

MONTGOMERY COUNTY DEPARTMENT OF RECREATION
SPORTS TEAM
4010 Randolph Road
Silver Spring, Maryland 20902

MONTGOMERY COUNTY ADULT
SLOW PITCH SOFTBALL LEAGUE RULES

The Montgomery County Recreation Department, through the League Director, reserves the right to amend the rules and schedules as conditions may warrant. **Revised: Aug. 23, 2016**

I. LEAGUE

I.1 The Montgomery County Department of Recreation offers four softball leagues for individuals eighteen (18) years old or older. The leagues are: Men's-(men only); Women's (women 40+ Masters); Regular Co-Recreational (men and women) and Age categories.

I.2 We strongly urge that each team in the league have insurance to cover each player appearing on the roster for every game, practice game, and travel to and from each league game and practice game, or each player be covered by personal health insurance.

II. PLAYER ELIGIBILITY

II.1 Men's, Women, and All Co-Rec: A player may be on a roster of multiple teams. Players may be on only one roster per night.

II.2 Players participating in age divisions (40, 50, 55, 60, and 65) must be that age during the current calendar year.

III. ROSTERS

III.1 It is the Manager's/Coach's responsibility to make sure that the roster has been received in the Sports Office prior to the first league game (Preliminary Roster). Changes deletions and/or additions must be made in writing prior to the **first Monday in June**. Coaches enclosing a self-address stamped envelope will be sent a photocopy if their roster or a copy may be picked up in the Sports Office. **Any team without a roster on file by the first Monday in June will not be eligible for the playoffs, regardless of record or standings.**

III.2 **Rosters are to be submitted on the County official roster form. Each player's full address, work and home phone numbers should appear on the form along with each players signature.**

III.3 **Each team shall be limited to 24 players (Senior Leagues 20/roster) at any one time.**

III.4 A player must be officially released in writing, before he/she can play with another team. The Add/Delete Form is available in the team packet.

IV. GRACE PERIOD

- IV.1 There will be a grace period of ten minutes for all 6:00pm, 6:15 pm games on weekdays. All games must start as soon as the minimum numbers of eligible players are present. For the Sunday league games and the weekend make-up games there will not be a 10 minute grace period. If the grace period is in effect, it is understood that the time limit (see Rule V.1) is reckoned from the scheduled starting time of the game.
- IV.2 **FORFIETED GAME:** A team forfeits a game when it fails to have the minimum number of players to start a game or maintain the minimum number of eligible players to continue playing. (See V.2). Teams participating in the Doubleheader Division will forfeit each game separately. Doubleheader Division teams that forfeit their first game of the day, due to insufficient number of players, must begin the second game of the Doubleheader as soon as they have the minimum number of eligible players present but no later than the scheduled starting time for the second game.
- IV.3 **If a team forfeits two games during the season due to insufficient numbers of players, that team will be dropped from the league unless they post a \$50.00 forfeit fee.**
- IV.4 Once schedules are completed or any team dropped from the league that team shall forfeit their entire franchise fee.
- IV.5 **GAMES STOPPED DUE TO NATURAL CAUSES OR CURFEW:** (see Appendix A)

IV. PLAYING RULES

Unless modified by this set of rules, all games of the league shall be playing in accordance with the current slow pitch rules of the Amateur Softball Association.

- V.1 **Time Limit:** There will be a 65-minute time limit for all games, except for the last game scheduled on any field. No new inning may begin after the time limit has been reached. An inning that has begun will be completed, and if the time limit has been reached, at that point the game ends with the team ahead declared the winner. For time limit purposes, the new inning begins when the 3rd out occurs. The last scheduled game on any lighted Regional Park may have curfew imposed. No new inning may start after **10:30pm curfew**, darkness or rain may supersede the 65 minute time limit as long as 5 innings have been completed. If this occurs, the game shall be considered a legal game. (See Appendix A).
- V.2 The number of players to start and continue a game shall be as follows: Men's: game may start and/or be played with a minimum of 8 players, only if ninth and ten eligible players are not available. If a 9th and 10th player arrives after the start of a game, he/she bats in the 9th and 10th position. If a player leaves the line-up for any reason causing the team to play shorthanded, that player may not return to the line-up. A player arriving late however may substitute for that vacancy. If a game starts with 11 or 12 players it must end with 11 or 12 players if substitutes are available. In the Men's league a team may start or drop to eight players without penalty. Exception: if the vacancy results from an unsportsmanlike ejection, an out will be taken when the vacant batting order position is due to bat. All Co-Rec Teams may choose to use 12 players; two additional hitters, one male and one female, if 12 players are used then the game must end with 12 players if substitutes are available. If a team has elected to use the additional hitter rule and substitutes are not available, the player who leaves the line-up will be recorded as an out. If a team chooses to play with ten players it must end with ten players if substitutes are available. If substitutes are not available they may drop to nine with an out taken a time in the vacancy. In the Co-Rec Leagues- any vacancy in the line-up will result in an out taken for each vacancy.

- V.3 Additional Hitter(s) Rule (optional in ALL LEAGUES). Men's and CoRec Leagues may bat 12 players, but defensively play 10. A team may insert an additional hitter, (two hitters in Co-Rec: one male and one female), into its line at the start of a game only. The batting order must remain constant: however, any 10 of the 11 players (Men's) or 10 of the 12 (All Co-Rec Five Men and Five women) can take defensive position throughout the game.
- V.4 In the Men's and Women's League if the game start with 11 players, it must end with 11 players if substitutes are available. A team may finish with 10 or 9 players when there is not a substitute available. All 11 players shall be subject to the re-entry rule. EXCEPTION: In the event of an injury forcing a player to retire from the game after all available players have been used, another player may be re-introduced into the line-up for the balance of the game. The substitute player must enter the line-up in the position of the injured player. The injured player may not re-enter the game and the substitute must be of the same sex in the Co-Rec league.
- V.6 ONE AND ONE COUNT: In all leagues, when a batter enters the batter's box, he/she will have the count of one ball and one strike. On the second foul ball after reaching two strikes, the batter will be declared out.
- V.7 **TIE GAME: If the game is tied after the time limit has been reached, the game will remain a tie.** No new inning will start after the time limit. For the purpose of league standings, teams will receive two (2) points for a win, one (1) point for a tie, zero(0) for a loss and a (-1) for a forfeit.
- V.8 **Slaughter Rule;** Any team leading by 20 after three innings, 15 after four innings or 10 runs after five (5) innings or any complete inning thereafter will be declared the winner and the game will be complete.
- V.9 The following home run rules will be in effect for all games played on fenced park fields. For the purpose of this rule, a "home run" means a fair untouched, over the fence fly ball. The numbers of homeruns that a team may hit are as follows **spring/summer:** Men's "C" is 5 homeruns; Men's "C/D" "D", CoRec is 3 homeruns. . The numbers of homeruns that a team may hit are as follows **fall leagues:** Men's "C", "C/D" and "D" is 5 homeruns; CoRec is 3 homeruns. **Any "homeruns" after the above limits will be considered an out.**
A. One-Up rule for Men's leagues only: Once both teams reach their home run limits, the teams are allowed one additional home run. As long as both teams keep matching the limit or equal number of home run teams may continue to hit additional home run(s). If one team reaches the limit and goes over the limit before the other team reaches their limit the home run becomes an out. The one-up rule is in affect for all innings.

Modified: Aug. 23, 2016

- V.10 **COURTESY RUNNER: Teams will be allowed courtesy runners.**
1. A team may only use one courtesy runner per inning (one of each sex in CoRec).
 2. The courtesy runner can be any legal player on the team.
 3. If a courtesy runner is on base and their turn at bat comes up, they will be called out and removed from the base. They will then proceed to bat in their normal spot in the order.
 4. Someone being used as a courtesy runner may not be substituted for except in the case of an injury.
 5. If someone that is serving as a courtesy runner gets injured and must leave the game, the person that they are running for may take their spot on the base. If this occurs, the person removed as a courtesy runner **MUST** come out of the game, and is not eligible for reentry or as a substitute later in the game.

- V.11 Pitcher's Box Rule: There should be two chalk lines, six feet long; run directly back towards second base. The box should be closed on the back side, becoming a pitchers box. The rule is that the Pitcher must have one foot any where with in that box before hor or she delivers the ball. Please see ASA or NSA. Pitching ules and regulations. If a box is not lined/chalked it becomes the judgment of the Umpire.
- V.12 Stealing will not be allowed.
- V. 13 When a double first base is used whenever a play is being made by an infielder on the batter-runner, the defense must use the white portion of the base and the batter-runner uses the colored portion of the base. Batter-runners inappropriately touching only the white base shall be declared out, (no appeal is necessary). If the fielder touches only the orange base, the batter-runner will be declared safe. Exception; If in the judgment of the umpire the batter-runner is avoiding a collision (TrainWreck) he or she can use the white bag without penalty.
- V.14 A runner shall be declared out when a defensive player has the ball and the runner remains on his or her feet and initiates contact with the defensive player. The runner shall be ejected from the game (if, in the judgment of the Umpire, the contact is flagrant).
- V.15 A runner shall be declared safe (obstruction shall be called) when a defensive player initiates contact by blocking a base or home plate and the defensive player does not possess the ball. A defensive player must grant unimpeded access to a base when he is not in possession of the ball or in the act of fielding a batted ball.

REGULAR CO-REC PLAYING RULE EXCEPTIONS (ALL)

- V.16 A team may consist of 5 men and 5 women. The offensive line-up may begin with either a man or woman. There after the sexes shall alternate. If a team is playing with 9 players, there must be 5 of one sex and 4 of the other sex participating. Additionally, if a team is starting with 9 players, there will be a repetition of sex in the line-up. The out will be in the tenth spot until such time as a substitute arrives. Therefore, the line-up must begin with the sex which has 5 players.
- V.17 The following walk rule will be used in all Regular Leagues: When a male batter is walked intentionally or unintentionally the male batter is awarded first and second base and the following female batter must bat. **Exception:** With two outs the female batter has the option to walk or bat. NOTE: When a team is left with a vacant spot in the line-up because of the removal of a player, the opposing team **may not, with two (2) outs, intentionally or unintentionally walk the pervious batter in order to get the "automatic out" created by the vacant spot in the batting order. If the pervious batter is walked, the vacated spot is skipped. The**
- V.18 In all Regular Co-Rec Divisions the men shall hit a 12 inch circumference softball (.52 core/275 compression) and the women shall hit an 11 inch circumference softball (.44 core/375 compression).
- V.19 The Defensive positioning rule is not effect.

V. PROTEST ADMINISTRATION PROCEDURES

- VI.1 All protest pertaining of a game shall be submitted **strictly in accordance to the national rules. Failure to present league rules to an umpire at the time of misapplication of that rule will result in a non-protestable decision. It is the manager/coach's responsibility to point out the exact rule that is in question.** Protests shall be submitted in accordance with the national rules and a \$50.00 protest fee, **within 48 hours of the game. The entire fee will be returned if the protest is upheld.**
- VI.2 (Modified Aug. 23, 2016) Player eligibility protests must be submitted in writing to the league office within 24 hours after the completion of the game. The illegal player being protested must be done during the game, and the Umpire must be made aware of the protested/ineligible player. No fee is required.
- VI.3 Any team using an ineligible player shall automatically forfeit each game In which the player participated.
- VI.4 Any player who participates under an assumed name will automatically be suspended from all Montgomery County Recreation Department activity for a period of one year from the date of the incident. League fees will not be refunded.
- VI.5 If a team uses a player under an assumed name or ineligible age requirement that team shall automatically be dropped from the league. Each game played with that player, and all scheduled games not played, shall be forfeited to the opponents. League fees will not be refunded.
- VI.6 Any protest decision on rules interpretation by the league Director may be appealed by either team manager. This appeal shall be in writing and submitted with a \$50.00 appeal fee and shall be in the possession of the League Director or post marked within 5 days of the protest decision. This appeal shall be acted upon by a three member APPEALS COMMITTEE. If the appeal is upheld, the fee shall be returned.

VII. DISCIPLINARY ACTION

The Montgomery County Adult Slow Pitch Softball League is intended as a recreational activity. It is expected that all participants will conduct themselves in keeping with the highest standards of sportsmanship. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct includes, but not limited to such things as assault, verbal abuse, threats, and physical violence against other participants, umpires, managers, coaches, etc., inappropriate language at a recreational environment, excessive arguing with umpires, and dangerous actions, e.g., throwing a bat.

- VII.1 The manager/coach is responsible for the conduct of their team and spectators.
- VII.2 **TECHNICAL OUT;** As a sanction against those teams or individuals whose behavior is unacceptable, but the Umpire judges that ejection is too severe a penalty, the Umpire may invoke a Technical out against the offending team.
- A. Offense; If the team at bat is guilty of unsportsmanlike conduct; the umpire may enforce an out against them. If this is the first or second out of the inning, the game continues with the batter and base runners being unaffected; an additional out is simply added to the team's total. If the technical out is the third of the inning, the next inning will resume with the batter who would have batted had the out not been called. In this case the batter will begin with a fresh one-and-one count.
- B. Defense; if the team in the field is guilty of unsportsmanlike conduct, the Umpire may invoke the technical out rule by reducing by one the number of outs that the defense will have when they come to bat.

- C. Two consecutive technical outs may not be assessed against the same team. At least one pitch (legal or illegal) must intervene. An ejection for any unsportsmanlike behavior must be accompanied by the charging of an out against the offending team.

VII.3 In cases where players, managers, coaches etc. transgress the limits of appropriate behavior, umpire have the authority to eject these individuals from the game. A player, manager, coach who is ejected from a game is suspended for at least one (1) additional game. A second ejection will have further suspensions ramification from the league coordinator, which could be for a period of at least one (1) year from the date of the incident.

VII.4 Anyone who makes physical contact or threatens an official, other players, managers or spectators shall be suspended for at least one (1) year from the date of the incident.

VII.5 Any player, manager, or coach that approaches an official in a negative manner after the conclusion of a league game will be suspended for at least one (1) game.

VII.6 **PLAYER EJECTION:** If a player is ejected* from the game, no substitute will be allowed for that player. The team **MUST** play the remainder of the game short-handed. The player who was ejected must sit out the next game, which would include the 2nd game of a doubleheader. *(this means players ejected for unsportsmanlike conduct). Please see rule V.2.

VII.7 APPEAL PROCESS;

- A. If a participant is suspend for violations under the rule VII. Disciplinary Actions, the individual, player, manager, or the coach will be allowed 72 hours, following receipt of the decision, to respond, in writing, if he/she elects, to appeal.
- B. Any Suspensions will be held in abeyance pending the outcome of an appeal.
- C. An Appeal Board will only hear an appeal if requested. An appeal will be heard within five working days from the date that the appeal is received by the Sports Program Supervisor.
- D. The Board will be composed of persons knowledgeable of the standard regulations used by the Recreation Department and the philosophy and objectives of the Recreation Department sports programs. The Board will designate one individual to act as the Commissioner of the Board. The Board will be convened and assigned on a case-by-case basis by the Team Leader/Sponsor supervising the incident. Aboard must comprise at least three members to hear an appeal and to determine the outcome. No more than one (1) member of the Appeal Board may be a current Sports Team member. It is recommended that County wide or Area Recreation Advisory Board member serve if possible.
- E. The Appeal Board will meet and make recommendations concerning the conduct and rulings associated with team sports as referred. The Board will not rule on appeals concerning officials' calls or rule interpretations.
- F. The Program Supervisor will present a written statement of all findings and/or action(s) taken.
- G. Any individual requesting an appeal may present any evidence having a bearing on the case before the Board. Additional testimony may be heard from up to 2 additional individuals, unless specifically waived by the Board.
- H. The Board will make a decision concerning the action to be followed. The decision to uphold the original decision or to modify or disallow the decision will be communicated to the parties involved, in writing, within a reasonable period of time (five working days of the hearing).

VIII. GAME POSTPONEMENT

Scheduled games will not be changed under any circumstances.

What to Do In Case of Rain

VIII.1 (a) If games are being played on the regional field, please call the regional park inclement weather line, which is listed in the Sports Team telephone numbers.

(b) If games are being played on the local park fields, please call the recreation department's inclement weather phone number, which is 240-777-6889.

VIII.2 Cancellations of any games played at the Regional Parks may be verified by calling the following:

Recreation Department: 240-777-6889 Park's Weather line: 301-765-8787

VIII.3 **All games that are rained out or postponed on the field, by the Umpire, must be called into the Recreation Department the following day. If not reported within 48 hours of rainout –no make-ups will be allowed. Please contact your league coordinator.**

VIII.4 **Thunder or Lightning Rule:** If Thunder or lightning can be heard or seen, participants should seek shelter and the game will be stopped. A minimum of twenty (20) minutes will be allowed to pass after the thunder and or lightning ends before resuming play.

IX. RESCHEDULING PROCEDURES

IX.1 **League Coordinators are responsible** for making arrangements to make-up rained out or postponed games.

IX.2 Games which are incomplete or postponed must be rescheduled before any playoff games start. **Exception:** The blanket rainout from the first half of the season will be played the first week of June. (Due to additional holidays, some leagues may not have a mid-season make-up).

IX.7 If any game is not rescheduled the league director will have the discretion to set the date, time, and field location of the make-up games. All make-up games not played will result in no points toward the standing for both teams, which affect seeding towards any playoffs, unless one team has agreed to forfeit. This rule will be strictly enforced.

X. CALLING IN SCORES

X.1 The winning team shall be responsible for notifying the Recreation Department of the score within 48 hours following the game.

X.2 Failure to report scores by the winning team will result in no points recorded in the standings for both teams.

X.3 Final standing will be based on reported scores only.

XI. PLAYOFFS

XI.1 Teams qualifying for the playoffs are as follows:

Social Leagues – No Playoffs

All other leagues will TBA

Normally, playoffs are scheduled for the weekend following the last game of the season. Tentative date: first weekend in August (Co-Rec), last weekend in July (Men's). The rain date is determined by the League Director. (Buy-in spots may be available).

XI.2 League standings will be determined using the following point system: win: 2 pts., tie: 1pt., loss: 0 pts., and forfeit: -1pt.In the event of a tie in league standings, the record of involved teams against one another from league play will be used to break the tie.

Tie Breakers;

- Over all league record
- Head to Head Competition
- Score Differential
- Runs scored against for the entire season
- Runs scored for during the entire season
- Coin Toss

Standing will be posted on the county website at www.montgomerycountymd.gov/rec

XI.3 Players participating on multiple teams in the same level must choose one roster for play-offs and stick with that team throughout the playoffs. Photo ID's will be check against the roster at the fields.

XII. MISCELLANEOUS

XII.1 Awards shall be as follows:

All Division Champions – 1 team award or 18 individual awards

League Play-off Champion – 1 team award

League Play-off Runner-up – 1 team award

XII.2 Field with out Bases – The home team shall furnish one set of substantially constructed softball bases (15"x15"x3" dimension) for each home game not played at a regional park. Arrangements may be made with the visiting team to supply bases. There should be at least one strap and one spike per base. Failure of the home team to provide bases may result in forfeiture of that game. (The bases should be placed at least 65 feet apart at all levels).

XII.3 Balls- The official game balls are as follows

Men's- any 12" .52 core ball with a 300 compression

Co-Rec both 12" (Men's) and 11" (Women) .44 core balls with a 375 compression

Women's- any 11" .44 core ball with a 375 compression

All balls must be yellow with the ASA Stamp on the ball.

XII.4 BATS: The department will use the ASA rule. Please refer to the department's website at www.montgomerycountymd.gov/rec under Adult Softball Programs.

XII.5 The home team will furnish 2 new balls to start the game. If additional back-up balls are needed, the team that losses the ball shall furnish ball(s) as needed. Please see type of balls under rule XII.3. Any additional or non-league supplied balls must be approved by the umpire.

XII.5a The Department shall furnish game balls to all teams. Two softballs for each home game.

- XII.6 Uniforms (optional): All player, all levels of play, shall wear the same color shirt. Numbers are optional for league play. Any team participating/qualifying for ASA/NSA tournament play will be required to follow the tournament uniform rules.
- XII.7 Metal cleats are illegal at all levels in all league games. Tennis shoes or all-purpose molded athletic shoes must be worn. **(No screw on cleats).**
- XII.8.1 If the assigned umpire has not arrived for the start of the game within ten (10) minutes, the team's manager should confer and decide upon one of the two options listed below. The option chosen should be exercised within ten (10) minutes after the starting time of the game (the term starting time refers to the scheduled game time or to five minutes after the completion of the preceding game, whichever is later). If the umpire arrives during the ten-minute waiting period, the game is to begin immediately with the home team taking the field. The two courses of action available to the teams are:
- XII.8.1a Choose not to play the game. Rescheduling is then handled as described in Rule IX.
- XII.8.1b Agree to begin the game without an official umpire. If the game is started without an umpire, it must be completed. **(Note: if the assigned umpire after the game has begun the games would continue with the umpire assuming the duties). Note: The Time Limit is in effect and reckoned from the scheduled starting time.** Both managers are required to sign the official score book, and contact the Recreation Department, as proof of agreement. Payment to volunteers or unauthorized umpires is at the risk of the teams and Montgomery County will not be reimbursing such payments.
- XII.8.2 In either case above, the starting time for the next game is to begin no later than 15 minutes after the scheduled starting time. (That means 6:15pm for a 6:30pm game, etc.) Both teams will have to agree to start or no game will be played.
- XII.8.3 In any case when an umpire does not arrives late; the teams shall notify the Recreation Department the following day by calling 240-777-6888.

GAMES STOP DUE TO NATURAL CAUSES OR CUEFEW

APPENDIX A

	1	2	3	4	5	6	7
Red	0	1	0(a)	1	0(c)	1 (e)	2 (g)
Blue	0	0	0	0 (b)	2 (d)	2 (f)	0 (h)

(A) GAMES STOPPED DUE TO NATURAL CAUSES OR CUEFEW IN THE TOP OF THE THIRD WITH RED LEADING 1-10 AND TIME LIMIT (65MIN.) HAS NOT BEEN REACHED.

Incomplete game: Game will start at the exact point the game was stopped. Make sure both teams agree on the situation (i.e. outs, base-runners). The umpire should sign both books

(B) GAME STOPPED AND 65 MINUTE TIME LIMIT HAS BEEN REACHED: Completed game and Red wins 2-0

(C) GAME STOPPED DUE TO NATURAL CAUSES OR CURFEW IN THE MIDDLE OF THE FIFTH INNING WITH RED LEADING 2-0

Incomplete game: Game will start at the exact point the game was stopped. Make sure both teams agree on the situation (i.e. outs, base-runners). The umpire should sign both books.

(D) 1. GAMES STOPPED DUE TO NATURAL CAUSES OR CURFEW AFTER THE FIVE INNINGS WITH THE SCORE TIED 2-2

Game ends in a tie 2-2

2. GAMES HAVE REACHED 65 MINUTE TIME LIMIT. SCORE TIED 2-2 AFTER COMPLETE INNINGS

Complete game ends in a tie 2-2

(E) GAME STOPPED DUE TO NATURAL CAUSES OR CURFEW IN THE MIDDLE OF THE SIXTH INNING WITH RED LEADING 3-2

Because blue has not batted in the sixth inning, the game reverts back to the full Complete inning with the score tied 2-2, and the game ends in a tie.

(F) GAME STOPPED AFTER SIX INNINGS WITH BLUE LEADING 4-3. 65 MINUTES TIME LIMIT IS REACHED.

Complete game and the final score is 4-3.

(G) GAME STOPPED IN THE MIDDLE OF THE SEVENTH INNING WITH RED IN THE LEAD 5-4.

Because Blue has not batted in the seventh inning, the game reverts back to the last complete inning and blue win 4-3.

(H) GAME ENDED AFTER SEVEN INNINGS WITH RED LEADING 5-4.

Complete game and Red won 5-4.

ADA STANDARDS

Individuals with disabilities are encouraged to participate.

In compliance with ADA, auxiliary aids and services are available upon request.

MISSION STATEMENT

The Department of Recreation strives to provide and maintain quality programs and facilities that meet the recreational, social, cultural and physical needs of a diverse and changing community.

Sports Team Telephone Numbers

240-777-6870

General Information

Find Sports Programs on MCRD website: <http://www.montgomerycountymd.gov/rec>