

WILLAMSON COUNTY SOFTBALL RULES & REGULATIONS

1. In the event of rain or light failure if 40 minutes of playing time have been completed the game will be considered a complete game. The score of a called regulation game of 40 minutes shall be the score at the end of the last completed inning.
- 1A. In the event of rain or light failure and 4 ½ innings have been played and the home team is ahead this will be considered a complete game regardless of time. If games have not reached this point and 40 minutes have not been played, they will be replayed from the start.
2. **The Williamson County rainout number is 512-943-3366.** If games are rained out the rainout number will be updated by **4:00 pm**. If the rainout number has not been updated with the current day/date, you should assume you are playing and the umpires' will declare a field playable/unplayable! If the rainout number
3. **Forfeit Info:** Game time, as listed on the official league schedule, will be forfeiture time. No forfeit shall be declared earlier than the regularly scheduled starting time. This penalty cannot be waived by anyone.
 - a) Any team forfeiting two regularly scheduled games shall be subject to suspension from further league play. Teams can avoid the two forfeiture suspensions by notifying the WILCO Athletic Office in advance of game in question. If a team calls in to forfeit a game, and that game is deemed unplayable (rain out, light failure, etc), the forfeit will be nullified and the game will be rescheduled.
 - B) Teams must call 24-48 hours in advance if unable to make a game. Teams will be charged a forfeit fee plus unable to win league if notice is not given.
5. No games shall be postponed, EXCEPT for death of a manager or player. Teams must notify the WILCO Athletic Office if something such as a death has occurred. If the Wilco Athletic Office has not been notified we will do our best to have the game made up at a later date, there is no guarantee this can be done.
6. **Alcohol Consumption During Play: For safety reasons the consumption of alcohol may not occur during the game. Do not keep your beer or alcoholic beverage setting right outside the dugout and consume during the game. If an umpire visualizes this happening a warning will be provide to the Team and after that an immediate ejection from the game will occur. Do not bring any alcoholic or non alcoholic beverages in glass containers.**
7. **Warm up:** No infield prior to the game. After the first inning, no warm-up pitches or infield will be allowed. Three warm-up pitches will be allowed in slow pitch if there is change of pitchers.
8. No METAL spikes or cleats are allowed.
9. **Time:** Slow Pitch will have a 55-minute time limit. The umpire will start the clock when he/she says, "Home team take the field". When an inning has started, the inning must be completed unless the home team is at bat and leading in runs scored. The umpire will be the official timekeeper and scorekeeper. Teams have an obligation to check the scoreboard after each half inning to verify the score .keep your own scorebook as a backup!
10. **Game:** Slow-pitch teams may start with nine players; the missing tenth player shall be placed in the tenth batting position and shall be an automatic out. If the tenth player arrives, he/she must assume the tenth batting position. Teams starting with ten players may finish with nine, but the missing player in the line-up shall be an automatic out. The Extra Player (EP) may be used. A team may start with eleven players in their line-up, with any ten playing defense. Team may finish with ten players, but the missing player in the line-up shall be an automatic out. The EP may also be used in Co-Rec play. A team may start with twelve players in their line-up with any ten playing defense. The team may finish with eleven players, but the missing player in the line-up shall be an automatic out.

Note: All scorecards should be initialed by the manager or acting manager after the game.
11. **RUN RULE** will be in effect as follows:

Slow Pitch	.15 run rule after 4 innings 12 after 5 or 45 minutes of play
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12. **HOME RUN RULES:** Home Run = untouched ball, over the fence

Low Novice (D)	2 home run (batter out)
Low Intermediate (C)	4 home run (batter out)
Medium (B)	5 home runs (batter out)
High (A)	Unlimited home runs (batter out)

- After a team has hit it's number of Home Run's allowed by that division, any batter hitting another Home Run shall be an automatic out and runners may not advance (this is considered a Dead Ball Out).
- **One up Rule;**
If the manager from each team agrees (both MUST agree) to play one up this will be allowed in intermediate divisions only.

13. After time has expired or 7 innings played, tied ball games shall go to 1-Pitch play –3 balls, 2 strikes 1 foul ball. (A foul ball in 1-Pitch will be dead and the runners cannot advance on a catch). Play will continue until a winner is determined. All other rules remain in effect.
14. All league games (men's, women's, and co-rec) will start with a 1-1 count (1 ball and 1 strike). An extra foul ball (2) will be given on the 3rd strike. Note: First foul ball with two strikes will be live and runners can advance on a catch; second (extra) foul will be dead and runners cannot advance.
15. **TIE BREAKER** procedures for League Champions:
- 1) Best record in direct competition with all other tied teams.
 - 2) Run differential (runs scored minus runs allowed) between tied teams.
 - 3) Run differential in all games.
16. **GAME BALLS:** Teams will be required to furnish the umpire with one playable ball and the umpire has the right to reject any ball considered to be unplayable. All teams must have an additional ball ready in case both balls are fouled out of play.
- (1) Approved softballs must be factory stamped with **TAAF**, ASA, licensed trademark for slow pitch league play. Final judgment left to the umpire. Umpires **MUST** be able to read the stamp!
 - (2) In any division of slow pitch, if the balls are different (restricted and non-restricted flight), teams will be required to hit the ball they furnish.
 - (3) Women will hit the 11" ball, any stamp, in both women and co-rec leagues.
 - (4) Hot balls are NOT allowed!

**NEW! (5) ONLY BALLS WITH A COR .44 OR LESS WILL BE ALLOWED FOR LEAGUE PLAY.
COMPRESSION 375**

17. **Uniforms and helmets are NOT required for LEAGUE play. EXCEPTION:** Proper athletic shoes are required. No metal spikes or metal cleats will be permitted.

WARNING: Base manufacturers advise that sliding into a softball base represents a clear and present danger. A poorly executed slide may cause serious injury!

18. **THE DOUBLE FIRST BASE** is used to avoid collisions and consequent injuries at first base. When the batter hits the ball and there is a play at first base, the batter/runner must touch only the orange base or be ruled out by the umpire: the defensive player must touch only the white base. If there is no play at first base, (i.e. the batter hits a double or a clean base hit), the batter/runner can tag the white OR orange base and continue running to second base. Any runner reaching or passing first base will only use the white base after doing so. Clarification for 2000: On any force out attempt from the foul side of first base, or an errant or missed throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or orange portion; this includes overthrows.

19. **THE PINCH RUNNER RULE:** Pinch Runners are **NOT** allowed for any reason. If a player is injured and can not run the opposing team's manager must agree to allow the last batted out to run for the injured player. If the opposing team does not agree and the player can not run an out will be declared by the umpire.

20. **BLOOD RULE:** Any player who has blood on their body or uniform must clean and cover the wound and replace the soiled clothing before continuing play. If the player is a base runner (offense), he/she will be removed from the game and replaced with the player (same gender), who made the last out, with no substitution being charged; OR, the team may substitute and have regular substitution rules apply. If the player is on defense, he/she is removed and a substitution is made; OR, the team may play by the "short-handed rule" (see ASA Rule 4 Sec. 1). If the player is scheduled to bat within one inning after being notified of the situation, and fails to appear at bat, the batter will be skipped with no penalty. After one inning has elapsed and the batter has failed to appear at bat, an automatic out will be charged. NOTE: The Athletics Office strongly recommends that all players bring a change of clothing and medical supplies to the game. Also, it is recommended that teams utilize the EH rule, batting 11 or 12 players to avoid this situation.

21. **DIG-OUT RULE:** No "digging out" in the batter's box will be allowed. Any player digging out will be warned first, and if the player continues, he/she will be called out. This rule is to reduce the wear and tear in the batter's boxes.

22. **OPEN ROSTERS:** Adult league age is 16 years and older. Any person under age 16 must obtain a parental permission form from the Williamson County Parks Office before participating in any league game. It is possible for men to play on a women's team and women to play on a men's team, provided BOTH managers are in agreement. All Players must carry a valid Texas Driver's License or Government photo identification at all times in case of possible suspension enforcement. For 16 & 17 year old participant, a parental permission form must be signed prior to playing in the league and submitted to the Wilco Parks and Recreation Department Office.

23. Based on availability, league champions will be required to move up to the next highest division, "skipping" a season between move-up. Example: Spring League champions will move up in the Summer II League and Summer I champions will move up in the Fall League.

24. **CO-REC RULES:**

- (1) Men hit 12" cor .44 softballs and women hit 11" cor .44 softballs with a 375 or less comp. It is the managers and pitchers responsibility to hit or pitch the correct ball.
- (2) Automatic walk rule DOES apply to league play. If the male walks, (intentional or unintentional), it is an automatic two-base walk. The female has the option to hit or walk. NOTE: On an automatic walk it is not mandatory that the baserunner physically touch first base before going to second.
- (3) No metal spikes.
- (4) Offensive team must alternate batting line-up according to gender.
- (5) Defensively, teams may place players in any position on field.
- (6) Bases will be 65 feet
- (7) Unsportsmanlike conduct will not be tolerated and offender is subject to immediate removal from game.
- (8) The defensive player must give at least 50% of the base and base path to the runner. No deliberate blocking of base or base path.

25. Umpires will be appointed by the Williamson County Parks Office, and must be members of the Softball Umpires Association. Umpires are authorized and required to enforce all rules and regulations of the game. They have the power to order a player, coach or manager to do or omit to do any act, which in their judgment is necessary to give force and effect to one or all of these rules. ONLY TEAM MANAGERS MAY TALK TO UMPIRES ON THE FIELD DURING THE GAME! Assigned umpires will be in complete charge of the ballpark area from ten minutes before games begin until all spectators and players have left the ballpark area. Managers of teams will be responsible for the conduct of their players prior to, during and following the games. This includes curtailing any, and all, profanity and verbal abuse!

26. There will be a ZERO TOLERANCE POLICY for profanity, taunting, and "trash talking". Any player, manager, and/or coach will be ejected for the use of such. There will not be a warning and if is not protested, the player may or may not be replaced. In the event the player is not replaced, an automatic out will be charged when that player is scheduled to bat. A team may drop to a minimum of nine players -less than nine will constitute a forfeit.

27. **SUSPENSIONS: ANY PLAYER EJECTED FROM A GAME WILL HAVE 1 MINUTE TO VACATE THE PARK (IF REQUESTED BY THE UMPIRES). EJECTED PLAYERS REFUSING TO LEAVE THE PARK WILL BE GROUNDS FOR THE GAME TO BE FORFEITED. EJECTED PLAYERS WILL ALSO BE SUSPENDED FOR THE NEXT PLAYABLE GAME INVOLVING THAT TEAM and ANY OTHER TEAM at WILCO FOR AT LEAST ONE WEEK. FAILURE TO COMPLY WITH THIS RULE WILL CAUSE FORFEIT OF GAME BY TEAM THAT PLAYER IS ILLEGALLY PLAYING FOR.** Any player who strikes an official is automatically suspended until the case has been considered by a court of law. Assault and battery charges will be filed and if the player is found guilty, the player becomes suspended indefinitely. A player who pushes or otherwise molests an official is suspended for a minimum of one year from date of incident. Managers shall instruct their players to remain in the dugout during any dispute involving rule interpretation or unnecessary rough tactics between members or opposing team. Umpires will eject offending players and report those individuals to the Athletics office. Any player reported for harassing an umpire or staff member may be suspended depending on the severity of the encounter. Threats of bodily harm towards officials or staff members will be grounds for removal from the league.

28. **PROTEST:** In case of protest, the burden of proof will rest with the manager protesting. Any protest to be effective must be made to the umpire at the time of the play in question. A written protest accompanied by the protest fee of \$25.00 must be submitted within 48 hours to be accepted. (Saturday, Sunday and holidays will not count in the time limit). If the Protest Committee upholds protest, the \$25.00 will be donated to the Capital City Softball program. If decision is overturned, a refund of \$25.00 will be made. There will be no protests concerning player eligibility or umpire judgment calls.

29. **DISQUALIFICATION PROCEDURES AND APPEALS:** Any team and/or player who has been suspended from league play for any reason will be given a hearing prior to disqualification. The team or player shall be notified of the time, place and date of hearing. Should the accused fail to attend the hearing, the person conducting the hearing may proceed to take the evidence of those in attendance. The Board consists of two members of the Austin Softball Association, two members of the Austin Softball Umpires Association and a member of the Parks and Recreation Athletics staff. A team or player disqualified from league play may appeal to the Director of the Parks and Recreation or his appointed agent who shall determine if a fair hearing was held and equitable decision reached. The decision of the Director or appointed agent will be final. Any player, who desires to appeal, must notify the Director in writing of his intention to do so within one week after the mailing notice of disqualification. A team or team member may be disqualified for any of the following: unsportsmanlike conduct, abusive language, throwing bat in anger or disgust, intentional delay of game tactics, rough tactics against opposing player, intentional spiking, fighting, or playing while intoxicated.

30. **Player Suspension: Managers are responsible for reporting the ejection of a player within 24 hours of the occurrence. Umpires will report this as well, but we need to hear from the manager so we can get a complete picture of what happened to cause the ejection and obtain player information.**