



Adult Softball - Rules and Regulations

Welcome to the City of Goodyear Adult Softball Program. This program is based on fun and exercise for all individuals involved. Our goal is to provide the Goodyear community with a safe, healthy, and enjoyable experience for all players. We hope that you enjoy your softball experience in our program and we look forward to a successful season. Our team would like to wish you the best of luck in your league and are always available to answer your questions at sports@goodyearaz.gov

RULES AND REGULATION POLICY STATEMENT

The City of Goodyear Adult Softball League is governed and interpreted by the League Coordinator, Field Supervisors and/or Game Umpires/Officials; using the City of Goodyear League Rules and Regulations and the Official ASA Slow Pitch Rules as guidelines. Any rules not mentioned in the following pages can be found in the current ASA Guide and Playing Rules. The City of Goodyear Parks and Recreation Department reserves the right to change any rules or regulations when necessary or when they will benefit the program. When changes are made, all Team Managers will be notified.

GAMES, PLAYING TIME, LOCATION

1. League play will consist of fourteen regular season games, followed by an end of season single elimination tournament.
2. Game schedules can be found online at: www.quickscores.com/goodyearsports
3. Teams must be available to play at any of the scheduled game times.
4. All games are played at Goodyear Recreation Campus (420 S Estrella Pkwy.) or Goodyear Community Park (3151 N. Litchfield Rd.)
5. Umpires will be the official timekeeper for all games.
6. Games will have a 50-minute time limit (no new inning can begin after 50 minutes); however, an inning in progress at the end of time will be completed.
 - a. The new inning begins as soon as the last out in the previous inning is made.
 - b. Additional time may be added for games delayed by rain, injury or unforeseen circumstances.
7. A five (5) minute grace period will only be allowed for the first scheduled game to avoid a forfeit.
 - a. After the five (5) minute grace period games can still be played at any time if BOTH managers agree. No new time will be added to the game.
 - i. If both managers agree, they both must sign an agreement on official scorecard.
 - ii. This rule will not apply for the end of the season tournament. There will only be a five (5) minute grace period will only be allowed for the first scheduled game ONLY

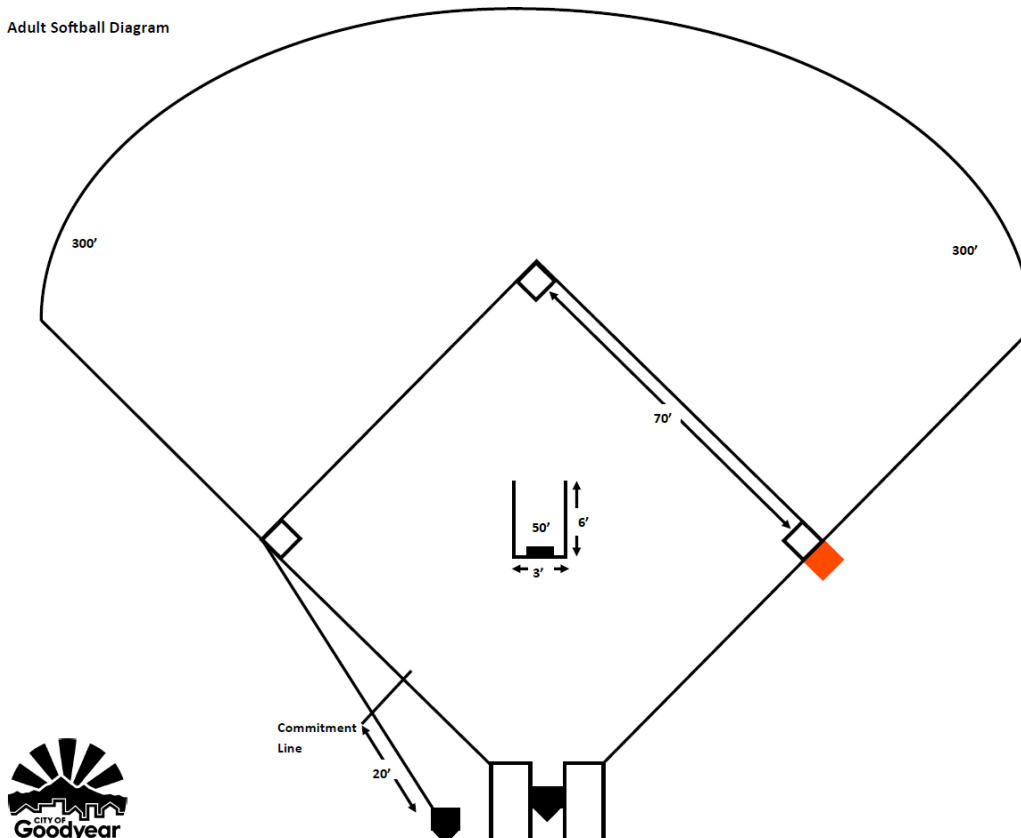
TEAM ROSTERS & ELIGIBILITY CHECK

1. All players must be at least 18 years of age prior to participating.
2. The team roster minimum is 10 players including the manager and no more than 25 players.
3. All team rosters will be managed by team manager via *QuickScores*.
4. An initial team roster must be completed online via *QuickScores* **before** your team's first game.
 - a. All players must sign and complete the required information on the roster and waiver prior to stepping on the field at any point in season.
5. Rosters will **freeze** online after the fifth week of games (games 9 & 10). No changes can be made after this point.
6. Players may participate in multiple nights of the Goodyear Adult Softball program however they may only play and be listed on one roster per each league night.
7. Field Supervisors can randomly perform roster checks throughout the season. All players must produce current identification, which reflects information provided on the team's rosters.
 - a. If a player cannot produce identification, they are ineligible.
 - b. If a player has failed to sign or complete portions of the team roster, they are ineligible.
 - i. Any player caught playing who is ineligible will be ejected for the night and will be suspended for one week and their spot will be an out every time they are up to bat in the lineup.
 - ii. A second instance of this violation will result in player ejection for the night and issued a one-week suspension. The team will be placed on probation for the remainder of the season.
8. A Team Manager may also request an eligibility check of only one player per game.
9. Tournament night – A roster check will occur the night of the tournament. Only players who are listed on the online roster may participate in the tournament games.

FIELD DIMENSIONS, SAFETY & GAME SET UP

1. The Goodyear Adult Softball program field dimensions are as follows:
 - a. Out Fields Fences: 315 - 325 feet
 - b. Bases: All Leagues 70 feet
 - c. Pitcher's Box: 3 feet wide from the front of the rubber extending back 6 feet.
 - d. Double First Bases: Will be used in all divisions due to safety concerns. Runners must use the orange portion of the bag and defensive players must use the white portion. (See A.S.A. rulebook for exceptions)
 - e. Runner Safety Rule is allowed in the City of Goodyear Leagues. Runners on 1st and/or 3rd base allows runners to be able to step away from the base (towards fence) before the batter hit the ball. After the batter hit the ball then the runner is required to tag the base before advancing to next base.
 - f. Pitching Rubber: 50 feet. Pitchers may pitch up to five feet behind the pitching rubber if they so desire. Pitchers must have one-foot in contact with the ground within the 24" width of the pitching rubber when releasing the ball.
 - g. The League uses 2 home plates to eliminate any contact; the second home plate will be located 8 feet from the back tip of home plate on an extended line from third base.
 - i. Defensive players must touch the original home plate and offensive runners must touch the second home plate. Runners touching the original home plate are out.
 - ii. All defensive plays at home plate are force-outs.
 - iii. Sliding into the second home plate is prohibited.
 - h. A commitment line is located between third base and the original home plate. This line will be 20 feet from the original home plate.
 - i. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the scoring plate.
 - ii. If the runner re-crosses the commitment line, returning toward third base, he/she will be declared out.
 - iii. If the runner runs to home plate and not the scoring plate, the runner will be out.
 - i. The strike zone is the space over any part of the home plate, when a batter assumes a natural batting stance adjacent to home plate; between the batter's back shoulder and the front knee. Any legally pitched ball not swung that lands on any part of plate or mat will be ruled a strike.

Adult Softball Diagram



PLAYING EQUIPMENT

1. The Goodyear Parks and Recreation Department will supply softballs for league play. Each game will start with one new ball and one used ball.
 - a. Women will hit an 11" ball (375 lbs., .44 Cor)
 - b. Men will hit a 12" ball (300 lbs., .52 Cor)
2. The league will retain all softballs upon conclusion of the game. Any team who hits a ball over-the-fence must have a member of their team retrieve the ball.
3. All participants must wear shoes. A shoe shall be considered official when it is made of canvas, leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. Ordinary metal sole or heel plates may not extend more than ¼ of an inch from the sole or heel of the shoe. Shoes with round metal spikes are illegal. (See A.S.A. rulebook for full descriptions)

BATS

1. No tampered or altered bats are allowed in the City of Goodyear Adult Softball Program. All bats must meet the requirements in the A.S.A. Official Rules of Softball. Only those bats, which are ASA approved, will be allowed for use in the City of Goodyear Adult Softball Leagues.
2. The penalty for using an illegal bat are as follows:
 - a. First Offense by Player:
 - i. Automatic Out
 - ii. Team Manager ejected for night.
 - iii. Player ejected for the night and will serve a minimum one-week suspension
 - B. Second Offense by Player:
 - i. Automatic Out
 - ii. Team Manager ejected for night.
 - iii. Player ejected for the night and will serve a minimum a one-week suspension
 - C. Third Offense by Team
 - i. Team Manager Ejected for Remainder of the Season.
 - ii. Player ejected for the night and will serve a minimum a one-week suspension
3. All bats must be ASA Softball Approved for specified leagues.
 - a. ASA stamped bats may NOT appear on ASA Bat List.
 - i. The approved bat lists are available online at <https://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment>
4. All bats, even if ASA stamped/approved, must test in the approved range using the Barrel Compression Tester, which is supplied by City of Goodyear. (Non-Linear Bat Compression Thresholds apply)
 - a. BSTM will be available before all games for players to test their equipment.
 - b. If a bat fails the BSTM before the game has begun, no penalty will be administered.
 - i. The bat should be removed from the Complex to assure it is not used.
5. If a player is hit by a batted ball, the bat will be immediately tested using the BSTM.
6. Team captain's carry the burden of appealing an illegal bat to the umpire.
 - a. Umpires or League Directors reserve the right to check a bat at any time during the game.
7. Bat Check
 - a. If a bat is checked prior to the game and passes the compression test, then falls out of compression during the game, the bat will be removed from play for the remainder of the night and no disciplinary action will occur for the user of the bat or the team captain.
 - b. If a bat is not checked prior to the game and the bat fails a compression test during the game, the penalties for an illegal bat will be enforced.

INJURIES/INCIDENT/ACCIDENT & BLOOD RULE

1. The City of Goodyear does not provide individual accident insurance for its participants. It is recommended that all players acquire individual or team insurance.
2. The Goodyear Parks and Recreation Department expects all Team Managers, Players, Umpires and/or Spectators that incur an injury during game play, to report the incident to the Field Supervisor immediately, so that appropriate measures may be taken.
3. Any player and/or umpire who is bleeding may not participate until appropriate treatment can be administered.
 - a. Bleeding must be completely stopped before an individual can resume play. If a player's clothing is blood soaked they must change prior to returning to the game.

4. All Field Supervisors are CPR, FIRST AID and AED Basic Certified.

GAME CANCELATIONS & FORFEITS

1. Unavoidable game cancellations may occur due to rain, irrigation, maintenance, etc.
2. Decisions on rainout games can be obtained after 4:30 p.m. by calling the rainout information line at (623) 882-7535.
 - a. Only one game night may be made up at the end of the regular season. The Parks and Recreation Department reserves the right to adjust league format due to inclement weather conditions during the season.
3. Teams who register in this league are responsible for assuring they have the minimum number of players to begin and continue the game.
4. Forfeits: team managers are required to inform league management of any forfeits via email: sports@goodyearaz.gov
 - a. Any team who forfeits more than twice during the regular season can be eliminated from the end of the season tournament.
 - b. A forfeit will be scored seven (7) to zero (0) in favor of the non-forfeited team.

PARKS RULES: ALCOHOL/ TOBACCO/MUSIC/INFIELD PRACTICE

1. All participants, spectators, staff and umpires must adhere to the posted park rules.
2. Players cannot be under the influence of alcohol during gameplay.
 - a. The consumption of alcoholic beverages during a league or tournament game is strictly prohibited. This includes in between games.
 - b. Consequences of being under the influence while playing range from ejection from the game to permanent expulsion from all Goodyear Adult Sports.
3. Smoking is prohibited in all Goodyear Parks; this includes the dugouts and field of play.
4. There will be no infield practice between games. Soft toss against the fences is prohibited due to the damage it causes.

PLAYER CONDUCT & EJECTIONS

1. When a player signs the team's roster, this includes acceptance of the Code of Conduct, Games Rules and Regulations, Photography Clause, Refund Policy and the Hold Harmless.
2. The Field Supervisor and/or Umpire have the authority to eject a player or spectator for any conduct deemed unbecoming or detrimental to the game.
3. Any player assaulting an official or city employee will be automatically suspended from all City of Goodyear Adult Sports Programs, and legal action may be taken.
4. The Team Manager is responsible for notifying all players listed on his/her roster of all Rules and Regulations as well as the Code of Conduct.
5. If the team manager is ejected due to a failed bat, their position in the lineup is an out for the FIRST TIME only. After the first out, their position will move up in the lineup. Ejected batter's position in the lineup becomes an automatic out each time they appear in the lineup
6. Players ejected from the game must leave the park and area immediately.
7. Any player ejected from a City of Goodyear game will serve a minimum of one-week suspension.
8. Upon review of the incident, the Parks and Recreation Department reserves the right to determine the length of the suspension. Each incident will be reviewed, and a decision on the length of the suspension will be made in a reasonable length of time. Additional action may be taken including, but not limited to, probation and total suspension.

SCORE SHEETS & STANDINGS & PROTESTS

1. The home team is responsible for the official score sheet, unless it is agreed to be kept by the visiting team or shared.
2. All players (First & Last Name) must be listed on the score sheet.
3. It is recommended that the visiting teams keep a second scorebook during the game. It is the team's responsibility to assume that the score sheets are filled out correctly. Failure to do so may result in a team loss.
4. Scorekeeper, Umpire and the Field Supervisor must sign the final scoresheet and submit for standing. Changes to scoresheets will not be made after the night ends.
5. If the game is tied at the end of the time limit, the game will count as a tie in the standings.
6. Standings will be updated and posted on the city website and based upon:
 - a. Record – if there is a tie the following tie breaker will be utilized
 - i. Head to Head
 - ii. Run Differential
 - iii. Total Runs Scored
7. Only protests regarding ineligible player(s) or rule interpretations will be accepted and considered valid.
8. Protests involving the judgment of an official will not be given consideration.
9. The Team Manager is the only participant allowed to file a protest.

- a. The manager must call time and inform the umpire of intent to protest.
- b. Then the Field Supervisor and Umpire will confer if necessary. All decisions by the field supervisor are final.
10. The Team Manager then has the option of playing the game out under protest.
 - c. The Field Supervisor must be made aware of this decision before play resumes.
 - d. The protest must then be submitted in writing to the Recreation Coordinator by noon the following working day. If the protest of a game is upheld, the game shall be rescheduled from the point at which it was protested.

BATTING, BATTING ORDER & HITTING UP THE MIDDLE, PITCHING

1. All batters will begin their turn at bat with one ball and one strike. One foul is allowed, the first foul with 2 strikes is the "waste"; the second foul is on out.
2. Men's teams may bat up to 16 players during the game.
3. Co-Rec teams have the option of batting up to eight men and eight women in the batting order.
 - a. The lineup will be continuous, alternating order male, female or female, male throughout the entire game. Male players are listed on the top half of the score sheet and female players are listed on the bottom half.
4. Hitting up the Middle - To ensure player safety, if a batter hits the ball up the middle of the field and breaks the plan of the pitcher's box prior to hitting the ground, then the batter will be out.
 - a. When then the ball is hit up the middle:
 - i. And crosses the plane of the pitcher's box, without hitting the floor first then it is considered unsafe and the player will be out.
 - ii. And hits the ground prior to breaking the plane of the pitcher's box, it is still a good ball.
 - iii. And the pitcher jumps out of the box to avoid being hit, yet the ball passes through the pitcher's box, then it is considered unsafe and an out.
 - iv. And the pitcher jumps out of the box and the ball does not pass through the pitching box and the pitcher is hit, then it is still a good ball. (bat check applies)
 - b. If pitcher is hit the bat will immediately go to the umpire/field supervisor to be checked. If the bat is illegal or fails compression the batter will be ejected and suspended for one week and team manager will be ejected for night.
5. The Pitcher must come to a complete stop in the pitching area before delivering the pitch to the plate. Any pitch outside the pitching plate will be considered a dead ball and be re-pitched.
6. The Pitch must be delivered with perceptible arc and reach a minimum of six (6) feet and a maximum of twelve (12) feet from the ground.
7. Batters must have both feet in batter's box when batting. Any part of the foot can not exceed or go outside the line.

MINIMUM NUMBER OF PLAYERS & SUBSTITUTIONS

1. Teams must have a minimum of eight players to begin and continue a game.
 - a. Co-Rec Leagues there must be a minimum of four women and a team may never play with fewer than four women.
 - i. Examples of appropriate configurations:
 - 8 players – 4 men, 4 women
 - 9 players – 4 men, 5 women
 - 9 players – 5 men, 4 women
 - 10 players – 4 men, 6 women
 - 10 players – 5 men, 5 women
2. In all leagues, if a player leaves a game due to injury and does not return, his/her spot on the official score sheet can be taken by a bench substitute.
 - a. If a substitute is not available, subsequent batters will move up in the lineup, and there will be no penalty.
 - b. When a player is ejected, their position in the lineup becomes an automatic out each time they appear in the lineup throughout the game.
 - c. If the team manager is ejected due to a failed bat, their position in the lineup is an out for the FIRST TIME only. After the first out, their position will move up in the lineup. Ejected batter's position in the lineup becomes an automatic out each time they appear in the lineup
3. As long as a player is listed in the batting order, unlimited defensive substitutions are allowed.
4. Any player may be substituted for or replaced and re-entered once, provided that players occupy their same batting position in the batting order. The starting player and their substitute may not be in the line-up at the same time.
5. The Team Manager shall notify the umpire at the time the substitute enters to be considered officially in the game.
 - a. The use of an unreported substitute is handled as a protest by the offended team while the player is in the game. If a player re-enters the game a second time or a player re-enters the games in a position in the batting order other than their original starting or substitution position, this is considered an illegal re-entry. The player will be considered an illegal and ineligible player.
6. Men's League: One courtesy runner is allowed per inning in Men's Leagues.

- a. The courtesy runner must be the last out or a player not in the defensive line up.
7. Men's League: There is no minimum or maximum for infield or outfield positioning.
8. Co-Rec Leagues: One male and one female courtesy runner can be used.
 - a. The runner must be of the same sex and must be the last out. The only exception is if a courtesy runner was used for a particular individual and that individual comes to bat a second time the same inning, he/she may use the same courtesy runner again

HOME RUN & RUN AHEAD RULES

1. Each team has a limit of three (3) home runs over-the-fence.
2. After the maximum is reached the equalizer, (1 up) rule will be in effect.
 - a. Teams are allowed to hit (1 up) on the opposing team. When an over-the-fence home run is hit, the batter and all base runners may go directly to the dugout.
 - b. Any additional home runs hit over-the-fence will be ruled an out. Any home run hit after a team has reached its maximum allowed home runs will be ruled as an out.
 - c. Players are responsible for retrieving any ball hit over the fence.
3. Complete innings are played unless the home team scores the run ahead limit while at bat.
4. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning. The run limits are as follows:
 - a. 20 runs after 3 innings
 - b. 15 runs after 4 innings
 - c. 10 runs after 5 innings

CO-REC SPECIFIC RULES

1. The outfield must consist of two or three males and two or three females, and the infield must consist of two or three males and two or three females. All infield players MUST start in the infield (DIRT) before the pitch is made. Once pitch is made infield player can move where needed. (Co-ed Only Rule)
 - a. Umpires will hold game until all players are in the infield.
 - b. There is no penalty on this rule.
2. The catcher and pitcher must be opposite sex.
3. When there are only eight players the following rule applies to fielding positions:
 - a. Catcher and pitcher must be opposite sex
 - b. Infield and outfield must have a minimum of one female in its makeup.
 - c. There must always be an equal number of men and women or a majority of women in all combinations.
4. If a male player is walked during his turn at bat, he automatically goes to second base.
 - a. With less than two outs, the female batter must bat.
 - b. If there are two outs, the female batter has the option of batting or taking first base.
 - c. If time expires with score tied and there is a walk to a male batter (which brings in the winning run), batter must touch first base to complete the play.

EQUIPMENT & FIELD

1. Music will be allowed in the dugout ONLY.
 - a. The volume of the music played must be reasonable and subject to change depending on the umpire's discretion.
 - b. The music must not be vulgar.
 - c. If the opposing team objects to the music, the team captain must inform the umpire and the umpire will require the music to be turned off.
2. Children are not allowed in dugouts or on the field of play. Games will be delayed and the clock will continue to run until children have left the dugout.
3. Pets are permissible in the dugout; however, they must be on a leash and the leash must be secured to either a fence or bench.