

**DELTA TOWNSHIP PARKS & RECREATION
ADULT SLOW PITCH SOFTBALL LEAGUE
BY LAWS**

1. Player Eligibility

- a. All players must be registered **PRIOR** to playing any league games. Player cards and payments can be submitted at the Parks and Recreation Office or online.
- b. All players must be at least 16 years of age to play.
 - i. Players the age of 16 or 17 must have a legal guardian sign their waiver form.
- c. Men's Leagues are for male players only.
- d. Coed Leagues are for male and female players.
- e. If a transgender player is participating in a league, the player must follow ASA Rules: (gender determined by player's driver's license)

2. Player Classifications – Here are the player classifications you can have on your team depending on which league you signed up for:

a. Class D Teams

- i. Allowed to have Class D, E & F players and 3 Class C players.
- ii. No Class A, B, C+ players or any player on the restricted list.

b. Class E Teams

- i. Allowed to have Class E & F players and 3 Class D players.
- ii. No Class A, B, C, D+ players or any player on the restricted list.

c. Class F Teams

- i. Allowed to have Class F players and 3 Class E Players.
- ii. No Class A, B, C, D, E+ players or any player on the restricted list.

All player classifications are checked through USA Softball. Players that have not been evaluated by USA Softball are identified as Class F players

3. Starting The Game – **GAME TIME IS FORFEIT TIME** - A team must have the minimum of 6 players to start. A team must maintain a minimum of six 6 players throughout the game. Failure to complete the game with at least 6 players will result in a forfeit.

- a. **Coed** – There **MUST** be 3 male & 3 female players present to start the game. When playing with 10 players, the ratio of male/female players in the game must be on a 1 to 1 basis (5 male & 5 female players).

4. Game Length – A “complete” game is **3 ½ - 4 innings or 1 hour**. No new inning shall start after the 1 hour mark has been reached. The “game clock” starts after the pregame conference between the managers and umpires, OR, the first warm-up pitch is thrown (whichever comes first). Games called due to time limit shall constitute a complete game regardless of the number of innings played.

5. Tie Game / Extra Innings – If the score is tied after the home team has batted and the 1 hour mark has passed, the game will result in a tie. If 7 innings have been completed and the score is tied; as long as the game time has not reached the 1 hour mark, extra innings will be played until a winner is determined, or, the 1 hour mark has been reached.

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- 6. Line Up Cards** – Used to list team’s official batting order. Cards will be provided and must be used for all league games. *First and last names must be on the line-up cards.* Line up cards are given to umpires & scorekeepers. Do not use nicknames.
- a. The league director will make sure the players listed on the line up cards match the players listed on the team roster.
 - b. If a team is caught using players not listed on their roster, that team will automatically forfeit any game played with “illegal” players.
- 7. Batting**
- a. **Ball and Strike Count** – Batter starts the at bat with a 1 ball / 1 strike count.
 - i. **No Grace Foul Balls Anymore**
 - b. **Coed** – Any walk to a male batter will result in a two base award. The next batter (a female) will bat. EXCEPTION: With 2 outs, the female batter has the option to take an automatic walk or bat.
 - c. **Home Runs (4 home runs)**
 - i. Home runs DO NOT have to be run out (“hit & sit”)
 - ii. *4 home run limit per game.* Any ball hit over the fence after 4 home runs have been reached will be called an “out”.
 - d. **Unlimited Batting Order**
 - i. Teams may bat as many players as they want.
 - ii. Batting Orders (line-ups), must be submitted prior to the game. No additions to the batting order can be made once the game has begun.
 - a. **Exception:** Players may be added to the batting order after the game has started ONLY when a team has fewer than 10 batters in their original line-up. Once a line-up has reached 10 batters, any additional players must be added as a substitute. If they are not already listed on the line-up.
 2. If a player is going to be late to the game, you can place them in the original batting order, OR, use them as a substitute once they arrive. If the “late” player is not present when their spot in the batting order comes up, it will be an automatic out.
 3. If a player is in the batting order but does not show up, that position in the batting order will be an automatic out for the remainder of the game.
 - a. Unless a player listed as a substitute can fill the position.
 - iii. Players listed on the batting order may alternate playing in the field each inning for any player. (male for male / female for female)
 - iv. **Coed** – Batting Order must alternate male / female batters.
 1. Odd number of batters may be in the line-up as long as an automatic out is taken for the missing place in the batting order.
 - e. **NEW - Game Ball Limit** – For each game, Delta Township provides (1) new game ball and (1) used game ball. Single game leagues will have 2 balls total for their game. Doubleheader leagues will have 4 balls total for their 2 games. If the amount of balls that leave the field of play (home

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runs, foul balls, overthrows) reaches the “Game Ball Limit” the umpire will stop play until the balls have been returned. During this time, the game clock will continue to run.

i. Retrieve the balls as soon as they go out of play!

- 8. Fielding (Coed Only)** – The fielding team must balance their pitcher/catcher, infield and outfield evenly with male & female players.
- a. 6 Players** – pitcher & catcher of opposite sex, 2 infielders (1 male / 1 female), 2 outfielders (1 male / 1 female)
 - b. 10 Players** – pitcher & catcher of opposite sex, 4 infielders (2 male / 2 female), 4 outfielders (2 male / 2 female)

Additional players beyond 6 must be added as they arrive. A team can play with an “un-balanced” number of male & female players. Anytime there is an odd number of players or the balance of male/female is not equal there will be an automatic out in the batting order. *The batting order must alternate!*

Example of “un-balanced” fielding positions / batting orders:

c. 7 Players (4 male / 3 female)

Fielding: pitcher catcher – M/F, infield – 1-2 M / 1 F, outfield – 1-2 M / 1 F

Batting: 1-male, 2-female, 3-male, 4-female, 5-male, 6-female, 7-male, 8-out

d. 7 Players (4 female / 3 male)

Fielding: pitcher catcher – M/F, infield – 1-2 F / 1 M, outfield – 1-2 F / 1 M

Batting: 1-female, 2-male, 3-female, 4-male, 5-female, 6-male, 7-female, 8-out

e. 8 Players (5 male / 3 female)

Fielding: pitcher catcher – M/F, infield – 2 M / 1 F, outfield – 2 M / 1 F

Batting: 1-male, 2-female, 3-male, 4-female, 5-male, 6-female, 7-male, 8-out, 9-male, 10-out

f. 8 Players (5 female / 3 male)

Fielding: pitcher catcher – M/F, infield – 2 F / 1 M, outfield – 2 F / 1 M

Batting: 1-female, 2-male, 3-female, 4-male, 5-female, 6-male, 7-female, 8-out, 9-female, 10-out

g. 9 Players (5 male / 4 female)

Fielding: pitcher catcher – M/F, infield – 2 M / 2 F, outfield – 2 M / 1 F

Batting: 1-male, 2-female, 3-male, 4-female, 5-male, 6-female, 7-male, 8-female, 9-male, 10-out

h. 9 Players (5 female / 4 male)

Fielding: pitcher catcher – M/F, infield – 2 F / 2 M, outfield – 2 F / 1 M

Batting: 1-female, 2-male, 3-female, 4-male, 5-female, 6-male, 7-female, 8-male, 9-female, 10-out

- 9. Pitching** – Pitchers may pitch from up to 6 feet behind the pitching rubber as long as they remain within the width of the pitching rubber. Pitching arc needs to reach a height between 6 feet – 10 feet. Anything below 6 feet or above 10 feet will be called “illegal” (automatic ball if the batter chooses not to swing)

a. Recreational Coed - Strike Zone Mat – Will be placed behind the plate. If a pitch hits the mat; the pitch is a strike. If the pitch hits the plate or misses the mat, the pitch is a ball.

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- i. This will be a trial run for at least the first 4 weeks of the season. A decision will be made after the 4th or 5th week to keep the strike zone mats, or to remove them. Please Vote!*

- 10. Player Removal** – There are 3 ways a player may be removed from a game: Personal Reason (by player), Injury or Ejection.
- a. If a player is removed from the batting order for any reason (*not including the Delta Blood Rule*), that player can be replaced by using a legal substitute. 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.
 - b. **Coed** – If a player is removed from the game, they must be replaced by a substitute of the same sex. (male for male / female for female)

- 11. Player Ejections** – When ejections for unsportsmanlike conduct occur, the ejected player **MUST** leave the area and be “out of sight and out of sound” of the playing field. Once a player has been ejected that player is still the responsibility of the manager or his/her designee. Ejections will be reported to and then evaluated by the League Director. *The severity of the ejection may result in additional suspension.*

- a. When a player is ejected from a game:
 - i. The player may not return for the remainder of the game in which they were ejected.
 - ii. The player must sit out the next “scheduled” league game.

EXAMPLES:

Doubleheader League – 1) If a player is ejected during the first game of the night (week 1), that player must not be present during the second game of the night. The player would be allowed to return for the first game on the following week of play (week 2). **2)** If a player is ejected during the second game of the night (week 1), that player must not be present during the first game of the following week of play (week 2). The player would be allowed to return for the second game of the following week of play (week 2).

Single Game League – If a player is ejected from a game (week 1) they must not be present during the following weeks game (week 2). The player would be allowed to return the week following the suspension (week 3).

- 12. Spectator Ejections** - If a spectator is “ejected” (asked to leave) by the umpire, it is the manager’s responsibility to ensure the spectator leaves the field and is “out of sight, out of sound”. If the spectator does not leave the area, it is within the Umpire’s authority to eject the manager and so on...

- 13. Substitution** – Managers / acting managers must report ALL substitutions to the umpire & scorekeeper. Any player may be substituted for or replaced and re-entered once, provided the players occupy their same batting position in the batting order.

- player A begins game
- player B subs in for player A / player A exits lineup
- player A re-enters for player B / player B exits lineup
- player B enters for player A / player A is out for remainder of game

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- a. *With unlimited batting orders it is a good idea to keep 1 player as a “substitute” in case of an injury or ejection.*

14. Courtesy Runner – *Each inning, a team may use 1 courtesy runner. Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner. If a courtesy runner is used and that player’s turn to bat comes up while they are still acting as the courtesy runner; then that player’s turn in the batting order will be an “automatic out”.*

- a. **Coed** – Each inning, a team may use 1 courtesy runner for a male and 1 courtesy runner for a female.

15. Stealing – Allowed in Men’s Leagues. *No stealing in Coed.*

- a. Runners must have one foot on the bag until the pitch crosses the front of the plate / front of strike zone. Once the ball crosses this, runners can steal.

16. Run Ahead Rule – In correspondence with ASA rules, a game will be called if a team is ahead by:

- a. 20 runs after 3 innings
- b. 15 runs after 4 innings
- c. 10 runs after 5 innings.

17. Protests – *Must be filed in writing* (letter or email) to the Delta Township Parks and Recreation Office by 5:00 pm the next business day and must be accompanied by a \$20 protest fee. It is the protesting team’s responsibility to site the rule(s) violated. If the protest is upheld, the fee will be refunded. All protests must be in accordance with the current ASA Rule Book. The League Director shall act upon all protests.

- a. If a player’s eligibility is protested at the site, the player in question will be required to show ID. If no ID is available the player must give the following information on the back of the score sheet or a separate piece of paper: name, address, home phone, birth date, and signature. Failure to produce ID or give the above information will result in immediate forfeit of the game. Umpires will notify the league director about the player in question and the league director will check on the player in questions eligibility.

18. Cleats - **Steal cleats ARE NOT allowed.** If an umpire catches a player wearing steal cleats, they will be given a warning and asked to remove them. If a warning has been given and a player is caught wearing steal cleats for a second time, it is within the umpire’s authority to eject the player.

- a. Closed toe shoes must be worn while playing. Players cannot play barefoot.

19. Penalties for using Improper Bats

- a. **Illegal Bats** (baseball bats, little league bat, golf club, etc.) Penalized per ASA rule book; batter is out.
- b. **Non-Approved Bats** (any bat that does not meet ASA specifications **or** does not have an ASA approved stamp **or** is on the current Non-Approved bat list) Batter is out and ejected per ASA Rule Book.
- c. **Altered Bats** - (shaving, painting, rolling, etc.) Batter is out and ejected for every offense
 - i. **1st Offense:** 2 game suspension

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- ii. **2nd Offense:** Player is suspended for the remainder of the season
- iii. **3rd Offense:** Player is suspended 1 calendar year from the date of the offense.

**** Bats are tested and approved (with stickers) to show that the bat meets ASA regulations. These regulations are to ensure that the bat will allow the ball to “come off the bat” at a safe speed. Altered bats can surpass these regulations and lead to dangerous situations. If a fielder was struck by a ball hit by a bat that has been “altered”, the bat can be identified as a weapon if the injury situation ever goes to court**

**** It is dangerous so don’t do it!!!**

- d. Prior to each game, the umpire(s) will examine the bats for each team. Each bat needs to have:
 - i. D-11, 2019 hologram bat testing sticker (Red Circle)
 - ii. “legible” ASA approved 2000 certification mark, ASA 2004 certification mark, or the ASA 2013 certification mark

If the umpire does not see the hologram sticker AND a certification mark, the umpire will declare that bat as ineligible. The umpire may also declare a bat ineligible if they see any alterations to the bat or inspect anything they consider to be unsafe.

20. Delta Township Field Rules (Remember: our leagues are RECREATIONAL)

- a. **Smoking** – Delta Township Parks are smoke-free. No smoking is allowed in the park.
- b. **Language** – Foul language is not allowed (cursing, derogatory terms, and abusive comments). If an umpire hears a player (on the field, in the dugout, or in the stands) using foul language; that player is subject to ejection. If there is a spectator using foul language, the associated team’s manager may be subject to ejection. It is the team manager’s responsibility to keep their players & spectators language under control.
 - i. **Speakers / Radios** – Speakers or radios cannot be in the dugout or on the field during the game. They must be behind the dugout and kept at a volume level that does not interfere with the game. If the volume is too loud, or if the language is in violation of Delta’s rules, the umpire will issue a warning and ask the team’s manager to lower the volume or turn it off. Any additional warnings may lead to ejections.
- c. **Alcohol** – Is allowed within all Delta Parks via an alcohol permit. All teams that intend to have alcohol present must fill out an alcohol permit for the season.
 - i. No alcohol is allowed on the field or in the dugouts during game time. If a player is caught drinking alcohol in their team’s dugout or on the field, that player will be subject to ejection.
- d. **Fighting** – **Deliberate physical conduct with any other player / teammate with the intent to cause harm is ABSOLUTLY NOT ALLOWED. Suspensions and possible banishment from Delta Leagues will be likely!**

Please be smart with alcohol consumption. We all know alcohol can impair our judgment and reflexes. This can lead to injuries during the game. More importantly; it can lead to serious injuries / consequences when getting in a vehicle after the games. Please monitor your teammates during the games and do not allow them to drive home if they appear to have had too many drinks. Be smart out there!

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21. Umpire Payment System: *All payments must be paid in CASH*

- a. **2 Umpire System** - \$40 – Men – Each team pays \$20 per game
- b. **1 Umpire System** - \$30 – Coed – Each team pays \$15 per game
 - i. Games will not start until umpires are paid.

22. Forfeits – Any team forfeiting 2 weeks of games in a row, or, 3 weeks of games during the season, may be expelled from the league for the remainder of the season. A team may give the Parks and Recreation Department prior notice of their forfeit which may prevent expulsion. Notices must be given *by 4:00pm the day of the game*. If a team gives advanced notice of the forfeit, that team will not be required to pay the forfeit fee (gives Delta Township time to notify umpires and the other team).

a. Fees

- i. Men Doubleheaders - \$90 (\$45 for a single game)
- ii. Coed Single Games - \$40
- iii. Coed Doubleheaders - \$75 (\$40 for a single game)

Teams that forfeit are responsible to pay the forfeit fee by Noon the day of their next scheduled game. Failure to do so will result in a forfeit for the next scheduled game.

Example: If a men's team plays on Tuesday night (doubleheader) and forfeits both games; they have to pay the \$90 forfeit fee by noon the following Tuesday. Umpires will not take any money from either team if a forfeit occurs. The Parks and Recreation office will pay the umpires through the use of the teams forfeit fee.

23. End of Season Playoff Tournament - After completing the 10 week regular season, the top 4 teams will be seeded based on the regular season standings and compete in a single elimination playoff tournament.

- a. If there is a tie for 1st place after the 10 week regular season, the following scenarios will take place to determine 1st place:
 - i. Head to head record (head to head *percentage* if 2+ teams are tied)
 - ii. Run differential of head to head games (runs scored – runs allowed)
 - iii. Coin flip
- b. If a game (not considered a complete regulation game) is called (weather/darkness/etc.) before 3 ½ - 4 are complete, during the playoff tournament; the game will be rescheduled and will resume play at the exact point where the game was called.

- i. **Awards** – *Regular Season* (10 weeks): 1st place - Plaque & Team Shirts,
2nd place - Plaque

Single Elimination Playoff Tournament: 1st place – Plaque

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24. **NEW – All Star Day** – At the end of the season there will be an “All Star Day”. On a Saturday (TBD), there will be an All- Star Game (Men & Coed), Home Run Derby and a Speed Running competition.
- a. **All Star Games** – After week 7 of the regular season (or by a date TBD), team managers will nominate 2 players from their team to compete in the All-Star Game. The league director will make teams based upon the nominees and schedule game times.
 - b. **Speed Running** – Players will sign up by adding their name to the list at the Parks and Recreation office. There will be a Men’s and Women’s competition, which will time how fast a player can run around all the bases. Fastest player will win a prize.
 - c. **Home Run Contest** - Players will sign up by adding their name to the list at the Parks and Recreation office. Batters must provide their own pitcher and Delta Township will provide the softballs. Each batter/pitcher duo will be given a set amount of pitches. Batter to hit the most Home Runs will win a prize.
25. **Move Up / Move Down Rule** – The Delta Township Parks and Recreation Department will review past performances of every team that registers to play in a recreational league. Upon review, Delta Township has the authority to move a team into a higher or lower caliber league in order to improve the quality of play of that league. This may result in a team being moved to different night of the week (advanced notice will be given to these teams prior to the start of a season). Delta Township may also combine leagues together or eliminate leagues depending on the total amount of participants.
26. **Inclement Weather (517-323-8555)** – Delta Township Parks and Recreation will update their cancellation line by 4:30p.m. if that day’s events are cancelled for the evening. If inclement weather occurs, after 4:30p.m. the decision will be made by the umpires at the field. If 1 game is canceled on a diamond, then all subsequent games on that diamond are canceled for the night. If it rains during the game, the umpire(s) shall suspend play for a minimum of 15 minutes before deciding if the field is playable. 3 ½ - 4 innings shall constitute a complete game. If a game is suspended due to thunder or lightning, there must be a period of 15 minutes with no thunder or lightning present before resuming play. Regular league games that are stopped (due to weather, darkness, etc.) before enough innings have been completed for the game to be considered regulation, shall be rescheduled and played from the beginning.