

MACEDONIA ADULT SOFTBALL LEAGUE RULES

AGE AND LIABILITY:

1. Players must be 18 years of age and out of high school by the first scheduled game to participate in any adult softball league.
2. The MPRD does not provide medical protection or insurance and assumes no liability for injuries a player may incur while participating in a softball league.

TEAM ROSTER:

1. A maximum roster of 20 players will be permitted.
2. All managers must have the team roster form completed by each person on the roster. The form must be completely filled out and signed by the player. Completed roster must be turned in by the 1st week of the season.
3. For a player to be playoff eligible, they must play in 50% of the regular season games.

MACEDONIA PARKS & RECREATION DEPARTMENT REGULATIONS:

1. The Macedonia Parks and Recreation will have final say over any and all issues pertaining to recreation programs.
2. **Absolutely NO alcohol or drugs are allowed on city property. Any player(s) drinking or using drugs before, during or after the game on city property will be suspended indefinitely.**

PLAYER LIMITS:

1. A minimum of eight (8) players is needed to start and complete each game.
2. Each team is limited to (20) players on its roster. No players may be added after the 2nd week of the season.

MANAGERS:

1. One official manager shall be designated by each team and shall function as the agent of that team. All questions or problems should be passed through the team manager. All changes regarding rules, schedules, or game times will be passed through the managers via e-mail. Please call your manager for any questions.
2. In the absence of a team manager, a person designated by the manager may act in his/her capacity at games, or meetings. This person accepts all the responsibilities of the manager.

PLAYER CONDUCT/PHYSICAL ASSAULT:

1. Any physical assault or unwanted contact upon any person will automatically result in an indefinite suspension from all recreation programs.
2. Managers are expected to control their team members at all times.
3. Any use of profanity, throwing of equipment, verbal threats/abuse is justification for an ejection from the game, at the umpire's discretion.

EJECTION FROM GAME:

1. Any player, manager, or spectator ejected from a game for unsportsmanlike conduct will draw an AUTOMATIC SUSPENSION from the next game played by his/her team and may be suspended for additional time pending a review.
2. Any person ejected from a game must leave the area of the playing field immediately. That includes parking lots and any adjoining properties to the ball field. Failure to do so will result in a team forfeit.
3. During a person's suspension, suspended individuals may NOT be in area of playing field or on adjoining properties.
4. The Manager is responsible to make sure that the ejected player from his team does not play next game. If the ejected player participates in the game, in any way, the game will be declared a forfeit even after the game is

completed. The manager must inform the Recreation Supervisor, before the next scheduled game, if a player is ejected and the details that lead up to the ejection.

5. A second ejection of the same player during one season will result in suspension for rest of the season.

UNIFORMS AND EQUIPMENT:

1. Metal cleats or spikes are prohibited.
2. Bats: USSSA, ASA, or One Nation Certified (stamp must be on the bat) Illegal bats will result in the player using the illegal bat being ejected and a substitute player will not be allowed.
3. A COR .40 One Nation ball will be used; each team will be provided with 12 balls.
4. Team shirts with numbers are required by the 3rd week of the season and are the responsibility of the team or sponsor. Teams that do not comply will forfeit HOME FIELD advantage that week.

FORFEITS:

1. Forfeit time is 10 min. after the scheduled start of the game. The umpire's watch will be used to decide forfeits. Forfeit time for the second game of the double-header is 10 min. after that game's scheduled time. Exception: If no one from the other team shows up within the forfeit time for the first game, the second game shall automatically be forfeited. There will be NO "grace period" for the games. Exception: If the manager of the team who is on time and ready to play agrees to play the game even though the other team is short players or late the game may be played without a forfeit.
2. False information furnished by a player and/or manager may be cause for suspension of the player and/or manager and forfeiture of all games.
3. The team forfeiting is responsible to contact the league no later than 2pm on the day the games will be played. Failure to do so will result in the forfeiting team paying the umpire fees for both teams.
4. If a team forfeits on 2 or more occasions, the team may be removed from the league without a refund.
5. Teams must make the original scheduled games, NO "make-up" games will be granted unless it is a result of inclement weather. If a team cannot make their originally scheduled game they will need to forfeit.

CANCELLATION OF GAMES:

1. An email to the address provided by the manager will be sent if games are canceled prior to game time. When poor weather occurs near game time the umpire will make cancellation decisions on-site. Four innings constitutes an official game. Games canceled before being an official game will be played in their entirety at a later date.
2. Make-up games will be played the next available date after the rainout, unless otherwise arranged.

SEVERE WEATHER POLICIES:

1. If lightning is detected, the umpire will suspend play for 10-minutes immediately. If lightning is still present after 30 minutes, the games are automatically canceled.
2. There may be instances when a storm moves into the area rather rapidly and without much warning. In this case the supervisor or umpire may need to take appropriate actions to clear the field immediately. The umpire should wait 30 minutes before officially canceling a game due to a severe storm. This is the judgement of the supervisor and/or umpire.

GROUND RULES:

The umpires and both managers, prior to the beginning of the games, should establish ground rules for individual fields, and review rules specific to the Macedonia softball leagues.

PROTESTS:

1. A picture ID is required as proof of eligibility during ALL games. Any team can ask for a roster check if player eligibility is in question during the season or playoffs. If one cannot produce an ID upon request and/or the player is ruled ineligible the offending team forfeits the game(s).

2. Protests during regular season games or playoffs will not be considered except pertaining to eligibility of a player.
3. ALL rule violations will be corrected at time they were violated. Game decisions by the umpires will stand.

LEAGUE STANDINGS:

1. Standings will be updated weekly and posted on www.MacRec.com/adult-sports
2. End of season Playoff Tournament will be a double elimination format with 1 hour limit on games.

AWARDS:

Team trophy will be awarded to the league champion and runner-up.

LEAGUE TIE BREAKERS

Tiebreakers will be decided by:

1. Winning Percentage
2. Head-to-Head Competition
3. Average Run Differential
4. Average Runs against
5. Forfeits

ONE NATION LEAGUE RULES

1. One Nation rules available at [One Nation Rule Book \(onenationslowpitch.com\)](http://onenationslowpitch.com)

SPECIFIC MACEDONIA LEAGUE RULES

1. Teams will play doubleheaders each night except during playoff tournament.
2. An orange safety base will be used at 1st base for all games.
3. The scheduled length of all games will be seven innings. Four innings will constitute a legal game. All games have a 60-minute time limit. If the 60-minute time limit is reached and the game is tied, one "extra" inning will be played to try and break the tie. If the game is still tied after the one "extra" inning the game is complete and will result in a tie. Time limits will not be in effect for playoff games.
4. The home team keeps the official scorebook, both teams verify the score after each half inning with the umpire.
5. Courtesy Runner Rule: One courtesy runner per inning (one time) may be used. The courtesy runner can be any player in the lineup. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out.
6. Mercy Rule: will be 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings. The second game will start immediately after the first game.
7. Each team will receive 12 game balls supplied by the MPRD at the start of the season. Please retrieve all home run and foul balls if possible.
8. A player, coach, or spectator will do no maintenance to any field.
9. Two extra hitters (EH) are permitted to allow up to 12 hitters. Only ten can play in the field at one time. The 10 position players and the 2 EH may enter and re-enter the field.
10. One Nation rules apply unless otherwise specified.
11. Home team for play-off tournament is determined by the team with the best regular season record.
12. Bases 70' and pitcher's mound at 50'.
13. Sliding is allowed.
14. All batters begin with a 1 – 1 count on them. There is no free foul once you have 2 strikes, the ball must be hit fair or will be an out.
15. Five homerun per game limit. Subsequent homeruns count as outs. An inside-the-park homerun does not count towards the limit.

16. Umpires Fees: The umpire fee is required to be paid at the start of each game on the field in cash by each team manager/representative. The umpire fee is \$35 per team per night.

17. The team forfeiting is responsible to contact the league no later than 2pm on the day the games will be played. Failure to do so will result in the forfeiting team paying the umpire fees for both teams. The forfeiting team will need to pay the league before the start of their next game.

ADDITIONAL COED RULES

1. A maximum of eleven players can be in the field at one time. Four of those fielders must be female.
2. If you do not have 4 females, you will receive an out for each missing female each time that spot comes up in the lineup.
3. Outfielders may not pass the painted line in the outfield until the batter has contacted the ball. Infractions will result in an automatic base hit for the batter.
4. Courtesy Runner Rule: Any male player in the lineup can run for any male, and any female player in the lineup can run for any female. Both a male and a female player may opt for a courtesy runner in each inning. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out.
5. Anytime a male walks with a female up next, he automatically gets 2 bases. If there are 2 outs, the female has the option to walk. If there are less than 2 outs, the female hits. All other situations are just a normal walk, one base for the hitter.
6. Mercy Rule will be 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings.
7. Five homerun per game limit. Subsequent homeruns count as outs. An inside-the-park homerun does not count towards the limit.
8. There is a safety bag at home plate. This is a separate bag that is away from home plate to get rid of home plate collisions. If you do not go to the safety bag you will be called out regardless if there is a play at home or not. Plays at the plate are like throwing to first base, with no tag being required of the runner just a foot on the plate and the ball in the glove.