



ADULT SOFTBALL

RULE BOOK

Revised February 2011

Council Bluffs Parks, Recreation & Public Property
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**ALCOHOL IS PROHIBITED AT ALL CITY PARKS,
INCLUDING THE RECREATION COMPLEX,
AND FOR ALL PARKS AND RECREATION
LEAGUES AND PROGRAMS.**

THERE WILL BE ZERO TOLERANCE.



ADDITIONAL RULES OF CONDUCT

These rules apply to Players, Spectators, Coaches, and Umpires.

All participants in Parks and Recreation programs, including players, spectators, coaches, and umpires, will treat each other with courtesy and respect at all times.

Unsportsmanlike behavior, including (but not limited to) vulgar language, derogatory comments, threatening words or actions, or physical violence of any kind will not be tolerated.

**DISCIPLINARY ACTION CAN AND WILL BE TAKEN FOR
ENGAGING IN UNSPORTSMANLIKE BEHAVIOR, IF
WARRANTED.**

Umpires have the right to eject players, parents, spectators or coaches from the game or game area. If more severe sanctions are recommended, the Parks and Recreation Department reserves the right to suspend both individual players and teams.

I. Eligibility

A. Sanctioning

1. All teams must be sanctioned through USSSA.
2. Sanctioning fees are included with registration.

B. Age Requirements

1. Players must be at least 16 years of age before the first game.
2. Players who are under the age of 18 must provide a signed parental consent (form provided at back of rule book).

C. Player Restrictions

1. Players may not play on more than one team in the same league.
2. Players may not play in two different divisions (D players must stay with D teams, E with E, etc.)

D. Players may not play on leagues with conflicting schedules.

E. Roster and Payment

1. A team's complete roster with players' names, birth dates, addresses, ages, coaches' names and phone numbers must be turned in one week prior to the start of the season.
 - a. If all information is not on file, the team will be considered ineligible and will forfeit each game until the information is on file.
 - b. After two consecutive forfeits for this reason, the team will be dropped from the official schedule.

F. Transfers

1. A player must remain on his/her original team as long as the player and the team are eligible for the league, unless he/she meets the following criteria:
 - a. Player must obtain a transfer form from the team he/she wishes to leave.
 - b. The manager of the current team and the team the player wishes to go to must provide written acceptance of the transfer to the Parks and Recreation Department within seven (7) days.
 - c. The transfer must be approved by the Parks and Recreation Department.
 - d. Players cannot transfer or be added to a team after 20 days from the date of the first scheduled league game.
 - e. Once a player has transferred to a new team, he/she must remain with that team for the rest of the season.

II. Ineligibility and Forfeiture

A. If a player is deemed ineligible, games in which they have participated will be forfeited.

Circumstances include:

1. Playing under an assumed name.
2. Playing without being on the official team roster.
3. Playing without properly authorized transfer forms.
4. Playing while under suspension.

III. Game Scheduling

- A. All games will be scheduled by Parks and Recreation.
- B. Games will be scheduled on holidays (except Memorial Day, July 4th and Labor Day) and holiday weekends when necessary.
- C. Failure to play on the scheduled night and time will be considered a forfeit, unless permission has been granted IN ADVANCE by the Parks and Recreation Department.

IV. Game Rescheduling

- A. Parks and Recreation will reschedule any games canceled due to weather or problems with the fields, unless there are no available times left.
- B. Failure to play on the officially rescheduled night and time will result in a forfeit.

V. Forfeit Fees

- A. The team that has forfeited is responsible for paying the umpire for BOTH teams (\$30 – one umpire; \$20 to each – two umpires).
- B. This fee is payable immediately before the team can play in its next scheduled game.
- C. If the forfeit fee is not paid, the team will not be allowed to play until it is paid. Forfeiting team is responsible for paying all umpires, whether one or two.
- D. Two consecutive forfeits can result in the team being dropped from the schedule.

E. Scrip books will be available for purchase for umpire fees. Books of 14 coupons will be sold for \$280. Extra coupons at the end of the season can be used for the fall league or redeemed at the Treasurer's Office inside City Hall.

VI. Equipment

- A. Stationary bases are provided at the CB Recreation Complex & Bahnsen Park.
- B. Balls—players must use the following:
 - 1. 12 inch, "Classic M" .40 core blue stitch
 - 2. As of June 1, 2009, optic yellow balls will be required.
 - 3. Umpires will check the balls before the beginning of every game.
 - 4. Co-Ed: will only use a 12" ball starting in 2011
- C. Players must use a USSSA regulation adult slow pitch bat.
- D. Metal spikes are not allowed.

VII. Field Dimensions

- A. 50' pitching, 70' bases.
- B. Pitching Height: 3' from release; 10' maximum.

VIII. Uniforms

- A. Teams are encouraged to have matching color shirts.
- B. Numbers are not required.

IX. Regulation Games

- A. A regulation game shall consist of EITHER seven (7) innings OR one hour, whichever comes first.
- B. Umpires are not required to notify teams that time is almost expired.
- C. The umpire is empowered to call a game at any time because of darkness, lightning, rain, fire, or other causes which endanger the safety of the players.
- D. A game that has not last seven innings shall be declared official for any of the following reasons:
 - 1. Five or more innings have been played.
 - 2. The team second at bat has scored more runs than the other team has scored in five or more innings.
 - 3. The one hour time limit has been reached.
 - a. Innings started before the time limit is reached shall be completed.
 - b. No innings shall begin within the last five minutes, unless the score is tied. International tiebreaker rules will apply to ties.

X. Player Participation

- A. Coaches must provide a lineup with positions and batting order to the opposite team five minutes before the game starts.
- B. A team may start or finish with nine (9) players.
 - 1. If a player is lost due to reasons other than ejection and there are no replacements, the game may continue.
 - a. An out is taken for the missing batter(s) in the Men's league.
 - b. An out is called for a missing batter in the Co-Ed League.
 - c. Co-Ed teams must have five (5) men and at least four (4) women to start the game.
 - 2. If there are two outs, the batter immediately preceding the missing batter is walked. An out will be taken for the missing batter.
- C. A tenth player may be added at any time.
 - 1. For Co-Ed Leagues: a nine or ten player team must have no more than five men or five women playing in the field or in the batting lineup.
- D. A team may not add an 11th or 12th player during the game, but can start with 11 (Men) or 12 (Co-Ed).
 - 1. If a Men's team starts with 11 players or a Co-Ed with 12 and a player is lost due to reason, the result will be a forfeit.
- E. If a player is ejected, the team must have at least nine players to continue if the extra hitter rule was not used, or it is a forfeit.

F. Co-Ed League Rules

1. Men may only substitute for men and women for women.
2. If a man is walked, the woman has the option of walking or batting at any time.
3. The batting order must alternate genders.
4. There must be five (5) men and four (4) women to start the game.
5. An out will be recorded in the tenth batter position in the lineup.
6. The women on defense may play in any fielding position.

XI. Home Run Rules

- A. In all leagues (Men's and Co-Ed) any unassisted hits over the outfield fence are limited to the following. All other home runs will be considered outs.
 1. All leagues/divisions will use a 1+1 progressive rule. If a team hits a home run, they can't hit another home run until the opposing team does. Extra home runs will count as outs until the opposing team has the same number of home runs.
 2. The 1+1 rule will be in effect through the 6th inning. In the 7th inning the team that is down in home runs may hit one to even out the home run count but may not exceed the number of home runs hit by their opponent.
 3. Extra home runs hit at Bahnsen Park will be counted as doubles and not outs.
- B. In the event of an unassisted hit over the outfield fence, all batters and runners will be awarded home without having to touch all bases.

XII. Illegal Substitutions

- A. The illegal substitute is considered in the game if the next pitch has been made (legal or illegal).
 1. If the illegal substitute is discovered while at bat, he/she is ejected and called out.
 2. If the illegal batter is discovered after completing his/her turn at bat and prior to the next pitch, the illegal player is ejected.
 - a. Any advance of the base runners is nullified.
 3. If the illegal player is discovered after completing his/her at bat and after the next pitch, the illegal player is ejected.
 - a. Any advance by base runners while the illegal batter is at bat is illegal.
- B. Substitutes must be announced to the plate umpire.

XIII. Extra Hitter

- A. The extra hitter may re-enter the game one time, as can all starters.
- B. If a team begins the game with extra hitters, they must end with extra hitters.
 1. Failure to do so will result in those batting positions being an out.

XIV. Appeals

- A. There should be no such call as "illegal appeal."
- B. Any infielder may make a dead ball appeal.

1. The player need not have the ball, but must get the attention of an umpire and then announce the appeal.
 2. The ruling umpire will immediately make a decision on the play.
 - a. The umpire's decision is final.
- C. One appeal per runner is allowed.
- D. Base runners cannot run and cannot be called out if they do.
- E. The infielder making the appeal may be anywhere in fair territory, even on the pitcher's plate.
- XV. Protests
- A. All protests must be written up and turned in within 24 hours. Protests may be emailed or faxed.
 - B. Correct procedures, as outlined on the protest form in the back of this rule book, must be followed, or the protest will not be considered valid.
 - C. There is a \$25.00 fee for each protest. If the protest is upheld, the fee will be returned.
 - D. A committee comprised of a minimum of at least three non members (ideally, one coach, one umpire, and one representative from Parks and Recreation) will hear and decide on each protest.
 - E. The committee's decision cannot be protested.
- XVI. Fall Leagues
- A. Fall league registration will begin in July and last through mid-August. Games will begin the day after Labor Day.
 - B. The Fall League is an all-doubleheader league.
 - C. All regular league rules as stated in the previous pages and according to the USSSA rule book, will apply.
 - D. Contact the office at 328-4650 or log onto www.cbparcsandrec.org for specific information.

Council Bluffs Parks, Recreation and Public Property
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PLAYER’S RELEASE FORM

For 16 and 17 year olds

Player’s Name: _____

Address: _____

Phone: _____ Age: _____ Date of Birth: _____

IMPORTANT: PARENT OR GURDIAN MUST READ AND SIGN:

I hereby give my full permission to _____ to play in the Council Bluffs Parks and Recreation Department’s Adult Softball League. I agree to assume full responsibility in case of accident or injury while s/he is playing, traveling to/from the scheduled area, or representing his/her team in any manner, and do further hereby release and hold forever harmless the City of Council Bluffs, its agents and employees, from any liability for personal injuries, including death or property damage, which may be incurred by my child while playing, traveling to/from the scheduled area, or representing his/her team in any manner, including but not limited to any claim alleging that the injury or damage was caused by defective equipment owned or furnished by the City of Council Bluffs, by defects or obstructions on real property owned by the City of Council Bluffs, or by negligence in the supervision of my child or others.

It is the responsibility of each parent or guardian to check their child’s insurance for athletic injuries.

SIGNED: _____ DATE: _____
Parent/Guardian

Protest Form

If a coach wishes to play a game under protest, he or she must go to each coach and umpire and designate at the point of the controversial call and *before the next pitch is made* (except player eligibility). Each coach must notify the scorekeeper that the game is under protest. The scorer for each team must mark in the book that the game is under protest, and must mark the inning, outs, players on base (with names) score, player at bat and umpire’s name. The coach must then submit a typed or written formal protest to the Parks and Recreation office within 24 hours after the game (72 hours if the game was played on Friday or Saturday). Formal protests must include all of the aforementioned information. The scorebooks must be brought to the protest hearing.

If a coach thinks that another team is using an ineligible player, they must protest the game before the last out or before the opposing team has left the playing field. Notify the umpire and opposing coach as to which player(s) are believed to be ineligible. Mark the name in the score book and write down a description of the player(s). Continue playing the game and then check with the office concerning the opposing team’s roster. Next, a formal, written protest must be turned into the office. A suspended player is considered to be an ineligible player.

Fee per protest: \$25
(returnable if protest is upheld by the committee).

**NO PROTEST WILL BE ACCEPTED
THAT IS NOT DESIGNATED AT THE POINT OF CONTROVERSY AND ADDRESSED IN THE
PRESCRIBED MANNER**

Signature of Coach: _____

Address: _____

Home Phone: _____

Work Phone: _____

For Department Use Only:

Fee Paid: _____

Date Protest Filed: _____

Protest Upheld? _____