



Des Peres

Adult Women's Softball
League Rule Book

INTRODUCTION

Hello and welcome to the Des Peres Adult Women's Softball League. My name is Corey Newgent. I am the Sports and Fitness Supervisor here at The Lodge Des Peres and the league administrator for both the Women's and Coed Softball Leagues. My office is located on the lower level of The Lodge Des Peres down inside the Fitness Center. Please feel free to stop by and introduce yourself or to ask questions regarding our league.

Thank you for taking the time out of your schedule to participate in our league. It doesn't matter if you are a team captain or just a rostered player, I am very grateful you chose Des Peres Parks & Recreation as the home for your softball league. The league schedule/standings will be updated at the conclusion of play each week and can be found our website at:

<http://www.desperesmo.org/441/Softball-Adult>

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LEAGUE PHILOSOPHY

The Des Peres Women's Softball League is designed as a recreational softball league for people to come out and play the game they love and have an enjoyable experience. The primary purpose of the adult sports program is to offer each participant the opportunity to pursue, through athletics, the physical and emotional benefits of such an activity. All too often the emphasis in such participation is placed on winning at all cost. Good sportsmanship is expected and must be maintained at all times. The purpose of the code of conduct, applicable to every participant and spectator, is to stimulate and motivate a return to good sportsmanship, proper conduct on and on the field, and to fully comply with the rules and policies of the Des Peres Parks and Recreation Department.

The code of conduct, as defined below, will be enforced. All participants and spectators will be expected to carefully review the rules and requirements set forth and are solely responsible for their actions both on and off the playing field. Improper behavior can and will directly affect the future participation of the individual's entire team. The code of conduct applies to all plyers, managers, team captains and spectators. This code applies to any individual or team and the penalties can be applied to any individual or an entire team. This code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

EXPECTATIONS OF TEAM CAPTAINS / ROSTERED PLAYERS & SPECTATORS

- Conduct myself in a dignified manner relating to emotions, language, attitude and actions
- Act at all times to protect the principles of fun, safety and development of all athletes
- Demonstrate respect for the ability of opponents as well as for the judgment of umpires
- Display control and professionalism at all times under any circumstance
- Respect the rights, dignity and worth of every person, including opponents, umpires, administrators, parents, athletes, and spectators
- I will be a positive role model for my teammates and patrons and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, umpires and spectators at every game, practice or other sporting event.
- I will not engage in any kind of unsportsmanlike conduct with any umpires, coach, player, or parent such as booing, taunting or using profane language or gestures, etc.
- I will not encourage any behaviors or practices that would endanger the health and wellbeing of the athletes.
- I will play by the spirit of the rules and to resolve conflicts without resorting to hostility or violence.
- I will treat other players, coaches, officials and spectators with respect regardless of race, sex, or ability.
- I will never ridicule or yell at other participants for making a mistake or losing a competition.
- I will respect the officials and their authority during games and will never question, discuss, or confront coaches or referees at the game field, and will take time to speak with coaches at an agreed upon time and place.
- I will not any time lay hand upon, push, shove or threaten an official, spectator, employee or participant.
- I will not refuse to abide by an official's decision.
- I will not use unnecessary rough tactics in the play of the game against an opposing player.
- I will not smoke at the baseball diamonds.
- I will not appear on/at the facility in an intoxicated condition.
- I will not play under another individual's name, falsify name, or falsify address on an official roster.

UMPIRES

All umpires for the Des Peres Parks and Recreation softball leagues are hired in-house. All umpires are experienced and have been certified through ASA or USSSA at some point during their umpiring careers. There will be one umpire provided per game. Umpires are responsible for calling all outs at home plate and in the field of play. Balls and Strikes will be called using a strike mat and an arch of the pitch between 6ft and 12ft. Umpires have the right to call a game at any time because of rain, darkness, fire, panic, or other causes which may place patrons or players in danger. If the game is less than five innings old (4-1/2 if the home team is ahead), games will be postponed and rescheduled. Umpires will also be responsible for scoring each team with a sportsmanship rating at the conclusion of each game (1) Below average, (2) Average (3) Above average. Teams must maintain a sportsmanship rating of 1.5 to qualify for the playoffs.

Women's Softball Guidelines: Ages 18 & Older

The below playing standards and rules are to serve as a guidelines and recommendations for the Des Peres Women's Softball League.

EQUIPMENT

TOPIC	RECOMMENDATION
Size of Softball Used	USSSA Classic W Stamp Blue Stitch 11" .40/400 (All game balls will be provided by umpires).
Allowed Bats	USSSA Regulation Bats Allowed
Length of Bases	65ft.
Length of Pitching Rubber to Home Plate	50ft.
Strike Mat	Heavy-duty 3/8" thick, molded rubber strike mat makes the strike zone visible behind home plate. USSSA specifications (24"L).
Cleats	Cleats are allowed but metal spiked cleats may not be worn. Closed toed athletic shoes are also allowed.
Team Uniforms	Matching shirts are encouraged but not required

GAME STRUCTURE

TOPIC	RECOMMENDATION
Game Start Time	For the first 4 weeks of the season game start times will be 6:00pm and 6:55pm. The remainder of the schedule will have 6:15pm and 7:10pm start times.
Game Length	Games are 7 innings or 50 minutes or 10 rule after 5 innings (4-1/2 innings if the home team is winning). No new inning may start after 50 minutes. Any inning in progress will be completed. A game tied after 7 innings remains a tie unless it's a playoff game.
Rules Followed	USSSA Rulebook unless otherwise noted in this rulebook
Legal Pitch	A strike mat will be used to call balls and strikes. A legal pitch will be between 6ft and 12ft in height and have an arc. Flat pitches will be called a ball.
Start of At-Bat	Each Batter will start their at-bat with 1 Ball and 1 Strike Count.
Rosters	Rosters are to be completed online by following the directions given to captains by the league administrator. Teams may roster up to 20 players.
Substitute Runners	We allow unlimited number of substitutions for runners in the women's league in order to help avoid injury when necessary. The substitute runner must be the last out. This will be the umpire's discretion on whether or not a substitute runner is needed.
# of Players Needed to Start/Finish a Game	A team must have at least 8 players in order to start and finish a game.
Scoring	Umpires will have the official score of the game and should check in

	with each team at the conclusion of each half inning to ensure the correct score is being kept. Each team captain will be required to sign the scoresheet at the conclusion of the game.
Infield Fly Rule	Will be called if a batter hits an infield fly, with runner on first and second, or on first, second and third bases with less than two outs. This is call at the umpire's discretion.
Safety Bag at First Base	Runners going to first trying to beat out a play must use the orange safety base to avoid collision. The 1 st baseman must use the white base.
Field #2 Safety Rules	On Field #2 any ball hit in the air over the walking path in left field will be an automatic out. Any ball that rolls over the walking path in left field with be a ground rule double.
Field #3 Safety Rules	On Field #3 any ball hit into the air into the playground in left field will be an automatic out. Any ball that rolls into the playground will be a ground rule double.
Alcohol Policy	Alcohol will be permitted in the dugout area but will not be allowed on the field of play. Glass bottle are not allowed in the Park.

LEAGUE AWARDS

- Championship t-shirts will be awarded to each playoff winner.

TIE BREAKER

- In case of a tie when it comes to seeding the teams for the playoffs:
 1. Head-to-head competition.
 2. Run Differential in head-to-head competition
 3. Least amounts of forfeits.
 4. Fewest runs allowed total season.

INCLEMENT WEATHER POLICY

- In case of inclement weather on the day of the game, please check the weather information page located on our website at <http://www.desperesmo.org/139/Weather-Cancellations>

SPORTSMANSHIP

- Abusive or insulting language, acts of unfair play, or any other inappropriate behavior judged by the official will result in suspension or forfeit.
- A player, manager, coach, or spectator who is ejected from a game by an official shall be suspended for at least one (1) additional game (next league game played by that team). A second ejection during the season shall be an automatic suspension for a period of at least one (1) year from the date of the second incident.
- Any player, manager, coach, or spectator who approached an official in a negative manner after the conclusion of a league game shall be suspended for at least one (1) game.
- Anyone who makes physical contact with or threatens an official shall be suspended for at least one (1) year from the date of the incident.

- Any unsportsmanlike conduct may result in barring the player(s) or the team from further participation in the League.

PROTESTS

- Judgment calls by officials are not able to be protested.
- Any protest on player eligibility must be brought to the attention of the officials before the end of the game.
- Any protest on a rule interpretation must be made at that time, before the ball is put back into play. In order to do this, the official must be informed that you would like to protest at the time of the play. You can submit formal protests to the Sports & Fitness Supervisor at cnewgent@desperesmo.org. Along with the protest, we require a \$25 refundable deposit. If the Sports & Fitness Supervisor finds the protest valid, they will issue back the \$25 and take necessary action. If the protest is found invalid, the \$25 deposit is forfeited to Des Peres Parks and Recreation.

FORFEIT POLICY

1. There is no grace period for late arrivals. Game time is forfeit time.
2. The official will declare a forfeit and award a “win” to the team that is ready to play with the correct number of players.
3. If neither team is ready to play with the minimum number of players after then both teams will receive a forfeit.
4. Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player’s effect on the game’s outcome.
5. Forfeited games will not be rescheduled.
6. If your team is not going to be able to make it to your game, please contact Corey Newgent by 3:00pm that day at (314)835-6166. If you cannot reach him, leave a message and then contact the supervisor on duty at 314-835-6150.
7. In this situation, we will contact the opposing team to inform them of the situation. Your team will receive a loss with a score of 0-7 and no further action will be taken
8. Any team forfeiting twice in a season will automatically not be in next year's league.
9. If you do not call and nobody from your team shows up for a game, your team will be removed from the league.
10. In order to gain re-entry into the league, you will need to pay a \$25 reinstatement fee before the start of your next game. If you pay the reinstatement fee, your team will still receive a 0-7 loss for the no show/no call game. However, you will play the rest of the games as they were originally scheduled.

DEFINITIONS

ALTERED BAT is a bat that has had its physical structure changed, including, but not limited to:

1. The bat has had the surface of the barrel or the taper changed in any way such as by addition of graphics, painting, repainting, removing of bat material or paint by any means including but not limited to sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means.
2. The bat has had the plug or the knob removed/replaced or changed in any way.
3. The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Other examples of altering a bat would be changing or replacing manufacturers' markings or replacing the handle of a bat with a new handle. Replacing the grip, adding tape or adding a build up to the handle is not considered altering a bat. NOTE: Except when conforming to Rule 2 Equipment.
4. The bat has been subjected to pressure in a manner that exceeds that of striking the bat at game speed swing speed against a USSSA approved ball traveling at game speeds. Such pressure would include, but is not limited to, compressing the bat, rolling the bat, vicing the bat or hitting the bat against an object such as a tree or pole. The bat has in any other way had its on-field performance improved by physically changing the bat (other than by hitting the bat at game condition swing speeds against a USSSA approved ball traveling at game condition speeds).

APPEAL PLAY refers to a play in which the umpire cannot make a ruling until a decision is requested by the defensive or offensive team. This appeal must be made before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory.

BALL refers to a pitch that does not enter the strike zone in flight, nor conforms to the fairly delivered pitch stipulations, does not hit the strike mat and is not struck at by the batter.

BASE refers to one of the four stations, which must be touched by a runner in accordance with the rules that follow, to legally score a run. The term is most often applied to the bags marking the designated spots.

BASE PATH refers to an imaginary line 3 feet to either side of a direct line between two bases. The runner is restricted to the 3 foot line in some cases.

BASE ON BALLS permits a batter to gain first base, without liability to be put out and is awarded by the umpire when three pitches are adjudged to be balls.

BASE-RUNNER OR RUNNER is a player of the team at bat who has hit a fair ball or who has been awarded first base for any reason before he is put out.

BATTED BALL refers to any pitched ball that is hit by the bat or that hits the bat, thus becoming either a fair or foul ball. No intent to hit the ball is necessary.

BATTER refers to the offensive player who takes a position in the Batter's Box with a 1-1 count. The batter walks on 4 balls and is out on 3 strikes.

BATTER-RUNNER is the term identifying the offensive player who has just hit a fair ball and applies until he is either put out or until the play on which he/she became a runner is ended.

BATTER'S BOX is the area within which the batter takes his/her position when it is his turn to bat.

BATTING ORDER is the official listing of offensive players in the order in which they must bat.

BUNT refers to a batted ball that is intentionally met with the bat and tapped slowly.

CALLED GAME is one that the Umpire-In-Chief terminates play for any reason.

CATCH (LEGAL) is the act of a fielder getting the ball in flight (refer to: **IN FLIGHT**) securely in possession in his/her hand or glove and firmly holding it, provided he/she does not use his cap, protector, a pocket or other part of his/her uniform or the glove not in its normal position on the hand to stop or catch the ball. It is not a catch, however, if simultaneously or immediately following his/her contact with the ball, he/she collides with a wall, a fence, another person or if he/she falls down and, as a result of any such collision, drops the ball. To establish the validity of the catch, the fielder shall hold the ball long enough so the umpire is convinced the fielder had complete control of the ball and any release of the ball by him/her was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.

CATCHER refers to the defensive player who takes position behind home plate.

CATCHER'S BOX is that area where the catcher must remain while and until a pitched ball has reached or passed home plate or is batted.

CHOPPED BALL is a batted ball that the batter strikes downward so that it hits the ground within the infield, with a deliberate attempt and downward chopping motion with the bat.

DEAD BALL is any ball not in play or a live ball that becomes dead during play.

DOUBLE PLAY is a continuous play by the defense where two offensive players are legally put out without an intervening play or an error.

FAIR BALL is a batted ball that settles on fair territory between home plate and first base, or home plate and third base, or that is over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, other than home plate, or that first touches a player or umpire over fair territory, or which first touches the ground or an object in fair territory, or over fair territory, beyond first and third bases, or that while over and above fair territory passes out of the playing field, that is, over and beyond the outside fence.

FAIR TERRITORY is that part of the playing area within and including the first and third base foul lines, from the home plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.

FAKE TAG is making the motions of a tag without the ball. This may be considered obstruction and the offender may be ejected.

FIELDER refers to any player of the defensive team playing in the field.

FLY BALL refers to any ball batted into the air and before it strikes some object other than a fielder.

FORCE OUT refers to when a runner is tagged by a fielder with the ball (while on or off a base) or a fielder holds the ball on the base to which a runner is forced to advance before the runner can reach that base and before any succeeding runner is put out.

FOUL BALL is any batted ball that stops or settles in foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out-of-play object or area in foul territory, or that first touches foul ground beyond first and third base, or which does not conform to the requirements that would make it a fair ball. **NOTE:** An untouched batted ball that strikes the pitcher's plate and rebounds into foul territory where it is touched or stops is a foul ball. A foul ball on a 3rd strike is an out.

FOUL TIP is a batted ball that goes directly from the bat not higher than the batter's head, to the catcher's hands and is legally caught. First contact from bat must be the catcher's hands. A foul tip on a 3rd strike is an out.

ILLEGAL BAT refers to one that does not meet the requirement/specifications of USSSA rules.

ILLEGALLY BATTED BALL is one batted fair or foul by the batter when either one or both of the batter's feet are in contact with the ground **COMPLETELY** outside the lines of the batter's box or when his foot is in contact with home plate, or when the ball is batted with an illegal bat.

ILLEGALLY CAUGHT BALL occurs when a fielder catches a batted or thrown ball with a glove, a mask, a cap or with any part of his clothing detached from the proper position on the fielder's body.

IN FLIGHT describes any batted ball, a thrown or pitched ball, which has not yet touched the ground or some object other than a fielder.

INFIELD is that portion of the field within the baselines and also includes the areas of the field normally covered by infielders in defensive positions.

INFIELD FLY is a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area.

INNING is that portion of a game within which teams alternate on defense and offense and each team is allowed three outs during its time at bat.

INTERFERENCE is an act where players or others interfere with a player's opportunities. There are three types of interference: A. Offensive interference – When a player interferes with or impedes or confuses a defensive player while he is attempting to make a play. This can occur by either physical or vocal actions. B. Spectator interference – Occurs when a person not engaged in

the game touches a live batted or thrown ball which could prevent a blocked ball to occur or when a person not engaged in the game physically interferes with a player's opportunities. C. Umpire interference – Occurs when a fair-batted ball strikes the umpire on fair ground before passing a fielder other than the pitcher.

LEGALTOUCH – Refer to TAG for details.

LINE DRIVE is a fly ball that is batted sharply and directly into the playing field. NOTE: A line drive should never be considered an infield fly.

LIVE BALL occurs when the umpire signals play ball. The ball remains live until the ball becomes dead for any reason as stated in these rules.

MANAGER/CAPTAIN refers to a person appointed by the team to be responsible for the team's actions on the field. Also, the manager represents the team when communicating with the umpire and the opposing team. A player may be designated as a manager.

OBSTRUCTION A. Obstruction is the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a runner who is legally running the bases. B. Obstruction is the act of a fielder which impedes the batter from striking at a pitched ball. C. The obstruction does not have to be intentional and may be vocal.

OUT refers to one of the three requirements of an offensive team each inning.

OUTFIELD is that portion of the field beyond the lines of the infield and extending to the extremities of the playing field. This usually refers to the area between and including the foul lines.

OVER SLIDE or OVER SLIDING is the act of a runner when his slide to a base is with such momentum that he/she loses contact with the base and he/she is thus placed in jeopardy. This does not apply to the batter-runner, as he/she is first approaching first base.

OVERTHROW is a ball thrown from one fielder toward another and which, for any reason, goes into foul territory and stays within the boundaries of the playing field. This ball always remains live unless it becomes a blocked ball.

PITCH refers to any delivery of the ball to the batter by the pitcher.

PITCHER is the fielder designated to deliver the pitch to the batter.

PITCHER /INFIELDER – The pitcher becomes an infielder when, after releasing the pitch to the batter, he has a reasonable opportunity to field a batted ball.

PITCHING AREA is the area the width of the pitcher's plate (24 inches) up to six (6) feet behind the pitcher's plate.

PLAY OR PLAY BALL is the term used by the umpire to indicate that play shall begin or continue after a dead ball interval.

QUICK RETURN PITCH is a pitch made by a pitcher with the obvious attempt to catch the batter off guard and balance. This could be when the batter first takes his/her position in the

batter's box and before he/she is ready, or when the batter is still off balance from the previous pitch.

SACRIFICE FLY is any caught fair fly ball that permits a runner to SCORE a run after a caught fly ball is first touched.

SUSPENDED GAME is a game called before being completed which is to be completed at a later date.

TAG is the action of a fielder touching a base with any part of his/her body while holding the ball firmly and securely in his/her hand or glove. Also, tag refers to touching the runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.

THROW refers to the act of propelling the ball with the hand or arm toward a given objective and is always distinguished from the pitch.

TIME is the announcement by the umpire of a legal interruption of play, during which interval the ball becomes and remains dead until legally put back into play.

TRIPLE PLAY refers to any continuous play made by the defense in which three runners are put out, provided that there is no error made between the outs.

TURN AT BAT begins when it is any individual player's turn to bat, such as their name is listed at the top of the offensive team's batting order at the beginning of an inning; or when the batter listed immediately preceding them in the batting order completes their turn at bat by being put out or becoming a runner.

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