

ST. CLAIR SHORES  
PARKS & RECREATION DEPARTMENT  
20000 Stephens Drive – St. Clair Shores, MI 48080  
(586) 445-5350



# ST. CLAIR SHORES ADULT SOFTBALL RULES

## 2024



This league is organized for the purpose of promoting and conducting amateur softball contests for the mutual benefit and enjoyment of the players for the furtherance of clean sportsmanship and kindly understanding between the teams, officials and all other persons involved with this program. The City of St. Clair Shores reserves the right to amend any rules that do not promote a fair playing field in all aspects of amateur softball. Our goal is to provide each player with a safe and healthy competitive environment to athletically participate in.

## **Rain-Out Phone Number (586) 899-1846**

### **A: ENTRY FEES:**

1. Sponsor entry fee is to be made payable to the City of St. Clair Shores.
2. All fees, including player's fees, must be paid prior to first scheduled game.
3. **Umpire fees of \$20 per team will be paid prior to the first pitch.**

### **B: ELIGIBILITY, CONTRACTS AND RELEASES**

1. Sunday night co-ed is an ASA open classified league.
2. Monday night league is classified ASA class 'C/D' for tournament purposes.
3. Tuesday night women's leagues are classified ASA class 'D'.
4. Thursday night league is classified ASA class 'C'.
5. All leagues are open to all residents and non-residents of St Clair Shores.
6. Each team shall consist of no more than 20 players. Each player must be 18 years of age as of June 1 of the current season and may not play on any SCS Baseball Association Team.
7. No player shall be on the roster, or participate on more than one (1) team in the same league.  
**PENALTY- TEAM USING ILLEGAL PLAYER FORFIETS THAT GAME AND ILLEGAL PLAYER IS SUSPENDED FOR 2 WEEKS OF COMPETITION AFTER PROTEST IS UPHELD. (THIS IS A LIABILITY ISSUE AND WILL NOT BE TAKEN LIGHTLY) THIS PENALTY INCLUDES PLAYING IN ANY OTHER LEAGUES IN THE ST. CLAIR SHORES SOFTBALL PROGRAM, REGULAR SEASON OR PLAYOFFS.**
8. Managers are responsible for the eligibility of their players and must, upon request, present any or all identification of players for purpose of inquiry or protest.
9. Contracts and rosters must be filled out completely. No player shall appear in the lineup of any team in that league unless their name is legally affixed to a contract, which should be on file with the City Recreation Department. Should any player not under contract be used, a protest may be filed, in accordance with Article F Section 2. The SCS Recreation Department reserves the right to forfeit any games and suspend players involved. If an illegal player is used in a game both the player and manager may be suspended for the balance of the season.
10. No team shall be allowed to add any players to its roster after the 8<sup>th</sup> scheduled game.
11. No team shall be allowed to use any new player in any playoff game with the exception of a medical release.
12. Any manager releasing a player must make in known in writing to the SCS Recreation Department.
13. Players under contract to a team remain property of that team until they are properly released, and the player has notified the SCS Recreation Department that they are withdrawing from that team.
14. In the event a player is lost to a team at any time during the season for medical reasons, said team shall be allowed to replace the player. The player shall go on the voluntary retired list and shall not be eligible to play with any other team in the league for the remainder of the season. A doctor's certificate, on his stationary, certifying the medical reasons, must be filled out before the new player may be used.
15. Only a player properly released one month prior to the end of the season, or one who has not played in the current year, may be signed to replace an injured player.
16. Any change in team manager must be filed in writing to the SCS Recreation Department, presenting new manager's name, address and phone number, within a period of 5 days after said change.
17. The manager, not the sponsor, will hold the franchise in any league.

### ***C: CONDUCT***

1. Any manager or other person, including players, who is asked to leave the field or ejected from the ballgame, is subject to immediate suspension. Managers shall be responsible at all times for the appearance and conduct of their players while at the site of competition. This includes but is not limited to the parking lot, and all surrounding areas of Kyte Monroe Park. Failure of managers, coaches, players and other personnel to conduct themselves in an orderly manner could result in suspension.
2. Any player or other personnel striking or physically threatening an umpire shall be suspended for the remainder of the season and, depending on severity, may be brought against the Metro Detroit ASA Board for further banishment from the game of softball. Any player or other personnel striking a spectator or member of the opposing team shall be suspended for 2 weeks of competition. Further action may be taken by the Recreation Department. Any player or other personnel guilty of inciting a riot shall be suspended for the balance of the calendar year and may face the Metro Detroit ASA Board for further disciplinary actions. Players' ejections will be handled on an individual basis utilizing the guidelines of suspension as 2 weeks of competition.
3. Any player who is ejected will be required to leave the facility and be out of sight and sound of the diamond. Failure to do so in a timely manner may result in a forfeit by his/her team.
4. Alcohol is prohibited in any City of St. Clair Shores park and is grounds for ejection/ suspension.
5. EJECTIONS/ SUSPENSIONS- the SCS softball committee will judge all ejections on its basis for suspension. The committee will be comprised of the league director and the umpire-in-chief. Any ejection that incurs a multiple game suspension will be issued in weeks, not number of games. This will exclude the suspended ball player from participating in any games within the SCS softball program for that many weeks. The committee reserves the right, for less severe issues, for the suspension of the participant to in number of games in that league, rather than number of weeks. This will include all other leagues the player may participate in whether it be regular season or playoff contests.
6. ***WARNING- FAKE TAGS, INTENTIONALLY THROWING A BAT WITH FORCE, INTENTIONAL PROFANITY OR DESTRUCTIVE BEHAVIOR ARE GROUNDS FOR IMMEDIATE EJECTION.***

### ***D: SCHEDULES***

1. All league games shall be played on dates, times and places designated by the SCS Recreation Department. The City of St. Clair Shores reserves the right to change, amend or accommodate situations with any scheduled game due to any circumstance as seen fit with ample notice to all teams and officials involved. Game times and time limits shall be in effect as per listed on the schedule. Game time is forfeit time. A 5-minute grace period shall be allowed on all games, with the amount of time being deducted from the time limit. In the case of a game running over time limit, the 5-minute grace period shall begin on the last out of the previous game.
2. The playoff schedule, if any shall be determined by the Recreation Department.
3. Time limit shall be used in all playoff games except the championship game. Mercy rule will be in effect throughout all games played.
4. Any team that forfeits 2 games in succession or three during the season may be suspended for the remainder of the season. In such case, forfeits are awarded a 7-0 score to the opposing team in any un-played game. Should a forfeit occur in the middle of the game, a score of 7 runs or the runs scored (whichever is greater) shall be credited, and the team forfeiting shall be given a score of 0.
5. Make up games will be schedule at the discretion of the SCS Recreation Department with ample notice to the managers.
6. A rain out number will be listed on the schedules. We ask that you call that number if there is any doubt regarding field conditions. Otherwise, please show up at the field unless you are notified beforehand by the Recreation Department. The rainout recording is not updated until 4:00pm, when the park staff makes a determination if the fields can be made ready for play. Do not call before 4:30 pm on any given day.

### ***E: GENERAL PLAYING RULES***

1. The playing rules of the Amateur Softball Association shall prevail in this league, if not amended within these rules.
2. The playing balls shall be a 12-inch ASA approved softball with a CORE rating not greater than .44. Balls are supplied by the City of St. Clair Shores. EXCEPTION: WOMEN'S LEAGUES.
3. **The bat must have either the ASA 2000, 2004 or 2013 certification stamp and not be listed on the current 'Banned Bat List' to be used. Bats will be checked before each game to ensure the safety of all participants. For a list of banned bats go to the following website [www.softball.org/about/certified\\_equipment.asp](http://www.softball.org/about/certified_equipment.asp)**



4. On a home run- all runners do not have to touch all the bases. As soon as the ball leaves the playing field and is called a home run by the umpire, all runners vacate their bases and all runs are scored. No dead ball appeals can be made on a home run.
5. The following distances and dimensions shall be official:
  - a. **The distance between all bases shall be 70 feet for All Adult Softball Leagues**
  - b. The pitching distance shall be 50 feet from the back point of the plate to the front of the pitching rubber.
6. **No metal spikes of any kind are allowed. PENALTY: If a player is caught- they are asked to change the shoes. If the player refuses to change the spikes- they will be ejected.**
7. Seven innings shall constitute a complete game. In the event of a tie, at the end of seven innings, time permitting, the game will be continued until time limit expires or the game is won. In the case of rain or power outages, 4 ½ innings (if the home team is ahead) or 5 innings will constitute an official game. All games will have a 1 hour and 10 minute time limit in effect. No inning will begin after the 70 minutes have expired. This time begins when team personnel walks away from the plate meeting with the umpire.
8. **Mercy Rule- when a team is ahead by 15 runs after 4 innings or when a team is ahead by 12 runs or more after either 4-½ innings (if the home team is leading), or at the completion of at least 5 complete innings the game is ended. The team facing the deficit must have their opportunity to bat in the inning to make the game complete.**
9. A team may start a game with no less than 8 players. A team playing with 8 players may add players up to 10. When a legal player arrives, he/she will be put into the line up in the last spot available. The player may enter the game when they are ready to play the game and between batters.
10. There shall be no batting practice from home plate prior any game.
11. A team may insert 2 extra players anywhere in the lineup to start the game. Once the game has begun with 10 players, the extra player may not be used. Player must be present to be in the lineup. Any 10 of the 12 may play defense in that half of the inning. If the extra player is lost during the game it becomes an out in that spot in the batting order.
12. A team must finish with no less than 8 players PENALTY- FORFEIT. Exception- if two players from the same team are ejected in the same game- the game is over.
13. Intentional walks- the pitcher or manager may make it known to the umpire their intent of an intentional walk. No pitches need to be thrown; the batter is awarded 1<sup>st</sup> base and all runners advance if forced.
14. Interference will be called if no attempt by a runner to avoid contact with a fielder is made. If intentional or malicious contact is made, the player will be out and ejected from the ball game.
15. Courtesy runners- 3 courtesy runners are allowed per game. This runner will be the last out. If an out has not occurred in the first inning, the courtesy runner will be the last batter in the lineup. If the courtesy runner is still on base when their turn comes up to bat an out is recorded in that batting position and the game continues with the next batter stepping to the plate. If it is the third out the inning is over.

16. Base runners may leave the base when the pitch breaks the front plane of the plate. Stealing of bases is not allowed. A runner may be called out for leaving the base before the ball crosses the plate.
17. Pitching- a legal delivery is a ball pitched to the batter underhand at a moderate speed with a perceptible arc of not less than 6 feet and not more than *10 FEET* from the ground and reaches the plate in the air. NOTE: speed and height are the judgment of the umpire. After each pitch not hit the ball is to be returned to the pitcher by the catcher. See ASA Rule #6 Slow Pitch for the complete pitching rule.
18. Strike Zone- is that area over home plate, which is not higher than the batters back shoulder nor lower than their front knee when the batter assumes their normal stance at the center of the plate. This is a judgment call and will not be questioned at any time.
19. All games will use a 3 ball 2 strike counts. 3 balls = base on balls; 2 Strikes = strike out. After one strike on the hitter, the batter has one pitch to 'waste'. The second foul ball after one strike is an out.
20. Home team is responsible for keeping score and the **winning team** for turning in the official score sheet and will call the score in to the Recreation department on Monday morning. First initials and last names must be on all score sheets in order to be official.
21. Only the team manager, in a professional manner, can question an umpire's decision.
22. The Recreation Director will make an evaluation of inclement weather if the days estimated high does not exceed 45 degrees for the day. This evaluation will also be determined using the latest weather forecast not more than 6 hours before game time. The rainout phone number will be updated as the decision is made.

#### ***F: PROTESTS***

1. Rule interpretation- the game is stopped and the following information is recorded on the score sheet.
  - a. Date and time of protest
  - b. Game situation- inning, score, runners, outs, count, and time left in time limit.
  - c. What rule is being misinterpreted- complete detailed description agreed on by protesting manager and written by umpire. Both managers and umpire sign.
  - d. Deliver \$50 (CASH ONLY) to SCS Recreation Department within 24 hours of protest for processing.
  - e. League Director, Umpire-in-Chief and player representative will settle protest and rule within 2 business days.
    - i. If upheld- money returned to manager and game is replayed from that point
    - ii. If overruled- money is kept by SCS and game stands as called.
2. Player eligibility- this protest must be made known to the umpire before the last out of the game. Because rosters are not at the site of competition this will have to be ruled on in the following manner.
  - a. The umpire will ask the player in question to produce identification. If the name matches that on the lineup but there is a question as to them being on the official roster SEE b.
  - b. If the player does not have identification, the following information will be recorded
    - i. Player in questions name and signature, date of birth and home phone number.
    - ii. Both managers and umpires signatures as witnesses that the individual signed it.
    - iii. Deliver \$50 (CASH ONLY) to SCS Recreation Department within 24 hours for processing.
      1. If upheld- money returned to manager game is forfeited to offended team. Player is suspended for 2 weeks of competition.
      2. If overruled- money is kept by SCS and game stands as called.

**REFUSAL OF PLAYER IN QUESTION TO SIGN SCORE SHEET ADMITS GUILT AND GAME IS FORFEITED AT THAT POINT. PLAYERS NAME AND MANAGER USING SUCH PLAYER ARE AUTOMATICALLY SUSPENDED FOR 2 WEEKS.**

## **INDIVIDUAL LEAGUE RULES**

### ***G: CO-ED PLAYING RULES***

1. A team may start with no less than 8 players (must be 4 women and 4 men). A team may play a game with 9 players only if the players are 4 men and 5 women with the 10<sup>th</sup> spot in the lineup being an automatic out. The number of men can never out weigh the number of women on the field.
2. Team entry fees are paid to the City of St. Clair Shores.
3. The batting order must rotate between male and female throughout.
4. Player's defensive positions must be 2 females and 2 males on the infield and out field. If the pitcher is a female, the catcher must be a male and vice versa
5. The 12-inch softball only will be used throughout the season.
6. If a ball is hit to a female fielder, a male cannot intentionally cut her off to get the ball. This will be up to the umpire's discretion. The only exception is the catcher's position on a play at the plate.
7. All outfielders must take a position not closer to the plate than the cut of the outfield grass. Five-person infield is illegal in coed softball
9. A team may insert 2 extra players into their lineup. If used there must be two; one male and one female player. The batting order must remain the same. However, any 10 of the 12 can take a defensive position throughout the game. It is not mandatory for a team to use extra players, but failure to have these players in the lineup prior to the first pitch precludes the use of extra players. Players must be present to be used in any position in the lineup. If extra players are used, they must be used throughout the game. Failure to finish the game less 2 players than the number started with is a forfeited game.
10. No intentional walks to men are allowed. If a man draws a walk, he will be awarded second base. With less than 2 outs the following female must bat. With 2 outs she will have the option to hit or take a walk and be awarded first base.
11. Each team will be allowed 3 courtesy runners per game.
12. Courtesy runners will be used for same sex only and must be the last out (male for male/ female for female). If the courtesy runner is still on base when their turn comes up in the batting order, that spot in the batting order is an out and play continues. If it is the third out, the inning is over.
13. Crop tops, halter tops, bare midriffs and extremely short shorts will not be allowed as part of a uniform. Players not conforming to this rule will not be allowed to play in any game until she has changed into proper attire.
14. Coed has a homerun limit of 3 and the '1-up' rule will apply over 3. Opposing teams can increase their total home runs for the game not more than 1 greater than the opposition. Homeruns hit over the outfield fence are recorded. Homeruns hit within the boundaries of play are not recorded.
15. Check the following website for the updated ASA ban bat list,  
[www.softball.org/about/certified\\_equipment.asp](http://www.softball.org/about/certified_equipment.asp)

### ***H: MEN'S CLASS 'D'***

1. HOME RUN LIMIT-for this league will be 3 home runs by each team per game and the '1-up' rule will apply after the limit is met. Opposing teams can increase their total home runs for the game not more than 1 greater than the opposition. Any home runs hit in excess of the allotted 3 or more than one over the opposition will be a dead ball out and all runners return to the last base touched at the time of the pitch.
2. All legal bases must be touched in legal order on home runs hit within the limit.
3. Limit of 3 courtesy runners per team, per game may be used. Runner must be last out made.
4. Mercy rule and time limit are in effect for all games, regular season and playoffs. Exception: championship game will have no time limit; however, the mercy rule will be in effect.

## **I: WOMEN'S CLASS 'D'**

1. This organization is to be known as St. Clair Shores Women's Softball Association (SCSWSA)
2. All representatives must be a current manager, coach or player in any of the divisions.
3. Team entry fees are paid to the City of St. Clair Shores.
4. All rosters are frozen on July 1<sup>st</sup> of the current season and no changes may be made for any reason for the duration of the season.
5. The game balls will be provided by St. Clair Shores Recreation Department and shall be 11' and rated for ASA competition.
6. **The bat must have either the ASA 2000 or 2004 certification stamp and not be listed on the current 'Banned Bat List' to be used. Any audible signs of wear will also deem the bat banned for use. Bats will be checked before each game to ensure the safety of all participants. For a list of banned bats go to the following website [www.softball.org/about/certified\\_equipment.asp](http://www.softball.org/about/certified_equipment.asp)**
7. Playoff schedule will be set by SCSWSA and will use the Mercy rule throughout. The time limit will be used on all playoff games except the Semi-finals and Championship games.
8. All games will use a 3 ball 2 strike counts. 3 balls = base on balls; 2 Strikes = strike out. After one strike on the hitter, the batter has one pitch to 'waste'. The second foul ball after one strike is an out.
9. Extra players may be used in all women's games. A maximum of 2 extra players, placed anywhere in the lineup, at the beginning of the game. Any 10 of the 12 may play defense in their half of that inning. If extra players are to be used, they must be used at the beginning of the game and used throughout. The players must be present to start the game as an extra player and once the game has begun extra players may not be added.
10. Crop tops, halter tops, bare midriffs and extremely short shorts will not be allowed as part of a uniform. Players not conforming to this rule will not be allowed to play in any game until she has changed into proper attire.
11. All rosters will be frozen after the completion of the 8<sup>th</sup> game.

## **J: MEN'S CLASS 'C'**

1. HOME RUN LIMIT-for this league will be 3 home runs by each team per game and the '1-up' rule will apply after the limit is met. Opposing teams can increase their total home runs for the game not more than 1 greater than the opposition. Any home runs hit in excess of the allotted 3 or more than one over the opposition will be a dead ball out and all runners return to the last base touched at the time of the pitch.
2. Limit of 3 courtesy runners per team, per game may be used. Runner must be last out made.
3. Mercy rule and time limit are in effect for all games, regular season and playoffs. Exception: championship game will have no time limit; however, the mercy rule will be in effect.