



Fairmount Park Women's Softball League  
Rules and Regulations  
2019

The League will be governed by the current official slow pitch softball rules as adopted by the Amateur Softball Association of America (ASA), with the following exceptions.

**1. Game Times**

- a. Games are to begin promptly at scheduled time. Forfeit time is 15 minutes after scheduled game time.
- b. Game Times: Weeknights: 6:30 p.m.; Sundays: 10:00 a.m. and 12:00 p.m.
- c. All **regular season** games will have a 90 minute time limit, with ability to complete the current inning. Upon request of the team with the lower score at the time limit, the remainder of the inning may be forfeit without penalty.

**2. Minimum Number of Players**

- a. Teams may begin a game with 1 less than what is required to start (10-1 = 9 players) without being assessed an out for their 10th batter.

**3. Team Rosters**

- a. Team rosters will be generated through online registration process only. No player may enter a game without being listed on the team roster and signing the liability release.
- b. The minimum age for League participation is 18 years old.
- c. All players who sign a roster will agree to the RELEASE FROM LIABILITY statement included on the form.
- d. Roster Deadline - Team roster will be finalized on the basis of electronic registrations and documented by the board on June 1, 2019.

**4. Playoff Eligibility**

- a. Team players are only eligible to participate in the League playoff tournament if they have played in a minimum of 5 regular season games; there is no minimum number of innings a player must play in a game for that game to count.
- b. Team representatives must maintain a single score book for the entire season and may be asked to produce the score book during playoff games for the purpose of verifying a particular player's participation in the minimum number of games.
- c. Both visiting and home teams will have the umpire sign the scorebook at the conclusion of every game.
- d. An individual's playoff eligibility may be contested during the playoff tournament by way of a formal protest as outlined in item number 9 - Protest Procedures.
- e. In the case of forfeited games, the forfeiting team players will not be credited with a game played; all players on the team that wins by forfeit will be credited with a game played.

**5. Uniforms**

- a. Team members taking the field in a league game must wear T-shirts or jerseys of the same color with clearly visible numbers.
- b. No two players may use the same number in a single game.
- c. Player names are not required to be on team jerseys, but player first names, last initial, and numbers must be entered into the scorebook.
- d. Teams must get approval at league meeting for new team shirt color.



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## 6. Umpires

The umpire fee is \$48 per game; **all regular season game fees will be paid to umpires by the league.**

- a. Teams forfeiting games after 5:00 p.m. on weeknights, or 8:30 a.m. on Sundays are responsible for paying the full \$48 umpire fee. Due to new payment arrangements the League Treasurer will credit or charge teams if necessary.
- b. The umpire is paid nothing by the League or League teams for games called by the league before 4:30 p.m. on weeknights or 8:00 a.m. on weekends.
- c. The umpire will be paid one-half of the game fee (\$24) for games cancelled by the League or by the umpire after 5:00 p.m. on weeknights, or 8:30 a.m. on Sundays before the first pitch of the game, due to weather or field conditions; payment will be made by the League.
- d. The umpire will be paid the full game fee (\$48) for games called after the first two innings; the umpire **MUST** sign both scorebooks.
- e. If the umpire calls a game before two complete innings, the umpire will be paid by the League one half of the game fee (\$24); the game will be continued and the umpire must sign both scorebooks.
- f. Games that are continued will be rescheduled by the League, and the umpire will receive the full game fee (\$48) for the makeup.

## 7. Game Cancellation Due to Inclement Weather

- a. The League will make game cancellation decisions due to inclement weather; a determination will be made 2 hours prior to game time (by 4:30 p.m. on weeknights and by 8:00 a.m. on weekends).
- b. Game status information will be available on the League hotline **#267-225-4848**.
- c. Once a game has begun, it can only be called by the umpire in charge.

## 8. Umpires Authority

- a. The umpire will have complete control of all league games, and the responsibility to make final decisions about game status, player/spectator conduct on the field, and all other matters related to playing the game.

## 9. Protest Procedures

- a. League teams must follow the protest procedures outlined in the ASA rule book - see Rule 9
- b. Umpires must be notified immediately of a protest and a brief description of the protested circumstances should be placed in the score book; the umpire must sign the scorebook; the game is then continued.
- c. All protests submitted in writing with a \$25.00 check payable to FPWSL to a League Board member within 24 hours of the protest.
- d. Protest reviews and final decisions will be made by the League Board within 24 hours or less if possible.
- e. Protests upheld will result in the refunding of the protesting team's \$25.00 protest payment; the league will pay the umpire to finish the game if necessary.

## 10. Conduct

- a. Unsportsmanlike conduct is defined as, but not limited to:
  - profanity, harassment, discriminatory verbal intimidation or other threats that imply harm, directed at the other team, league members or officials
  - assaults or physical contact beyond what is reasonable and necessary to play the game
  - any team, team member, and/or fan failing to comply with the umpire
- b. If any team personnel or team fans exhibit persistent, unsportsmanlike behavior, the umpire may declare a forfeit; a single warning will be given without penalty.
- c. A team member charged with unsportsmanlike behavior in writing to any Advisory Board member will be investigated. Once the investigation is completed, the Advisory Board will determine disciplinary action if warranted.



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**10. Conduct (continued)**

- d. Players exhibiting unsportsmanlike behavior risk suspension from and possible ejection from the League.
- e. Players suspended from play must sit out the games listed and may then return to finish out the season.
- f. Players ejected from the League may return the following year and play one year under probation; during the probationary year, if no additional valid complaints regarding the player's conduct are received, previous infractions will be erased.
- g. FPW+SL's social media accounts are accessible to each league member as a means to stay connected, reflect on good memories, and stay up-to-date on league news/reminders. We encourage league members to use the social media pages for team building and positive reflections, as opposed to negative interactions (offensive communication, complaints, negative comments). Please be mindful that the league code of conduct extends to all social media interactions and the Board reserves the right to remove comments. Should you have an immediate need or request, please contact your team head coach or the Board directly, via email, at: [fairmountparkwsl@gmail.com](mailto:fairmountparkwsl@gmail.com).

**11. Thrown Bat**

- a. A thrown bat will result in a warning to the team whose player threw the bat; an additional thrown bat by a batter on the same team will result in an automatic out on that batter. Each team is entitled to one thrown bat warning.

**12. Home Team Responsibilities**

- a. The designated home team will supply the following:
  - a new 12" league approved ball;
  - home plate, pitching rubber, bases;
  - two foul line cones;
- b. The designated visiting team will supply the following:
  - an appropriate back-up ball (used, but in good condition)
- c. The double safety bag will be used at first base by all teams according to ASA Rule number 2.

**13. Team League Participation Responsibilities**

- a. A team that does not attend a league meeting will be fined \$25 for each meeting missed
- b. A team that fails to report a game score within 48 hours of a game will be assessed a \$10 fine.
- c. Team fines must be paid in full for a team to be eligible for the League playoff tournament.

**14. Subs**

- a. In order to avoid a forfeit if both coaches agree a sub can be used from opposing team if she is an extra player.

**15. Rescheduled Games**

- a. Teams will have the option to decline one rescheduled time slot. Any team unable to play on 2nd time slot given for a rescheduled game will have to take the game as a forfeit.

**16. Playoff Games**

- a. All playoff games must have 5 completed innings.
- b. If a team is losing by more than 15 runs after the 5<sup>th</sup> inning or 2 hours of play, at the discretion of the losing team the mercy rule may be invoked and the game forfeited. The losing team must make this decision by the 5<sup>th</sup> inning of play.
- c. If for any reason a playoff full game (5 innings) is called by ump due to weather, field issues or darkness, the remaining innings will be rescheduled.
- d. If innings for a playoff game are rescheduled – neither team will be required to have same lineup.
- e. Game will pick up in exact spot when game was called. Balls, strikes, outs, base runners, runs.



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**RECREATIONAL SLOW PITCH RULES**

The **ASA Recreational Division** will play under ASA Slow Pitch Rules with the following

The 1<sup>st</sup> base safety double bag is required.

1. Field Dimensions: Bases = 65 feet; Pitching = 50 feet.
2. Infield Fly Rule will be used.
3. Extra Players Rule will be used.
  - a. Teams may bat 12 players; any 10 of those 12 may play in the field
  - b. Once a game begins with the extra player in place, the extra player position must be used throughout the game.
4. Courtesy Runner. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning.

Teams need to clearly communicate courtesy runner requirements to the opposing team, and the Umpires, with the ultimate aim to keep the game moving with no confusion. Violations to the following would result in an out.

- a. Each team may have ONE courtesy runner, per INNING, if they wish.
  - i. Teams do NOT have to use a courtesy runner in all or any innings.
- b. The player who runs as a courtesy runner can be ANY player in the line up or on the bench, but must be a registered FPW+SL player for that team.
  - i. There are no rules regarding last out. However, teams should consider their line up order when designating a courtesy runner, to ensure that they themselves would not be courtesy running when it is their own turn to bat. If this were to occur, the player who the courtesy runner is running for will be called out, removed from their base and take their turn to bat.
- c. If a team bats around their line up WITHIN a single inning, teams may not use a runner for a second time – the exception being injury, where team coaches have pre-agreed to allow this.
- d. The player needing a courtesy runner, AND the courtesy runner for that player, can be the same OR different ACROSS innings.
  - i. For example, in the 1<sup>st</sup> inning, if a teams 2<sup>nd</sup> batter in the line up requires a runner, and the 10<sup>th</sup> batter is their courtesy runner. The inning ends after the 5<sup>th</sup> batter. In the next inning, the team could decide to allow another player (not the 2<sup>nd</sup> batter) to have a runner, and the courtesy runner does not have to be the 10<sup>th</sup> batter.
    1. However, if the team chooses a different player to have a runner, and then batter 2 comes up to bat, and the one courtesy runner for the inning has been used, batter 2 cannot have a runner. Teams therefore need to consider this in their line up order.

**4.x. Additional discretionary rule (non-ASA):**

*In addition to the above, at the discretion of BOTH teams within a game, if an injury occurs during the game, an additional courtesy runner is permissible, following a discussion and agreement between both team coaches, whom must also ensure that the Umpire is informed.*

- a. *The same rules as documented in points a-e above would apply to this additional courtesy runner.*

**5. Open Substitution:**

- a. A player must play on the field before batting.
- b. Players removed from the line-up must sit out one full inning prior to re-entering the game at any position. Players may re-enter the game in a different position in the batting order.



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6. Third Strike Foul Exception – The Recreational Division will not use the ASA Third Strike Foul Rule. Therefore, a batter will not be declared out when she has two strikes on her and hits a foul ball.
7. No dropped third strike will be used.
8. Official Ball: League approved 12 inch FP-12-ASA ball for all games.
9. Mercy Rule: the 5 inning, 15 run rule will be used for all games.
10. Slide or Avoid Rule
  - a. When a base runner is approaching a base that is covered by a defender who has possession of the ball or is about to catch a thrown ball, the base runner must make every reasonable attempt to avoid contact with the defender
  - b. If, in the umpire's judgment, contact is made that could have been avoided, the runner will be declared out and play stopped. Runners will be returned to the last base touched.
  - c. If the umpire believes this contact is flagrant, the offender shall be ejected; the umpire will be the final judge on whether or not the runner was trying to avoid the fielder; this rule is intended to reduce dangerous collisions between base runners and defenders.
11. The pitch must have a minimum arc of 6 ft. from the ground. The maximum allowable arc is 12 ft. from the ground. If the pitch does not meet these requirements, an illegal pitch shall be called. The batter has the option of taking the pitch for an automatic ball or swinging at the pitch. If the pitch is swung at, the illegal pitch is ignored.

**ASA RULE 2 -- DOUBLE BASE**

1. The double base is approved for use at first base. This base is 15 by 30 inches and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange (over foul territory). It should not be more than five inches (12.70cm) in thickness.

NOTE: When using the double base at first, the following rules should be enforced:

- a. A batted ball hitting the white portion is declared fair and a batted ball hitting the orange portion is declared foul.
- b. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-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.
- c. The batter-runner must use the orange portion on the first attempt at first base; however, should she reach and go beyond first base, she must return to the white portion.
- d. Should the batter-runner round the base on a hit to the infield or the outfield, she must return to the white portion.
- e. When tagging up on a fly ball, the white portion must be used.