



## FOND DU LAC RECREATION DEPARTMENT

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# ADULT SOFTBALL RULES - 2023 SEASON

## A Team Registration & Player Eligibility - Fees

- 1 Managers are responsible for their rosters and players eligibility, not the Rec. Dept. or FSI. Managers shall have team rosters with payments in by their **first game** in order to be eligible, or games will result in a forfeit. The Recreation Department will establish all team and player fees. A portion of each player fee will include FSI fees.
- 2 Players can play on only one team per night. ALL TEAMS MUST HAVE AT LEAST 9 PLAYERS, SIGNED AND PAID, ON THEIR ROSTER BY THE FIRST SCHEDULED GAME OF THE SEASON. If not, team will be given a forfeit. Team rosters will not be accepted with less than 6 paid players.
- 3 A player not registered in the Recreation Department Office is not eligible to play. A player must pay the registration fee for each team on which he/she is playing, and be added to that roster. All adult league players must be 16 years of age at time of registration. Students who turn 16 during the season can register when they turn 16 and no registration deadlines will be applied. ***\*Any person playing illegally (not on the roster with their player fees paid ) will be suspended from play in all leagues. Team player roster eligibility will be checked during the season on a random basis. All players must have identification with them or they will not be allowed to complete the game. Please make all of your players aware of this requirement.\****
- 4 League managers shall not make exceptions to any Recreation Department general rules.
- 5 Residents / Non-Residents  
A **resident** is "one who resides at an address where children could attend Fond du Lac public schools without paying tuition". Each player will pay this fee for each league they play in.  
A **non-resident** is a player that resides outside the Fond du Lac School District. Players failing to register their current residence will be suspended from the current softball season and no fees will be refunded. If the Recreation Department finds an ineligible player (non-resident playing and paying as a resident), the team he/she is playing on will forfeit one game and the player will be suspended from play in each league that he/she is illegal. They will be suspended for the remainder of the season.  
**No Refunds** will be given.
- 6 Game Rescheduling Fee: There will be a \$35.00 fee charged to any team needing to reschedule a game after the completion of team registration. In order to reschedule a game, the manager must get approval from the opposing manager, verify with the Recreation Department the date and time in which the game will be rescheduled, and pay the \$35.00 fee.
- 7 Team Rosters: For all leagues; rosters shall be limited to eighteen (18) players or less, which includes the manager if he/she is a player.

## B Players Changing Rosters

- 1 The Recreation Office must be informed about any roster changes before the player involved can play.
- 2 Men and women will be able to be on unlimited league rosters, playing on different nights. Players can only play on **one** team and **one** league per night. Players must pay the Player Fee for EACH league in which they participate.
- 3 The Recreation Department must be notified of the change of team manager.
- 4 A player who wishes to join a different team in the same league must "sit out" one game. The player must inform the Recreation Department of his/her intention to "sit out", and the Manager must inform the Rec. Dept. that he agrees to let the player go to another team.
- 5 A player switching teams must pay an additional player fee; **player fees are non-transferable.**
- 6 After the league play begins, a player once removed from a roster can be reinstated one time, prior to the 7th scheduled game.
- 7 No player changes/additions to the roster can be made after the 7th scheduled game of league play.

## **B Players Changing Rosters (Cont.)**

- 8 Loss of a player due to injury, sickness or job shift may be replaced only with approval of the Recreation Department and payment of the fee.

## **C Player Conduct and Safety - Insurance**

- 1 The Fond du Lac School District Rec. Dept. does not provide individual accident liability insurance.
- 2 It is recommended that each team have their own first aid kit.
- 3 SAFETY FIRST BASES - will be used in all adult leagues.
- 4 No steel or metal spikes will be permitted in league play or league playoffs. **Player must remove metal spikes or be ejected from the game.**
- 5 **Catcher's masks and throat guards will be required** for all catchers and umpires in Moderate Pitch Leagues. Helmets will be required in any bunt and steal league. This is in compliance with USA rules. Masks and throat guards are not required in slow pitch or co-ed leagues.
- 6 Fielder's Mask - It is recommended that team's consider a fielder's mask for pitchers and 3rd base person.

## **D Game Procedures**

- 1 Run Rule - For Men's League - 20 runs after 4 innings, 15 runs after 5, and 10 runs after 6 innings.  
For Women's - 15 runs after 4 innings, 12 runs after 5, and 10 runs after 6 innings.  
The team that is **behind** has the opportunity to bat in the designated inning.
- 2 Appeal Play - Runners can advance on an appeal play made during a LIVE BALL. Runners cannot advance during a DEAD BALL appeal play. There is no penalty for attempting to advance during a DEAD BALL appeal play.
- 3 No new inning will start after **ONE hour** of play from starting time in any Recreation Department League games. Umpire's watch is official time. Exception - tie games, umpires will notify managers when approaching an hour.
- 4 Rules for Fond du Lac leagues- The **E.P. (extra player)** Rule will be applied as defined by this local rule.
  - a.) The E.P. (extra player) or extended batting order (more than 11) must be announced before the game starts.
  - b.) You must have at least eleven (11) players available to use the E.P. Rule. You can bat as many as you want.
  - c.) Any ten (10) can play defense when using the E.P. in any defensive position.
  - d.) Whenever you go below the number of batters you've started the game with, the open spots in the batting order become automatic outs.
- 5 Number of PLAYERS (Local Rules)
  - a.) The minimum number of players is nine (9).
  - b.) If you start with nine (9), there is no automatic out for the tenth (10th) spot.
  - c.) When a tenth (10th) player arrives he/she can be added to the batting order, without penalty, in the tenth (10th) batting position. If you return to a nine (9) player batting order, the open spot then becomes an automatic out.
  - d.) Anytime you drop below nine (9) players, the game is a forfeit at that time.
- 6 USA Re-entry Rule - Any starter or substitute may **RE-ENTER** the game once, provided the player occupies their same batting position in the batting order. The starting player and their substitute may not be in the line-up at the same time.
- 7 Uniforms are encouraged but not required.
- 8 Slow Pitch height USA - 6'-10' above the ground. Our general rule is that if the pitch goes higher than the pitcher's head it is legal.
- 9 **A PITCHED BALL TOUCHING ANY PART OF THE PLATE OR MAT WILL BE A STRIKE.**
- 10 **Absolutely no alcohol or smoking is allowed in the dug-outs or on the field.**
- 11 **Music in the dug-outs is not allowed during games.**

## **E Game Rules**

- 1 **A limit of five (5) over-the-fence home runs will be used in ALL LEAGUES. For any in excess, the ball is dead, the batter is out and no runners can advance.**  
**NOTE: Any fair fly ball touched by a defensive player that clears or hits the fence in fair territory, is a four base award and shall not be included in the total of over-the-fence home runs.**
- 2 The current year's USA Official Softball Rules shall govern all games with the exception of local rules.  
***In Slow Pitch:*** Any foul after one (1) strike will be an out.  
***In Modified Pitch:*** Three (3) ball two (2) strike count will be used.
- 3 The umpire and two managers, at any particular game, may **NOT** make **AGREEMENTS CONTRARY TO GAME OR LEAGUE RULES.**  
a.) In case any player eligibility is questioned, identification to determine who they are is needed: i.e. Driver's License.
- 4 Each team shall supply the umpire with an acceptable ball at the start of each game. The balls being used this year is the Dudley USA Synthetic HyCon 52/300 for men and women. A new softball cannot be put into play in place of the original game ball after the first pitch of the game. Umpire judgement is final determination on condition of the ball. If a ball is hit out of play, that team must provide another acceptable ball to the umpire.
- 5 Each team will be given the opportunity to hit the ball that they supplied to the umpire for the game to start each half of the first inning. The home team's ball will not be used in the game until the home team comes to bat in the bottom of the first inning. **IT IS RECOMMENDED** that the umpire make every effort to allow each team to hit their own ball during the remainder of the game but **IT IS NOT MANDATORY** that this is done. Use of the game ball will not be an item or rule interpretation that can be subject to protest.
- 6 Only the pitcher and coach shall authorize automatic walks. (local rule)
- 7 **Courtesy runners are allowed. The courtesy runner can only be used once per inning and can be used on any base. The courtesy runner can be any player on the roster. If the courtesy runner is still on base & it's her/his turn to bat, the runner is removed from the base and an out is accessed. Courtesy runner must be put in before the next pitch.**
- 8 **Grace Period - A 5 minute grace period will be allowed from the *SCHEDULED STARTING TIME OF THE GAME*. At that point a forfeit will be called. Teams must start the game if they have 9 players. *Umpire's watch is the official time*.**
- 9 In league games, the score of the last completed inning will determine the winner. In the case of a tie after 7 complete innings, extra innings will be played with a maximum of 9 innings. At the end of the 9th inning if teams are still tied, each will be awarded a 1/2 win and 1/2 loss. No game will go longer than 9 innings. Time limit is waived in case of ties.

## **F Weather Ends Game**

- 1 Games ended due to inclement weather shall be regulation if 5 or more complete innings have been played or if the home team is ahead after 4 1/2 innings, the game is then an official game.
- 2 Games ended due to inclement or threatening weather that have not reached 5 innings (4 1/2 if home team is ahead) will be rescheduled and started from the beginning of the game.

## **G Officials**

- 1 Officials as chosen by the Recreation Department shall be in full authority of the game.
- 2 The umpire must report all ejections in games to the Recreation Department for disciplinary action.
- 3 The Recreation Department determines discipline of players, managers, and teams.

## **H Postponement, Forfeits, And Protests**

- 1 A team's first forfeit will count as a single loss in league standings. Any game won by forfeit will count as a single win. After the first forfeit, any additional forfeits will count as a double loss. League standings will be computed on a percentage basis if necessary. Forfeits will not be counted in movement from league to league.

## H Postponement, Forfeits, And Protests (Cont.)

- 2 The umpire shall, at the scheduled time of the game, decide if the game is to be played or postponed due to wet grounds or threatening weather conditions.
- 3 Games shall be completed after protesting. Manager notifies the umpire that he/she is playing under protest. Protests must be made in writing by the manager of the protesting team and must be in the office of the Recreation Department within 24 hours of the games.

### A protest fee of \$20.00 must accompany all protests.

- a.) Protest during the playing of a game. *INTENTION TO PROTEST MUST BE STATED TO THE UMPIRE BEFORE THE NEXT PITCH OR BEFORE THE DEFENSIVE TEAM HAS LEFT THE PLAYING FIELD.*
- b.) Protest for player ineligibility must be filed at the Recreation Department within 48 hours after the game. Players will be required to show a picture ID if eligibility is questioned.

## I Rule Violation/Casual Profanity Rule - No Warning!!!

- 1 Description: The umpire has the authority to assess ONE OUT against the offending team for the use of PROFANITY (Vulgar or Profane Language) not directed at umpires or opposing players, but uttered by a player, manager, coach or individual involved with the team. All outs will be assessed against the offending team during their time at bat. Only ONE "Profanity" out may be assessed per player with a maximum of two per time at bat. Incidents of vulgar or profane language exceeding these limits or profanity directed at an umpire or opposing player will be considered unsportsmanlike conduct and will subject the individual or individuals responsible to immediate ejection from further play. The Profanity out will be assessed as a team out and will not affect any batter or base runner. For scoring purposes, the putout will be credited to the catcher.
- 2 Reason: To provide umpires with a method to control and penalize the use of vulgar and profane language not directed at umpires or opposing players without involving ejection. This version offers a manner to penalize the offender when the incident occurs in the bottom of the last scheduled inning or any extra inning.

## J Championship

- 1 Award - The Recreation Department will provide a championship team award for each league based on the record achieved during regular league play. In the event of a first place tie, co-champions will receive awards.
- 2 League Playoffs - Play-off format & rules will be provided at a later date.

## K Discipline Action

- 1 Umpires will not tolerate unruly behavior by players, managers and/or fans. There will be NO Trash talk between players. The umpire will bring both managers together and give both teams a formal warning. If it continues, players and managers will be ejected from the game.
  - \* Vulgarity or Direct Threat towards any Umpire or Player will be Immediate Ejection from the game. (Player, and manager if necessary.)
  - \* Players causing any type of confrontation toward umpire or opposing players after completion of the game, will be suspended the following week.
- 2 If a player is ejected from a game, he or she will automatically be suspended from the league night of play for a minimum of 1 week's scheduled game regardless of the number of nights that the player plays. Any game that the player plays in during the period of his or her suspension will automatically be ruled a forfeit. A suspension will be carried over to Playoffs if necessary.
- 3 If a player chooses not to leave the field of play upon the direction of the umpire, he or she will be assessed a 2 game and a 2 week suspension from any and all leagues of Fond du Lac Recreation Department League or Playoffs.
- 4 If a player does not leave the playing field, the ball diamond area, including the spectator area, and out of sight and sound upon the request of the umpire, he or she will receive a 3 game and 3 week suspension from any and all leagues of the Fond du Lac Recreation Department League or Playoffs.
- 5 If a player or a spectator makes any physical contact with any umpire at any league game or playoff game, **it as an automatic forfeit of the game and**, he or she will be suspended from any Fond du Lac Recreation Department League Play or Playoffs

## **K Discipline Action (Cont.)**

for up to 1 year from date of occurrence. Depending on the severity of the situation, it may be an extended period. A manager playing any suspended player will have to forfeit any games that the suspended player played in.

- 6 Any player ejected from a game for whatever reason, must come to the Recreation Department and discuss with the Supervisors the specifics of the situation. An ejected player is suspended a minimum of one game and is suspended until he/she meets with the Recreation Supervisors.**

## **L Diamonds**

- 1 Rules Governing Batted Balls - Imaginary line or dead ball area - when a fielder catches a ball in playable area and carries it into dead ball area, the catch is good, the batter is out, the ball is dead, and all runners advance one base without liability to be put out.**
- 2 When an imaginary line is used, or a chalk line to show out-of-play area, it is no catch if one or either foot is across the imaginary line on the ground or touching the chalk line or across the chalk line on the ground when the catch is made. If one foot is on the ground inside the imaginary or chalk line and other is over the line, but in the air (not touching the ground) it is a good catch. If the next step carries the fielder across the line, the first paragraph applies.**

