to bat to begin the next half inning, or start an extra inning, if the losing team ties the game.
 - ii. If the losing team is losing by fewer runs than they have batters, the losing team may bat through their order one time as usual and may take the lead.
 1. Example: A team is losing by 8 runs in the final inning and is batting 10 players. The losing team may bat through their order one time and can take the lead or until 3 outs are recorded.
2. It will be the umpire and site supervisor's discretion to require a team to change pitchers if a pitcher's inability to throw strikes is drastically affecting the flow of the game. The umpire(s), site supervisor, and manager or acting-manager must agree that a pitching change is absolutely necessary. (As a **guideline** – five (5) walks in an inning or nine (9) walks through three (3) innings may be grounds for requiring a pitching change. However this is a guideline/suggestion. The purpose of this rule is to keep the game and players moving.)

SECTION E: Coed League

1. All teams should have a minimum of five (5) women and five (5) men on the field defensively at all times. However, a game may start with four (4) women and six (6) men or vice versa or with three (3) women and six (6) men or vice versa. However, if a team starts a game with 3 or 4 women, all women must be playing in front of home plate.
2. If three (3) or four (4) women or four (4) men are not available, an out is taken during the batting rotation for the extra player. Less than three (3) women or four (4) men will result in a forfeit.
 - a. If the team has to take an automatic out, that out does not have to be at the end of the batting order.
3. The batting order must alternate male – female – male – etc... or female – male – female – etc... for the first 10-players. Depending on how you set up your rotation, it is possible to have three (3) men batting in a row if they are batting 10th, 11th, and 12th or 11th, 12th, and 1st.
4. Male players may only substitute for males and females may only substitute for females. This applies to batting and fielding.
5. A walk to a male batter (with a female batter to follow) will result in a two base award. The next batter (a female) will bat.
 - a. A male batter / runner advancing to second base without touching first base will be called out if properly appealed.
 - b. **EXCEPTION:** With two outs, the female has the option to receive an automatic walk or to bat.
6. Outfielders – including the short-fielder will play behind the Encroachment Line anytime a female batter comes to the plate. Outfielders can not go over that line until the ball has been struck.

3. SUSPENSIONS

1. The bats provided by the league are property of the Town of South Kingstown. Forcibly throwing/hitting a bat against the ground or other object for any reason will not be tolerated.
 - A. 1st offense – Team will be verbally warned
 - B. 2nd offense – Player will be ejected
 - C. 3rd offense – Team will forfeit game
 - D. Continued offenses by the same team throughout a season may be removed from the league without a refund.
 - a) A bat that is broken directly from throwing/hitting a bat against the ground or other object may result in the Town pursuing potential legal action for destruction of Town property.
2. A player or manager ejected from a game for taunting or other unsportsmanlike behavior and/or rule violation is **automatically suspended** from the next game. Unsportsmanlike conduct includes any excessive chattering from the bench (i.e. swearing, arguing balls / strikes, harassing the call beyond a reasonable amount of time, etc...). **If the umpire is unable to identify the player violating these rules, the on-deck batter will be ejected from the game.** Play is suspended until the player leaves the facility. Failure to leave the park within five minutes will result in forfeiture of the game. Flagrant violation can result in suspension from two games to permanent suspension.

If such actions occur after the game in any area away from the field, the player or manager will receive an automatic two (2) game suspension.

3. Players ejected from a game as a result of discipline problems involving the umpire will be barred from playing in any league contracted with the umpire association until they are eligible to return to play in the league they were ejected from. Ejection will result in a one game suspension, second ejection will result in

a two game suspension, and third ejection could result in suspension from the league. Please note, this includes managers as well as players and the umpire jurisdiction includes off field. Yearly suspensions are carried over from year to year and a player may be subject to multiple game suspensions for repeated violations not occurring in the same season.

- A. Team players and team manager are responsible for their fans. Unsportsmanlike behavior from fans may result in the ejection of the manager or based on the severity of the situation as determined by the site supervisor and umpires the forfeiture of the game.

4. THERE IS NO ALCOHOL CONSUMPTION AT ANY SOUTH KINGSTOWN PARKS

If any team members or affiliates with the team are observed consuming alcohol on park property the following will result:

First Offense – THE TEAM will forfeit their next game.

Second Offense – THE TEAM will forfeit another game and may be disqualified from the league. If the Parks and Recreation Department agrees to reinstate the team, a \$75.00 forfeit fee will be paid prior to playing the next scheduled game.

Third Offense – THE TEAM is automatically ejected for the rest of the year – including the fall softball season.

5. PROTESTS

1. **Field protests:** All protests must be made with the home plate umpire and the site supervisor in charge of the game at the time of the ruling. The site supervisor and the Umpire shall notify the other manager **IMMEDIATELY** that the game is being played under protest. The protest **must** then be filed in writing to the Parks and Recreation Department within twenty-four (24) hours following the completion of the game. Games protested on Friday or Sunday **must** be filed before 10:00am Monday morning or on the first business day if Monday is a holiday. A **twenty-five (\$25) dollar** protest fee **must** accompany the written statement. **Protests not having these two items (written statement and fee attached) will not be recognized.** This fee will be returned if the protest is honored. **JUDGEMENT CALLS MAY NOT BE PROTESTED.**
2. All decisions made by Parks and Recreation Department softball rules committee (Director, Recreation Superintendent, and Sports/Fitness Supervisor) regarding protests are final.

6. ASA RULES

South County Umpire Association is contracted through the Town of South Kingstown. ASA's rulebook will govern all aspects of the game, not specifically addressed by the South Kingstown softball rules.

7. PLAYOFFS

1. In determining placement for post-season play, the winning percentage will be used first. Head to head wins will be the first tie breaker. The 2nd tie breaker will be total runs allowed during the season. The 3rd tiebreaker will be total runs scored during the season.
2. The 12- and/or 20-run mercy rules are still in effect throughout the playoffs with the exception of the championship game/games. Championship games will be played out to completion.

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| <ol style="list-style-type: none">3. In Women's – Batting through the order once is still in effect. However, if the game reaches the seventh inning, the batting order rule is suspended. In addition, batting through the batting order is NOT in effect for the championship game(s). |
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4. **To be eligible for post-season play, players must have played in at least 7 regular season games. There will be no exceptions for injury, work schedule, etc. A list of a team's attendance will be kept in the score booth with the softball supervisor.**
5. The better seeded team will be the home team in all games, including the 2nd championship game (if needed). There will be no coin flip or switching of home and away for any playoff game.

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APPENDIX A – PLAYER ELIGIBILITY / ID REQUIRED

In the event a player's identity/eligibility is questioned at any time prior to the start of a game or during a game, the manager questioning must bring it to the attention of the home plate umpire and site supervisor. Once that has been done, the site supervisor will require the player to show a form of photo identification in order to verify that the player is on the team roster. If the player cannot produce a photo ID, he will be restricted from playing in the game and any future games until a photo ID has been shown; If a game has already begun, and it is determined that a player cannot provide proof of identity the team for which he is playing will forfeit the game.

APPENDIX B – Part 1 – CONCUSSIONS // INJURIES

Any player sustaining a head injury, or displaying symptoms of a head injury, as a result of a collision with another player, ball, the ground, or a bat **MUST** be seen and cleared by an EMT before resuming play. The player may decline care and/or transport by the EMT. However, please know that the EMT will require the player to sign off on the refusal of care. After the player's refusal, if it is recommended by the EMT that the player seeks care, the player will not be eligible to play for the remainder of the night.

APPENDIX C – Part 2 – BLOOD (Taken from ASA Rule Book – Rule #4 Section 9)

“A player who is bleeding or who has blood on their uniform shall be prohibited from participating any further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the player will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment.”

If an EMT is called, the player may decline care and/or transport by the EMT. However, please know that the EMT will require the player to sign off on the refusal of care. After the player's refusal, if it is recommended by the EMT that the player seeks care, the player will not be eligible to play for the remainder of the night.