



City of Sugar Hill Recreation Department Adult Softball League Rules

LEAGUE AND PLAYOFF PROCEDURES

- A. The number, variety and type of leagues shall be determined by the City of Sugar Hill.
- B. League winner and runner up team will receive a team award. Individuals on the Champion team will receive league shirts.
- C. Playoffs will be determined by the amount of teams in league. Format of playoffs will tiered according to regular season standings.
- D. The tie breakers for teams with identical season records will be as follows:
 - 2 – way tie**
 - 1st tie break – won/loss record in head to head play.
 - 2nd tie break – run differential in head to head play.
 - 3rd tie break – fewest runs given up for the entire season.
 - 3 – way tie**
 - Team with the best record in 3-way head to head play.
 - 4 – way tie**
 - 4 – way ties for first place only. All 4 teams will make the playoffs with a single elimination format.
- E. The Recreation Director has the option of moving team(s) to any night of play, if it is in the best interest of providing a balanced softball program.
- F. Any time a team loses a player due to an ejection or disqualification, that spot in the batting order will be considered an out each time it comes up. (even if a substitute is available)
- G. Game balls will be provided by the Recreation Department and following each game the balls are to be returned to the officials.
- H. Players may be added to the line up, at the end, until the batting order has been completed one time. Once the batting order has been completed once, players may only add until the 10th spot.
- I. No players shall intentionally run over an opposing player who already has a ball in his/her possession. Penalty for such an infraction will be automatic ejection from the game.
- J. NO METAL CLEATS MAY BE WORN.
- K. All protests are left up to the umpires.
- L. Courtesy runners are allowed in league **for injury only**. The player who was the last recorded out must be used as the courtesy runner.
- M. Batters begin with a 0-0 count with the third foul ball resulting in an out.

TEAM & PLAYER ELIGIBILITY

- A. No player under 18 years of age will be allowed to participate.
- B. All rostered players must appear at least 3 times in the lineup during the regular season to be eligible for playoffs.
- C. Each team is limited to 16 players maximum on their roster. Only players who have signed the roster/waiver are eligible to play. Rosters will not be accepted at the field.
- D. Teams may not add players after the third game of the regular season.
- E. Once a player signs the roster with a team, he/she must be released by his/her manager prior to playing on another team. After the player is released, they can sign with another team after sitting out one league game. EXCEPTION: If a player has officially played one league game and then is released, he/she may not play on another team in the same league in which he/she was released.
- F. Managers who lost players during the season through injury or employment transfer, and such player cannot continue to play in the league, may petition the Recreation Director to obtain permission to replace the injured player or transferred employee. Proof of the above may be required with petition.
- G. Teams using ineligible players in playoffs games will have games forfeited immediately.
- H. The Recreation Director has the authority to make special exceptions regarding eligibility and roster procedures.

ASA RULE EXCEPTIONS

- A. Unless otherwise stated, ASA Official Softball Rules govern league play.
- B. There is a limit of 3 home runs per team, per game. Every home run hit after the 3rd will be recorded as an out.
- C. Home team is responsible for supplying the scorekeeper. Home team forfeits any right to protest if they don't supply a scorekeeper. If the visiting team is then not able to provide a scorekeeper they also forfeit any right to protest.
- D. Players: All league games are played with 10 defensive players.
- E. No team may start or continue a league game with less than 8 players. Less than 8 players constitute a forfeit.
- F. There is no stealing or leading off. Players may leave the base upon contact.

- G. Any illegal bat used will be removed from the game. The player using the bat will be out. 2nd offense will result in the player being ejected. A list of ASA approved bats can be found at www.asasoftball.com.
- H. If a player is ejected from the game that player must leave the ball park area immediately.

PLAYING TIME

- A. Regulation play is 7 innings or until the game has reached the 60 minute/Time Limit (whichever occurs first)
- B. Any inning which begins before time expires shall be completed unless the home team is at bat and ahead.
- C. Ties at the end of Regulation play:
 - 10 minutes will be added to time limit. One more regular inning will be played. If the game is still tied another inning will be played with the last completed batter starting at 2nd base. If still tied after game reaches the Time Limit it will be recorded as a tie and replayed only if it has an effect on playoffs berths.
- D. First round playoff games shall have the standard time limit. Championship games are 7 full innings without a time limit.

PREGAME RULES

- A. Batting practice is only permitted in batting cages.
- B. Line up cards (supplied by the Recreation Department) must be turned into the opponents score keeper and the umpire 10 minutes before game time.

PLAYER CONDUCT

- A. The manager is the official representative of his team unless he designates one of the players as team captain prior to the game.
- B. The manager will be held responsible for all rules as stated in these rules and the ASA rule book.
- C. Managers can also be held responsible for action of the spectators.
- D. No dogs allowed on ball fields or in dugouts.
- E. No Smoking is allowed.
- F. Alcoholic beverages are NOT permitted.
- G. Managers are required to report all injuries to the Recreation Director.
- H. Umpires will not take abuse from managers or players. Excessive use of profane language by a team or payer could result in an automatic ejection, and/or forfeit of the game being played. Any player or manager touching, bumping, or striking an official will be suspended from future league play and barred from the premises.

FORFIETS

- A. If a team is not ready to start 10 minutes after scheduled game time, with 8 eligible players, the game will be forfeited to the opposing team. Umpire timer is the official time. If 8 players are present at game time, the game will start. Any team that starts a game with 8 players can add up to 2 more players after game has already started.
- B. A forfeit is recorded as a loss. In the event of a double forfeit, both teams receive a loss.

MISCELLANEOUS INFORMATION

- A. Schedule changes are not allowed. If a team has a special consideration in regards to game time, the manager should note the problem at registration.
- B. Uniforms or matching shirts with numbers are mandatory.
- C. Normally, 2 umpires will officiate each game. If 1 umpire is present, the game shall be played. If no umpires show up, games will be postponed and made up at a later date.
- D. **RAIN OUTS:** Call 770-831-7413 after 3pm and before 5pm for current field information. If games are not cancelled by 5pm. Teams must show up according to the game schedule.
- E. All players must have a valid ID with them during game time.
- F. All cars and motorcycles are to be kept off grassed areas and should be parked in designated areas.

GOVERNING BODY

- A. The Recreation Director has final authority to make decisions pertaining to all softball league rules and regulations.