



Henrietta Recreation Department Softball Rules



I. ELIGIBILITY

1. Players in the Men's League must be 18 years of age or older at the start of the season. Players in the Women's League must be 16 years of age or older by the start of the season. NO players may be involved in a New York Public High School Athletic Association activity.

II. ROSTERS

1. Rosters MUST be turned in at the time schedules are picked up. A maximum of 20 players will be allowed. Additions may be made to the roster up to the end of the first week of June when rosters will be frozen. PLAYERS MAY ONLY BE ON ONE ROSTER!
2. Full name, address and phone number MUST be listed for every player on your roster. NO EXCEPTIONS.
3. Rosters will be checked and any team found using ineligible player(s) will result in forfeited game(s). Ineligible players removed from the roster may not be replaced. If a team cannot complete the season the entire fee is forfeited.
4. Any team protesting a roster must do so by the next business day and it must be in writing and turned into the Henrietta Recreation Office.
5. A fee of \$15 must be submitted with your protest. If your protest is upheld, your fee will be returned.
6. All players must have played in three (3) regular season games to be eligible to play in the play-offs.

III. LEAGUE RULES

1. USSSA Softball Rules will be the governing body for our league, except when Henrietta Recreation rules supersede. ALL DECISIONS BY THE UMPIRE WILL BE FINAL. It will be the Manager's responsibility to make sure that the umpire is notified before the game, of all Henrietta Recreation rules that apply.
2. A team must field 9 players to start a game. The 10th batting slot is not counted as an out when you start with nine. If you start with 10, 11 or 12 players, and a player is lost due to ejection, the game will be forfeited unless there is a sub to replace the ejected player. (A player lost due to injury will not result in a forfeit if there is no sub to replace them, rather the team will take an out for the batting slot for the remainder of the game). The tenth (10) player may enter the game at any time. If a player is injured while playing with 10, no out will occur.
3. All games will start at the time designated on the schedule. A five-minute grace period will be allowed before a forfeit is declared. No new innings may start one hour and 25 minutes after the start of the game on all fields.
4. A regulation game will consist of seven innings; FIVE complete innings will constitute a game of record (4 ½ if the home team is ahead). The umpire will then take the score at the end of the last full inning. This rule applies to darkness, fog or rainout.

5. If a team forfeits three games, they are out of the league and lose their entry fee.
6. Three courtesy runners are allowed for each team, with the runner being chosen by the offensive manager. THE RUNNER DOES NOT HAVE TO BE THE LAST OUT. You must obtain first base to be granted a courtesy runner. A courtesy runner cannot run for a courtesy runner.
7. If a team is trailing by 15 runs or more after 5 innings (4 ½ if home team is ahead) the game is ended and the leading team wins. BOTH TEAMS MUST HAVE AN EQUAL NUMBER OF AT BATS.
8. FLIP/FLOP RULE: At the end of the 4th inning, and the run rule is exceeded (15 runs) and the HOME team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule (below 15) then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over. If they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.
9. Due to the Town ordinance, the lights on diamonds 1 & 2 must go off at 10:45pm. Games called because of darkness or due to the 10:45 curfew, will be complete if 5 innings have been played (4 ½ if home team is ahead).
10. Players may NOT wear metal spikes.
11. It is the runner's responsibility to avoid contact. Any player who DELIBERATELY runs into a defensive player may be ejected from the game (umpire's judgement)
12. A batter will be called OUT if a SECOND foul ball is hit after two strikes. A full count of 4 balls and 3 strikes will be used.
13. ALTERNATING DESIGNATED HITTERS- The ADH is an 11th of 12th batter. You must have 10 fielders to use the ADH. The ADH may go into the field as a fielder for any number of innings with the fielder now becoming the ADH. You must finish with an ADH once you start or an out will occur in that batting slot.
14. A player may re-enter the game one time after he/she has been removed from the game provided that he/she re-enters at the same batting position.
15. The pitching arc will be 3' to 10' from the ground. The pitcher must use one continuous motion while delivering the pitch. (ASA rule)
16. Pitchers distances of 50 feet will be used for all leagues along with a pitching area the width of the pitchers plate up to six (6) feet behind the back edge of the pitchers plate.
17. 70 foot baselines shall be used for all adult programs.
18. Overthrows will be awarded two bases from the time of the throw. Runners do not lose a base if they have to re-tag.
19. Both teams are to keep score in a score book and check periodically to make sure that they agree. The home team scorebook is official if a discrepancy should occur. Make sure each player's last name appears, do not use first names. Scorebooks must be signed by the umpire after the game on the first blank line below the players' names.

20. Protest on rule interpretation only: A protest must be made upon the field of play by the Manager or Captain of the team directly to the umpire. The umpire must record the intention to protest on the score sheet and notify the opposing team's manager or captain. All protest must be explained in writing and signed by the protesting team's manager or captain and returned to the Henrietta Recreation Office on the following business day. Also, a copy of the game's score sheet must accompany the written protest. IF A TEAMS FAILS TO PROTEST AT THE TIME OF THE DECISION AND THE GAME CONTINUES WITH THE NEXT PITCH, THEN THE PROTEST IS DISSOLVED.

IV. RULES OF CONDUCT

1. If a player is ejected and your team has no subs, the game is forfeited.
2. Players who provoke fights will be ejected from the game immediately and suspended for the remainder of the season. In cases where several players are involved in fights, all who are involved will be ejected from the game and suspended. It will be the responsibility of the manager to control his/her players. If an ejected player continues to provoke a fight the game will be cancelled and his/her team will be charged with a forfeit.
3. Any player or manager coming in physical contact with an umpire may be suspended from all Henrietta Recreation Softball leagues for the remainder of the year.
4. No alcoholic beverages can be consumed or carried into the Henrietta Town Park. Also, no beverages in glass containers are allowed. These rules will be strictly enforced. Any team whose players/spectators violate these rules or any other rules/ordinances of the Town of Henrietta, may be ejected from the league and forfeit their registration fee.
5. Upon presentation of proper identification by the Town or School District employees, participants that are violating Town or League rules will be required to identify themselves, and if necessary, leave the grounds.
6. There will be no abusive language used by any players or managers against any other player, manager or umpire. Anyone doing so may be suspended from the league for the remainder of the year.
7. Each team will police their own team area for litter following each game.
8. Park in designated areas. Do not park in fire lanes or on grass areas.

V. MISCELLANEOUS

1. Scores MUST be reported by the winning team on the Official score sheets within 24 hours after the game is played by depositing score sheets in the drop box near field #2 and #4.
2. RAINOUTS: All regular season rainouts will be played at the END of the season.
3. The number of games cannot be guaranteed. The Recreation Department will make every effort to ensure make-ups of cancelled games. However, games that do not affect first place standings, will not delay the start of playoffs.
4. Games may be cancelled due to weather or poor field conditions. The Recreation Department will make a decision at 4:00pm. Call the Recreation Department Softball Weather line at 234-1042. After 5pm the umpire will make the decision at the field.

5. UMPIRES: if an umpire fails to show, a spectator can be used (upon consent of both managers). Please get a name and address of the person so he/she can be paid.
6. Ties in standings will be broken by won-lost records between all teams involved. If that is even, then runs allowed will be tallied and used, after that a coin toss will determine the tie breaker.
7. 15 individual tee shirts and one sponsor trophy will be awarded to the first place finisher for each league. One sponsor trophy will be awarded to the play-off champions.
8. PLAYOFF RULES: A 15 run rule after 5 innings (4 ½ innings if home team is ahead) will be used for the semifinal round. There will be NO run rule for the championship game.