



2022 WAUNAKEE ADULT SOFTBALL LEAGUE RULES

A. ELIGIBILITY REQUIREMENTS

1. Age

Men's and Women's League:

- Must be 18 years of age or be a high school graduate (parents signature required if high school graduate is under 18 years of age)

Men's Over 35 League:

- Must be at least 35 years of age by 12/31/22

2. Proof of Residency

- A minimum of 5 players may not meet one of the following criteria:

- Resident of the Village of Waunakee
- Graduate of Waunakee Community High School
- Resident of Waunakee Community School District
- Employee of a Waunakee-based business
- Pay real estate taxes to the Village of Waunakee
- Played in the Waunakee Recreation softball leagues last season
- Once a player establishes eligibility in Waunakee, that player may keep their eligibility for any ensuing seasons as long as their participation is continuous*

3. Falsified Registration

If a player is found to have intentionally falsified their registration, that player will be immediately suspended from the league for the remainder of the current season, and the team will forfeit all games in which the suspended player participated.

B. ROSTERS

1. Number of Players

- There is no maximum number of players that can be listed on the player roster

2. Signing of New Players

- There will be no new players signed to any team roster after the fourth week of the season, except in the event of hardship exception.
- A hardship exception to this rule can be granted by the Recreation Supervisor in case of a player moving from the area or receiving a season-ending injury that leaves a team short of players.

C. EQUIPMENT

1. Softball

- All leagues will utilize the Worth Hot Dot 300 lbs. compression, .52 COR softball

2. Bats

- Only ASA certified bats will be allowed. If the home plate umpire deems that an illegal bat was used during a player's time at bat, the batter will be called out. Any base runner(s) will not be allowed to advance and the bat will be removed from the bench area.

3. Spikes

- Steel spikes will not be allowed.

D. REGULATION GAME

1. Length of Game

- Regular season games will be 7 innings long (unless extra innings are needed).
- No new inning will start after the 60-minute mark except if the game is tied.

2. Run Rule

- 10 runs after 6 innings

3. Tournament Games

Men's Over 35 League

- Championship games will be 7 innings long (unless extra innings are needed), with no time limit. The run rule **only** applies to the semifinal games.

Men's and Women's League

- Championship games will be 7 innings long (unless extra innings are needed), with no time limit. The run rule does apply in all playoff games.

4. Inclement Weather

- Games shortened by inclement weather or for administrative reasons will be official if the home team is leading after 4 ½ innings or 5 full innings have been completed. In the event of an interrupted game for weather or other reasons, the game will resume from the point where it was suspended. Any interrupted game that gets rescheduled to a different date will restart from the beginning.

5. Forfeiture

- **Teams must be "ready to play" (8 players ready to bat or take the field and lineups turned into the scorekeeper) at the scheduled game time.** Teams not ready for play will forfeit the game.

E. PITCHING

1. Legal Pitch

- A legal pitched ball must reach a height that is above the batter's head during his normal batting stance at some point after the time of release and before it crosses home plate. The home plate umpire will not call an illegal pitch until after the ball crosses home plate. If the batter does not swing at the illegal pitch, it will be called a ball. If a batter swings at an illegal pitch, the ball is in play.

2. Strikes

- A strike is a legal pitch that either hits home plate or the pitching mat on the fly. If the pitched legal ball hits the black edge of home plate or if the ball strikes the front edge of the plate and bounces forward, it will be counted as a strike.
- 2 strikes = strikeout; 3 balls = walk
- A foul ball hit on the second strike will be called a strikeout.

3. Pitcher Warm-Up

- Returning pitchers will be allowed 2 warm-up pitches.
- New pitchers will be allowed 4 warm-up pitches.
- After one warning call if the batter is not ready an automatic strike will be called.
- After one warning call if the defense is not ready an automatic ball is called.

F. BATTING

1. Bunting

- No bunting.

2. Batting Order

- Team managers must turn in their batting orders to the scorekeepers at least 5 minutes prior to game time.
- A batter will be called out if they do not bat in their correct order.
- Only one batter will be allowed on deck. All other players need to be in the dugout or in the appropriate coach's boxes. One team warning will be given. On the 2nd offense and any other offense after that, the player at bat at the time of the violation will be called out.

3. Late Arriving Player

- A late player can be added to the bottom of the batting order without penalty until that team is done batting in the 4th inning. Once a team has completed their at bat in the 4th inning they can no longer add another player to the batting order.

4. Emergency Scratches

- A player leaving the game for an unforeseen emergency may be scratched from the batting order without penalty to the team. The umpire's discretion will be used to define "emergency."

5. Batter's Box for Over 35 League Only

- A batter must start and finish with at least one foot in line with the black mat while batting or they will be called out.

G. TEAM DEFENSE

1. Number of Players

- Each team will play with a maximum of 10 players in the field.
- A minimum of 8 defensive players is required at all times to avoid a forfeit, however, teams short of players may use the opposing team's players and still play the game if the opposing team agrees.

2. Substitution

- Free defensive substitution is allowed. Players do not have to play defense as long as the team has enough other players to fill the defensive positions.

H. BASE RUNNING

1. Stealing

- Stealing is not allowed. A base runner who attempts to steal will be called out.
- Quick pitches and pick-off plays are **not** allowed.

Men's League

- Courtesy steps are not allowed. **Anyone leaving the base prior to the ball being hit will be called out.**

Men's Over 35 and Women's League

- **A base runner cannot leave their base until the batter makes an attempt to swing when the ball crosses home plate. Anyone who takes a courtesy step of more than 1 step will be called out. (*new 2022)**

2. Tagging Up

- A base runner may tag up and advance on a foul fly that is caught in play on the 1st strike. A foul ball on the 2nd strike is a strike out. The ball is dead and no base advancement will occur

3. Sliding

- Sliding is permitted for all bases except home plate in the Women's league and Over 35 Men's league. Attempting to "plow" over any defensive player covering any base is not allowed and will cause the base runner to be called out. Sliding will be permitted at home for the Men's League only. The black mat will be considered part of home plate for all leagues.

Men's Over 35 League and Women's League

- The catcher, or any defensive player covering home plate on the play, can put out the base runner by controlling the ball while in contact with the orange mat which is located approximately 3 feet in front of home plate for Women's League and 4 feet in front of home plate for over 35 League. Any attempt to tag the runner coming home will be ruled as defensive interference and the base runner will be ruled safe at home.
- A line that is perpendicular to the foul line shall be placed approximately halfway between 3rd base and home plate for the Over 35 and Women's League. A base runner that crosses this line may not go back to 3rd base and is liable to be forced out at home. This line will not be in effect for the Men's League.

4. Scoring Runs

- All base runners must touch home plate or the pitching black mat to score a run.
- Homeruns hit over the fence **do not** require the batter to touch any bases. The batter and any baserunners can leave the field of play without touching any bases to score a run.

5. Interference

- A defensive player, who is not in possession of the ball, in the act of fielding a batted ball, nor about to receive a thrown ball, which impedes the progress of a base runner or batter-runner will be called for interference. The base runner or batter-runner will be awarded the base they were running to, plus one extra base (1+1).

6. Running Outside of the Baseline

- A base runner will be called out for "running out of the baseline" if the umpire judges that they ran inside or outside of three feet from the original base line. An exception to this rule will be given for uncontested base runners circling first or third base.

7. Courtesy Runners

- Courtesy runners are allowed with the following provisions.
 - a. Players that are in need of a courtesy runner must notify the umpire prior to their at bat. Any exceptions to this rule must be approved by the opposing team prior to the game and up to the umpire's discretion.**
 - b. Courtesy runners must enter the game for a base runner immediately after they get on base, prior to the next batter.**
 - c. Each player may only be a courtesy runner once per game.**
 - d. The courtesy runner must be at least 6 player slots down in the batting order from the runner they are replacing.**

8. Extra Innings

In extra innings the batting teams will start each inning with a runner on 2nd base. That runner will be the last batter of the previous inning.

I. DOUBLE BASE AT FIRST – All Leagues

1. Fair/Foul Balls

- A batted ball hitting the white portion is declared fair and a batted ball hitting the orange portion is declared foul.

2. Orange/White Portion of Base

- Whenever a play is being made on the base runner, the defense must use the white portion and the base runner the orange portion. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white or orange portion.
- The base runner must use the orange portion on the first attempt at first base; however, should the base runner reach and go beyond first base, the base runner must return to the white portion. One warning per team per season.
- Should the base runner round the base on a hit to the infield or the outfield, she must return to the white portion.
- When tagging up on a fly ball, the white portion must be used.

J. INFIELD FLY RULE

- The Infield Fly Rule will be in effect. The infield fly is any fair fly ball (not a line drive) that can be caught by an infielder with ordinary effort when first and second base or first, second and third bases are occupied before two outs. When it seems apparent that the batted ball will be an infield fly and can be caught, the umpire will call “Infield Fly. Batter is out.” The infielders must make an effort to catch the ball. The ball is alive and runners may advance at their own risk. If a line drive is hit to an infielder and the umpire deems the ball is intentionally dropped, it will become a dead ball. The batter will be out and all runners will remain on the base.

K. UMPIRES/SCOREKEEPERS

The league will provide 2 umpires and a scorekeeper for each scheduled game.

- If one umpire does not show, the game will be played that way.
- If no umpires show, both teams will supply an umpire.
- If a scorekeeper does not show, the home team will supply a scorekeeper.

L. COACHES

- No gloves are allowed in the coaching box
- Coaches and players may not address the opposing team. All communication must be through the umpires.

M. PROTESTS

- Protests must be on rules interpretation. Protests on judgment calls will not be accepted.
- In case of a dispute over an umpire’s decision, the two captains are the only ones who can ask the umpire to explain his/her call.
- If a team would like to protest a game, the team manager must verbally inform the home plate umpire and the opposing team manager immediately after the questioned ruling.

- “Protest” must be written on the scorebook immediately in the inning in which the controversy occurs, and will be signed by both managers immediately. It is for both teams’ benefit to sign. It does not mean you agree or disagree with the protest, only that it could occur.
- Team managers may play or complete a game under protest if they think a specific league rule has been violated.
- The umpire will inform the Recreation Department of the protest within 24 hours of the request.
- The Recreation Department will rule on the request before the next scheduled week of games.
- If a protest is upheld, the Recreation Department has the discretion to have the protested game replayed from the point of the protest.

N. APPEAL PLAY

- If the ball is dead (time-out has been called) any infielder with or without the ball can make a verbal appeal. The player has to say to the umpire the infraction or violation that he/she thinks has been committed. The umpire will state his/her decision. Runners may not advance – it is a dead ball.
- Appeal play must be made before the next pitch or before the defensive team leaves the field.

O. POSTPONEMENTS/CANCELLATIONS

- Cancellation/postponement/rescheduling of games will be determined by the Waunakee Recreation Department. Call the Recreation Department Weatherline at 333-7910 for updated cancellations. The Recreation Department will contact the respective team managers. Team managers are responsible for contacting their respective players on all cancellation and/or rescheduling of games. Most times games will be made up on the following Sunday.
- All teams must have at least 2 contacts listed on the captain’s roster to contact in the event of cancellations.

P. CODE OF CONDUCT

If any of the following situations involve a player, manager, official or spectator, the person involved will be asked to leave the diamond area by the game official, and will meet with the Recreation Program Coordinator before they are allowed to continue their participation in the Adult Softball program:

- Excessive use of inappropriate language or actions (i.e. - swearing, taunting, arguing, etc.)
- Displaying behavior that could be considered as being under the influence of drugs or alcohol.
- Use of physical violence (i.e. - fighting, slapping, etc.)
- Displaying any other form of unsportsmanlike conduct.
- Any use of inappropriate language directed toward the officials or other team will result in immediate expulsion from the game. It is the team manager’s responsibility to make certain the player leaves the area. If the inappropriate behavior continues, the player will be asked to leave the field and must meet with the Recreation Program Coordinator before returning to play.

Q. MISCELLANEOUS

- Any team that forfeits on more than two regularly scheduled weeks will be given lowest priority for team entry in the following year.
- **All players on each team's roster will be required to fill out a program participation form prior to playing in their first game. This needs to include current address, email and signed waiver.**
- Managers, players and spectators are prohibited from possessing alcoholic beverages in the bench or **on the field** area while a game is in progress. Any team member who possesses such beverages during this time will receive one warning per team per season. After the one team warning, the team member will be ejected from the game. No glass containers of any kind are allowed in Village Parks.
- Tournament Games: The team with the highest seed will choose their batting preference at the beginning of each tournament game. In the event of a tie for seeding purposes, the tie breakers are as follows:
 1. Head to Head
 2. **Run Differential**
 3. Flip a Coin
- All situations not covered by these rules and guidelines will follow the 2022 edition of the American Softball Association Official Rules. The Recreation Department has final ruling on all league rule infringements