

**CITY OF MINERAL WELLS
PARKS AND RECREATION DEPARTMENT
FALL 2018 SOFTBALL LEAGUE RULES**

I. *General Information*

1. The Mineral Wells Parks and Recreation Department softball league teams will be registered with the U.S.A. and the Texas Amateur Athletic Federation (T.A.A.F.). Teams will be eligible to qualify for T.A.A.F. and U.S.A. Championship tournaments. Qualifying teams will be responsible for all entry fees to post-season tournaments.
2. Any ties in the final league standings will be decided by the following:
 - 1st) Head-to-head won-lost record
 - 2nd) Team that won by most runs
 - 3rd) Least number of games forfeited.
 - 4th) Total season runs scored.
3. The Mineral Wells Parks and Recreation Department softball leagues will play in accordance with U.S.A. playing rules.
4. Season will be 10 games. Teams will play eight games for placement in tournament. Winner of tournament will be League Champs.

II. *Eligibility and Rosters*

1. All participants must be at least sixteen (16) years of age prior to September 6, 2018 and must have a parent or legal guardian's signature on the roster.
2. All participants for each team must be on the team roster and sign the liability waiver. The Parks and Recreation Department will check score sheets and rosters to determine that all players are legal. The umpires and scorekeeper may forfeit games when it is obvious that an ineligible player or a player playing under an assumed name is participating in the game. Any team using a player playing under an assumed name will forfeit the game in which that player participated. In addition, the manager of any team using a player with an assumed name will be suspended for the remainder of the season. A driver's license or pictured identification will determine whether or not a player is playing under an assumed name. If the player in question refuses to provide proper identification, the player will be considered guilty of playing under an assumed name.
3. All players may be listed on only one roster per league. The penalty for being on more than one roster will be suspension of the player until he is dropped off of all but one roster.
4. Teams must submit a completed official Mineral Wells Parks and Recreation Department roster to the scorekeeper prior to the first game.

Teams who do not submit rosters prior to their first game will not be allowed to play and will forfeit all scheduled games until a roster is submitted. **No exceptions, no excuses!**

5. Teams may add players to their rosters through the entire spring playing season. Additions to the original rosters should be submitted on additional official Mineral Wells Parks and Recreation Department roster forms and submitted to the scorekeeper or to the Parks and Recreation Department office.
6. Rosters will be limited to a maximum of twenty (20) players.

III. *Equipment and Uniforms*

1. Each team must provide an U.S.A. approved, yellow optic color, red stitch 12-inch ball with a size of 11.875 inches or over, a weight of 6.250 oz or over,, a COR of .520 or under, a compression of 300.0 lbs or under, and a Dynamic Stiffness of 5500.0 lbs or under for their team to hit in Men's League play. If an illegal ball is hit, all players who got on base that hit the illegal ball during the current inning shall be ruled out. If it is determined by the umpire's judgment that the illegal ball was inserted intentionally, the manager will be ejected.
2. Shoes must be worn by all players. Metal or hard plastic cleats or shoes with detachable cleats will not be allowed.
3. Players will not be allowed to wear jewelry while playing. Wrist watches, bracelets, exposed neck chains, rings with rough edges, looped or large earrings will not be allowed. Smooth stud earrings and smooth-surfaced rings may be allowed subject to the discretion of the umpires.
4. Each team must have uniform shirts that are the same color, with a permanently affixed non-duplicated number on the back of the shirt. Taped numbers or numbers that are handwritten (pen, marker, etc.) will not be allowed. Jersey numbers must be one or two digit numbers. Decimals and fractions will not be allowed. Teams and players will be given a one game grace period on uniform shirt requirements. As of the team's second game, players or teams who do not have proper uniform shirts **WILL NOT** be allowed to play. Not all other U.S.A. matching uniform requirements will apply to the Mineral Wells softball leagues.

IV. ***Playing Rules***

All playing rules will be those of the current U.S.A. playing rules. Any additions and/or exceptions to those are listed below.

1. Teams can play with a maximum of ten players or eleven using an E.P. (twelve for coed leagues with E.P.'s). Teams must have a minimum of nine (9) players in the dugout area by game time. The scheduled game time will be forfeit time, no exceptions. Teams who play with only nine (9) players, the tenth player can enter the game at any time. If a team has only ten players and one player is injured the team must accept an automatic out for that position in the batting order. If a team drops below nine (9) players or ten (10) when using E.P. then the game will be forfeited to the opposing team. Teams using E.P.'s without any available substitutes and have a player injured will have to accept an automatic out for the vacant position in the batting order. Teams must have an eligible substitute for any player who is ejected from the game. If a player is ejected and he/she cannot be replaced, the team with the ejected player will be required to forfeit. Coed teams with E.P.'s cannot finish the game with less than eleven players of which there must be a minimum of five (5) males and five (5) females. The team will forfeit if they drop below five (5) males or five (5) females and a total of eleven players after using an E.P. Teams must have eleven players (twelve in coed leagues) present at game time in order to use an E.P.
2. **Each game will consist of seven (7) innings, 55 minutes or decided by the runs ahead rule; whichever occurs first. All batters will begin with a one-ball/one-strike (1-1) count. One foul ball will be allowed. (Example: 1 ball/2 strikes, batter hits a foul ball, batter still gets another strike.)**
3. The runs ahead rules for all Mineral Wells Parks and Recreation Department league games will be as follows:
 - 20 runs ahead after 1 ½ or 2 innings*
 - 15 runs ahead after 3 ½ or 4 innings*
 - 10 runs ahead after 4 ½ or 5 innings***depending on the status of the home team.*
4. Lineups must be submitted to the scorekeeper ten (10) minutes prior to **the scheduled game time**. Failure to submit a lineup ten minutes prior to game time will result in two (2) outs for that team in the first inning. In that case, the number 3 batter will bat first with two outs. If the lineup is not submitted by game time, the result will be a forfeit assessed to the team not submitting a lineup.

Lineups will not be accepted incomplete. Completed lineups should include first and last names of players, jersey numbers, and starting positions.

5. There will be no infield practice prior to the game. The penalty will be two outs in the first inning at bat.
6. In coed league games, if a male batter is walked, he will be allowed to walk to second base legally. If there are less than two outs, the next batter (a female) will bat. If there are two outs, the next batter (a female) will be given the option of walking to first base or batting.
7. Coed league teams must have a minimum of four (4) male and four (4) female players and a total of (9) players at game time to avoid forfeiting the game. If there are only nine (9) players, an automatic out will be charged for the tenth position in the lineup.

If there are ten (10) players there must be five (5) males and five (5) females. If there are twelve players playing, there must be six (6) females and six (6) males. Batting order must alternate males and females. Defensively, there must be two males and two females in the outfield, two males and two females as infielders, and the battery (pitcher and catcher) will consist of one male and one female.

8. All substitutions must be reported to the umpire and scorekeeper at the time that the substitute enters the game.
9. Any player may be substituted or replaced and re-entered once providing the player occupies the same batting position in the lineup. Players may not re-enter a second time. The starting player and their substitute may not be in the line up at the same time. The opposing manager must protest violations of this rule. The penalty for use of an illegal player(s) will be disqualification of illegal player(s).
10. Any game that is tied at the end of 55 minutes or seven (7) innings will play additional inning(s) under the "3-2" rule. Each batter will come to the plate with a count of 3 balls and 2 strikes under the "3-2" rule.
11. The number of unobstructed over the fence home runs is limited in each league. Below is a listing of the number of over the fence home runs allowed for each league:

Men's - 3

Coed Recreational - 0

Once a team has reached the limit of over the fence home runs, each subsequent unobstructed over the fence home run will be ruled as an out.

12. **Base stealing will not be allowed in any City of Mineral Wells leagues.**

V. *Forfeits*

If a team receives a forfeit, they will have use of the field for practice (except for the last game of the night) until ten minutes before the next scheduled game time. Umpires and scorekeepers will not umpire or keep score for forfeits. The team who wins a forfeited game that is the last game of the night will be given a free practice time with lights.

VI. *Field Ground Rules*

Umpires will explain field ground rules at the pre-game meeting at home plate.

VII. *Disciplinary Action*

Any player or coach ejected from a game for unsportsmanlike conduct will be automatically suspended from their team's next game. Managers will be responsible for informing the ejected player of his suspension. Any player ejected must leave the City of Mineral Wells softball field and surrounding property owned by the City of Mineral Wells. An ejected player has one minute (U.S.A. Rule 5, Section 4, Article G) to clear the ball field and adjoining property owned by the City of Mineral Wells. While a reasonable amount of time will be allowed, the amount of time is up to the umpire's discretion. After that the presence of the ejected players on the property makes them in violation of Chapter 30.05 of the Texas Penal Code (Criminal Trespass), which will subject the ejected player to arrest. Players disqualified for substitution mistakes will not be suspended from their next game.

The league director will have the authority to expel any player or team from the league for any period of time deemed appropriate for more serious violations of conduct. Suspensions from T.A.A.F. and/or U.S.A. could also result from serious misconduct.

VIII. *Protests*

Protests will be accepted only on player eligibility and rule interpretations. Protests of the umpire's judgment will not be allowed. The protests on rule interpretations must be filed with the scorekeeper before the next pitch is thrown. A written statement must be filed with the Recreation Department the next working day after the game before 5:00 p.m. Player eligibility protests must be filed before the last out of the game. A fifty, (\$50) cash protest fee must accompany a protest of rule interpretations. A fee is not necessary to protest player eligibility. The protest will be ruled on by the City of Mineral Wells league director. If the protest is upheld, the protest fee will be refunded. The ruling will be final.

IX. Rain Out

The Parks and Recreation Department will have the status of playing fields beginning at 3:30 p.m. The phone number to call is (940) 328-7803. Make up dates will be printed on the schedule. Managers will be responsible for providing that information to their players. Any additional make up game information will be sent to team managers by memo at the field.

X. Additional Coed Recreational Softball League Rules

The following rules are only applicable to the Coed Recreational Softball League. The following rules will supersede all other U.S.A. rules and other local rules in the Coed Recreational Softball League.

1. Teams may score a maximum of nine runs in any half-inning at bat. After the ninth run is scored, the team at bat will become the defensive team. The half inning will end immediately after the ninth run has scored. No more than nine runs will be counted even if additional runs score before the play is over. However, any inning that begins with less than 10 minutes remaining in the game, both teams will be allowed to score as many runs as they can before three outs are made.
2. In the Coed Recreational League, male batters may not use any double wall bat or any bats with a batting factor of greater than 1.20. Players in all other leagues and female batters in the Coed Recreational League may use any bat that is approved by the Amateur Softball Association (U.S.A.). If a male batter in the Coed Recreational League bats with a double wall bat or a bat with a batting factor of greater than 1.20 and it is discovered before the first pitch to the next batter, the batter using the illegal bat will be declared out.
3. Each team must provide an U.S.A. approved yellow optic cover, red stitch 12 inch ball with a size of 11.875 inches or over, a weight of 6.250 oz. or over, a COR of .520 or under, a compression of 300.0 lbs. or under, and a Dynamic Stiffness of 5500.0 lbs. or under for **MALE batters** in U.S.A. Co-ed.
A yellow optic cover, red stitch 11 inch ball with a COR of .520 or under and ball compression of 300.0 lbs. or under shall be used in U.S.A. Co-ed for **FEMALE batters**.
4. All softballs that are hit unobstructed over the outfield fence in fair territory will be ruled as an out.