



2020 JPRD East Adult Softball Playing Rules

Our Leagues will be played with good sportsmanship. Although competition may become intense we expect our participants to be competitive while maintaining and demonstrating good sportsmanship. Sports are filled with competition, interpretations, and judgement calls and, as a result, disputes may occur. However, it is important that participants respect and handle these disputes in a civil manner.

Players are encouraged to obey the letter of the rulebook but acknowledge that the spirit and intent of the rules will always prevail. Whereas, a player may be obeying the literal interpretation of the rule book but not necessarily the spirit and intent of the rule. **In the event the letter of the rules can be interpreted in a manner that conflicts with the spirit and intent of the rulebook, we reserve the right to protect and apply the intent of the rule.**

Anything not covered in **Jefferson Parish Parks & Recreation Rules**, please refer to **Baseball Rules**. Any conflict between Baseball Rules and Parks and Recreation Rules will be decided by the **Department of Parks and Recreation**. Rules should be brought to games by coach or captains.

1.) UMPIRE/SCOREKEEPER FEES

A) Each team must pay one umpire before each game starts \$28.00. Should only (1) umpire show, each team shall pay \$18.00 to the umpire.

B) Each team shall pay the official scorer \$10 prior to the start of the game.

C) For the purpose of this rule, one complete inning or 10 minutes constitutes a game.

D) There is a ten minute grace period for the first game only. Teams must pay during this allotted time. Failure to do so will result in a forfeit. For the purpose of this rule, any grace period used counts as playing time.

E) **Forfeit Fee:** If a team forfeits that team must pay their forfeit fee before the next scheduled game, to include \$56.00 for the umpires and \$20.00 for the scorekeeper. **(Total \$76.00)**

2.) ROSTERS

A) Each team is allowed (18) active players on their roster.

B) Players may play in more than one Jefferson Parish Softball League. (Provided the leagues are different nights) **ONLY ONE TEAM PER NIGHT even if their bracket is finished!!** See rules for ineligible players.

C) Team Captains/Asst. must complete a roster addition form before any participant may be added to his/her team's roster. **This form must be filled out completely** and turned in to supervisor or scorekeeper. Roster addition forms can be found in the press box at LaSalle. Please see the supervisor or scorekeeper.

3.) SCHEDULES/PLAYOFFS

- A) The league will play a Round Robin Schedule.
- B) League Standings are kept in the press box at LaSalle Park and can be viewed on any game night.
- C) **All teams will make the Playoffs.**

4.) GAME TIME/RUN RULES

- A) On nights with (3) games, game times will be 6:30 pm, 7:45 pm and 9:00 pm.
- B) On nights with (2) games, game times will be 7:00 pm and 8:15 pm.
- C) Ten (10) minute grace for first game only. No grace period for second or third game. If a team has seven (7) players they must start the game.
- D) Regular Season: Seven (7) innings or 1:15 min **time limit, No new inning after 1:10.**
Championship Game: Seven (7) innings or 1:30 min time limit.
- E) **Run Rules: (15) after 4, (10) after 5.**

NOTE: Regular Season Only: If WHILE BATTING the visiting team is leading by a run rule and time expires, game is over.

5.) RAIN OUTS

- A) Information with regards to RAINOUTS should be available between 4pm and 5pm on game day. Captains will be notified via email and/or phone calls. **GAMES ARE ON UNLESS NOTIFIED BY LASALLE PARK STAFF.**
- B) Any **REGULAR SEASON** game rained out after four (4) complete innings or 3 ½ innings if the home team is ahead, shall constitute a complete game.
- C) Any rained out game that has not completed above said innings shall be rescheduled and be replayed in its entirety.
- D) Should a game rainout in the middle of an inning, the score shall revert back to the last completed inning (for a complete game).
- E) Any **PLAYOFF** game rained out (or stopped), shall resume from point of suspension.
- F) Rain Out Schedule will be emailed the last week of regular season. If you do not receive a schedule, please call 504-736-6999 ext 89311 or email Bobby at: Rledoux@jeffparish.net

6.) HOME TEAM

A) The Home Team will be listed last on schedule.

B) Home Team will bat last and **must** occupy third base dugout.

C) If scorer does not show, it is the responsibility of the **Home Team** to keep the score and turn in to the night supervisor on duty after game. If this does occur, please note on scoresheet that scorer was not present.

7.) PITCHING & BASE DISTANCES

PITCHING:

Men – 60 ft.

Women – 43 ft.

BASES:

Men – 80 ft.

Women – 60 ft.

8.) EQUIPMENT

A) No steel spikes or metal will be allowed at LaSalle Park. Players must wear shoes.

B) All catchers must wear a facemask.

C) **Balls:** Each team will furnish **(1) NEW** ball each game and have backup balls in “good” condition available if needed.

Men’s and Coed Leagues: Dudley Thunder ZN Softball USSSA Classic M (optic yellow, 12” softball)-You may only use the softballs stamped USSSA Classic M.

Women’s Leagues: Dudley Thunder ZN Softball USSSA Classic W (optic yellow, 11” softball)-You may only use the softballs stamped USSSA Classic W.

D) **BATS** - Players may use any official softball bat that bears the approval of either ASA or USSSA. The bat performance factor must be 1.20. No senior bats allowed (which has a BPF of 1.21).

1) Parks & Recreation reserves the right to deem any bat of exotic construction illegal at any time.

2) If a bat appears to be altered (painted, sanded, and/or any other fashion and the label on the bat cannot be read), the umpire/supervisor shall determine whether the bat shall be removed from the game. If bat is determined to be illegal, batter will be called “out” and will be ejected from the game. All base runners will return to the previous occupied base. For purpose of this rule, the illegal bat must have been used for at least one pitch and a pitch has not been thrown to the next batter.

3) Second Offense: In addition to the above, player(s) will be dropped from the league. Umpire’s/supervisor’s decision is final. No protest on game in question will be accepted. Program Director/Supervisor/Umpire reserves the right to examine any bat at any time. Any player(s) refusing to “show” a bat for examination purposes is subject to ejection!

4) The ASA or USSSA logo/stamp must appear on all bats used in all Parks & Recreation Softball Leagues.

9.) BALLS & STRIKES

- A) In Men's League - Batter will be out on three (3) strikes and receive a walk on five (5) balls.
- B) In Women's League – Batter will be out on three (3) strikes and receive a walk on four (4) balls.
- C) **2 Courtesy Foul Ball AFTER 2 strikes. Batter will be OUT on a 3rd Foul Ball (OUT OF PLAY) after 2 strikes.**
- D) No bunting or slapping allowed.

10.) PITCHING

MEN'S RULE- The pitcher will throw the ball easy, overhand, with or without an arc, or three-quarters or sidearm. No submarine pitches allowed (wrist/hand cannot drop below the elbow)! Umpire's judgement! If the umpire deems the pitch illegal, then the batter has the choice of the result of the play.

WOMEN'S RULE- The pitcher will throw the ball easy, underhand, with an arc.

- A) Pitcher is allowed to balk to all bases. (NO hidden ball trick).
- B) Pitchers will be warned about hard pitching and/or submarine pitching by the plate umpire.
 - 1) On the first warning, the pitch will be called a ball.
 - 2) Second warning is called a ball in addition to removal of pitcher from mound.
 - 3) If batter swings at an illegal pitch, he has a choice of a called ball or result of play. The pitcher will be eligible to stay in the game at another position, but may not return to the mound.

11.) LINEUPS

A) Lineups must be submitted to the official scorer five minutes prior to game time and should include team name and names of players (first and last name—NO NICKNAMES). **Team Captain must be designated on the scoresheet. This can be a player in or out the lineup.**

B) A team must have seven (7) offensive and defensive players to start a game; less than seven (7) players, team must forfeit. Do not take the field. Once the game starts, and a player is injured, ill, or ejected, a team may finish the game with less than seven (7) players and not forfeit.

C) Teams **MUST** bat at least 10 players, if available. When a team starts with less than 10 players, late arrivals, up to ten **MUST** be added to the lineup. **AT ANY TIME**, teams may choose to use an EH and bat more than (10) players up to (15) fifteen. ANY ten players in the batting lineup may play defensive at any time.

D) A SUBSTITUTE may enter the game only once. Once a substitute is taken out the game, he/she may not re-enter the game. All starters may re-enter the game in their original batting order once. All substitutes/re-entries must be reported to the scorekeeper and recorded on the score sheet.

E) Once a game starts and a player is removed from a game because of illness or injury **AND IS NOT REPLACED WITH A SUBSTITUTE**, an **Out** will be taken **ONCE** the next time through the order. Note: If the player is removed during his/her at bat and before it is complete, the out will be taken then.

F) Once a game starts and a player is **EJECTED, HE/SHE MAY NOT BE REPLACED WITH A SUBSTITUTE**, an **Out** will be taken **EVERY** time through the order. Note: If the player is ejected during his/her at bat and before it is complete, the out will be taken then **AND** every time through the order for the remainder of the game.

12.) **BASE RUNNING** - There is no stealing, but base runners may take a lead at own risk. If played for, runner is forced back to base and must be tagged out. **If the ball is overthrown on a pickoff attempt, at his own risk, ONLY the runner played for may advance one base if the next base is unoccupied.** Runner does not have to re-tag the base before advancing on an overthrow, but must **ATTEMPT** to go back to the previously occupied base before advancing. When runner reaches the next base safely, the ball shall become dead.

- A. Players may slide and /or dive to a base/plate.
- B. Sliding can be used to maintain control over one's body and not "bowl over" another player.
- C. Should a player maliciously "take out" another player, he/she shall be ejected from the game. Malicious intent will be the judgement call of the umpire.
- D. Any runner is out when he does not slide or attempt to get around any fielder who has the ball and is waiting to make the tag. **BOWLING OVER** is defined as a deliberate attempt to dislodge the ball by lowering the shoulder or throwing forearms into a player. This is a judgement call by the umpire. If the umpire considers the action to be flagrant, the player will be ejected.
- E. **Force Play Slide Rule** – Any runner **FORCED** to a base where a play is being made, **MUST EITHER SLIDE DIRECTLY INTO THE BASE AND STAY DOWN (NO POP SLIDE) OR GIVE THEMSELVES UP AND AVOID CONTACT WITH THE FIELDER.** If the base runner does not do this, and interferes with the fielder, the base runner and the batter runner will be called out. All other base runners shall return to the base they occupied at the time of the pitch.
- F. For all other base running rules, refer to the Official Baseball Rules.

13.) **COURTESY RUNNERS**

- A) The courtesy runner will be the last out.
- B) Courtesy runners will only be allowed, after the batter reaches first base safely (or whichever base he/she attains safely on the play).
- C) The courtesy runner (the last out) shall take his place on the base before a pitch is thrown to the next batter. If the last out needed a courtesy runner, no courtesy runner will be allowed.

D) If the wrong runner is detected AT ANYTIME, then the correct courtesy runner will be used. THIS IS NOT AN APPEAL PLAY AND AN OUT WILL NOT BE AWARDED.

1. First offense: Offensive Captain is warned.

2. Second offense: Offensive Captain is EJECTED.

E) At any time, in cases of illness or injury to a baserunner, and a substitute is not available, a courtesy runner will be allowed (the last out). In such cases, the injured shall NOT re-enter the game. And an Out will be taken ONCE the next time through the order.

F) When a team has batted around once in an inning (when the first batter of the inning comes to the plate for the second time in that same inning), the courtesy runner rule is nullified. No courtesy runners will be used during this time except for injury.

G) Should a base runner become injured after his/her team bats around once in the same inning, and a substitute is not available, the injured base runner may have a courtesy runner. The courtesy runner, in this case, will be the seventh batter removed in the batting order. This rule will also be used if there are no outs in the game. Rule 13 E will apply.

14.) HOME RUNS - Batters and Baserunners DO NOT have to run the bases on Home Runs hit over the fence.

15.) PLAYING RULES PROTESTS

A) Protests based on judgment calls by an umpire will not be permitted.

B) Protest MUST be made to the Home Plate Umpire at the point in question, before the next pitch or play, and recorded on the official scoresheet.

C) To avoid replaying games, every effort will be made to rule on the protest before the next pitch by the LaSalle Park Supervisor on duty. (Call Program Director if needed).

D) If Team Captain believes that the ruling on the field is wrong, he/she can protest the decision in writing to the Program Director by the end of the next work day.

16.) INELIGIBLE PLAYERS PROTEST

A) If at ANY Time and by ANY MEANS, a team is detected using an ineligible player, the guilty team will FORFEIT ALL GAMES in which the ineligible player/players played.

B) All ineligible players will be removed from the league for that season and placed on Administrative Probation for (1) year. Any further violation will result in the ineligible player being banned for (1) year and (1) season from ALL JPRD ADULT PROGRAMS.

C) Any Team Captain using an ineligible player will be placed on Administrative Probation for (1) year. Any further violation will result in the Team Captain being banned for (1) year and (1) season from ALL JPRD ADULT PROGRAMS.

D) Program Director or LaSalle Supervisor reserves the right to examine Driver's License/State ID of any player at any time.

E) Any Player playing under an assumed Name will be immediately removed from all JPRD Adult Programs for a period of (1) year and (1) season. (THIS PENALTY WILL BE IMPOSED ON THE TEAM CAPTAIN ALSO.)

17.) **MOVE UP/DOWN RULE** - Any team that wins **may be** moved "up" one bracket the following season. The team that places last in said league **may be** moved "down" one bracket the following season. **This decision will be based on the entire season's work, not just the playoffs or regular season.**

General Rules

NO ICE CHESTS ALLOWED IN LASALLE SPORTS COMPLEX.

Penalty:

First Offense: Violating player(s) will be ejected and must sit out team's next scheduled game.

Second Offense: Violating player(s) will be ejected from remainder of league and must sit out one year and a season before participating again.

1. TURF RULES

a. No smoking in the complex! A designated smoking area will be available adjacent to the parking lot and entrance gate. Additionally, no tobacco or tobacco products allowed in the complex, (this includes, but not limited to, chew/dip/snuff and/or vaping).

b. No seeds (to include peanuts) allowed in the complex!

c. No gum or taffy in the complex!

d. No steel spikes or metal allowed!

e. Violator(s) will be suspended from the premises for one week for the first offense (to include the parking lot). Player(s) will not be allowed to participate in their team's next played game. On the second offense, see Rule 6-Ejected Players. Additionally, team shall forfeit said game.

2. CONDUCT:

a. This is a recreational league; players must conduct themselves in a sportsmanlike manner at all times. Captains are responsible for the conduct of their teams.

b. **FIGHTING** - The following penalties shall be imposed on anyone caught fighting before, during, or after league games.

a. First offense – participant(s) shall sit out of all JPRD Adult leagues for one year and a season.

b. Second Offense – participant(s) shall be banned from all JPRD facilities for five (5) years.

- c. No swearing or profane language will be tolerated. Player(s) and/or spectators will be subject to ejection. For ejected player(s), the following rules will apply. Spectators will be suspended from the premises for one week (for first offense). The second offense, the spectator may be suspended for a year. Remember, this is a family-oriented facility.

3. EJECTED PLAYERS:

- a. Any player(s) ejected from a game will not be permitted to play in their team's next played game and will sit out of all Parks and Recreation leagues for one week (from the time of ejection).
- b. When a player(s) is ejected he/she must leave the premises to include the parking lot. Additionally, ejected player(s) may not be on the premises (to include the parking lot) the day/night of the game in which they must sit out.
- c. Should a player be ejected a second time he/she will automatically be dropped from his/her team's roster.
- d. If a team has players ejected from game on three playing nights, the team will be dropped from the league.
- e. Any player put out of a league will have to sit out of all JPRD leagues for one year and a season before participating again. (This includes misconduct, ineligibility, or any other situation Program Director deems necessary.)

9. FORFEITS

- a. A team that forfeits a game must pay a \$76 forfeit fee before the next scheduled game.
- b. If a team forfeits two (2) nights, they will be dropped automatically from the league. Parks & Recreation will decide the equitable way for replacement.

10. INSURANCE - Jefferson Parish Recreation Department does carry accident insurance. Should a participant sustain injury during league play, the injury must be:

- a. Reported to the night supervisor on duty that same night.

VERY IMPORTANT: All injuries must be reported to the night supervisor on duty, as he has forms to complete.

