



CITY OF KINGSPORT PARKS AND RECREATION
SLOW PITCH SOFTBALL RULES AND POLICIES

Men's Open, Industrial, & Church Leagues

Article I: Sponsoring Organization

- 1) City of Kingsport Parks and Recreation: Hereinafter designated as KPR.

Article II: Purpose

- 1) To promote softball on a well-organized basis where good sportsmanship and fair play will be practiced at all times.

Article III: League Definitions

Men's Open:

- 1) Any player that meets the age and roster requirements set forth by the KPR will be eligible to participate in the Men's Open Division.

Industrial:

- 1) Industrial league players must be full time employees of one company or government subdivision; i.e. police, firemen, teacher, contractor, etc. and be employed by the firm as of March 1 of current year (dependent children over the age of 16 may also play).
- 2) A player must work the minimum number of hours per week normally worked in the industry by a full time employee.
- 3) A person whose spouse works full time may play for a team that is sponsored by the industry where the spouse works.
- 4) A player who is on temporary lay-off with seniority after February 1st of current year for no more that 90 days qualifies as a full time employee. THIS LAY-OFF MUST BE VERIFIED BY WRITTEN STATEMENT FROM THE EMPLOYER TO QUALIFY AS A FULL TIME EMPLOYEE.

Church:

- 1) All players on the roster must be members of the sponsoring church, or the must attend the sponsoring church regularly (twice monthly) year round.
- 2) Pick-up players are limited to (2) players for the softball season (Must be designated as PU beside name on roster), and must be players attending the sponsoring church regularly (twice monthly) during playing season.
- 3) A player that is a member of any church that sponsors a team is ineligible to play on any other church team.
- 4) No player will be eligible to play for a different church team in the same sport before sitting out for a period of one year; unless that player transfers his/her membership or joins as a new member at least two weeks prior to the start of the regular season of play.
- 5) Two churches may merge providing a team cannot be fielded by either church and upon approval by the Athletic Director. However; in this case, pick-up players may not be added to the roster.

Article IV: League Rules – ASA Rules will prevail except for local league and ground rules.

League Director is Athletic Coordinator and Staff

Section I: Rosters

- 1) Each League will be limited to no more than twenty (20) players per team.
- 2) All players must be at least sixteen (16) years of age as of Jan 1st of the current season to be eligible for league play.
- 3) A player must be able to provide, upon any official request, acceptable identification.
- 4) Each player is to play under a written contract, signed by the player and coach.
 - a. All contracts and rosters must be on file in the KPR office at the Kingsport Civic Auditorium before the first scheduled practice of the season.
 - b. Players signed after the first game of the season must have a signed contract in the KPR office before they play.
 - c. NO NEW PLAYERS ADDED TO TEAM ROSTERS AFTER ONE-HALF (1/2) OF SCHEDULED LEAGUE GAMES HAVE BEEN PLAYED.
 - d. If a player is on a team's roster and has played with that team in one game he or she is locked in with that team.
 - e. To avoid a forfeit, a team is allowed to pick up one player from another team to make (9), not (10). The team avoiding a forfeit must have (8) players of their own for this rule to take effect. If that team does not have (8) players of their own, the game will result in a forfeit.
 - f. In post season play, teams will not be able to pick up, PERIOD.
- 5) A team may start and finish a game with nine players.
 - a. If a tenth player arrives after the start of the game, he/she must be put in the tenth batting position.
 - b. An eleventh player or extra hitter may NOT be added after the starting line-up is turned in to the scorekeeper.
- 6) Non-residents of the City of Kingsport must pay a fee to play.
 - a. The amount of this fee will be set by the Kingsport BMA (\$12) and is not transferable.
 - b. Any player, coach, manager, or sponsor found guilty of falsifying the residential address of a player or players will result in a penalty to be determined by the KPR!!!
 - c. If the penalty should result in a player or team being suspended from the league, all fees paid will be forfeited.
- 7) If for any reason, a team or player is suspended from the league or voluntarily decides not to participate after the schedules are made all fees will be forfeited.

Section II: Uniforms

- 1) Each team's players must wear jerseys identical in color with a six inch number on either the front or the back of the jersey by the fourth (4th) scheduled game (EXCEPTION: Letter from supplier, on file in KPR Athletic Office, stating jerseys are on order).
- 2) No metal cleats will be allowed for KPR play.

Section III: Game Time

- 1) ALL FIRST GAMES AT EACH FIELD WILL BEGIN AS SCHEDULED!!!
- 2) NO GRACE PERIOD!!!
- 3) All games to follow will start as scheduled with NO MORE THAN TEN MINUTES between games.
 - a. If the preceding game is a forfeit, the next game will begin as scheduled unless both teams agree to an earlier starting time
 - b. No game will begin any earlier than thirty minutes before scheduled starting time.

- 4) NO INFIELD PRACTICE BEFORE GAMES!!!
- 5) Playing time of a game is limited to sixty (60) minutes.
- 6) No new inning is to begin after time expires.
 - a. Exception: Tie game.
- 7) Seven innings will constitute a regulation game.
- 8) If weather or other unforeseen conditions terminate a game before five innings (4 ½ if HOME team is ahead), the game will be replayed at a date and time to be set by the KPR.

Section IV: Home Run Limit

- 1) There will be a limit of five (5) home runs in each league.
- 2) When home runs are hit, players advance one base and come off the field to the dugout.
- 3) After the fifth (out of the park) home run, batters will be declared out and runners will not advance.

Section V: Stealing

- 1) Stealing – runners may advance at their own risk when the ball reaches home plate, or if the pitcher has the ball and is not in the vicinity of the pitching plate.
- 2) If a runner stops or is clearly not advancing when the catcher releases the ball to the pitcher (who is in the vicinity of the pitcher's plate) and the pitcher catches the ball, the play is ruled dead and all runner(s) are returned to the last base legally touched.
- 3) If the pitcher does not catch the ball or have possession of the ball while in the vicinity of the pitcher's mound, the ball remains live and the runner(s) may advance.
- 4) Runners may not advance if the pitched ball hits the batter, hits the ground before reaching the front edge of home plate, or hits home plate. The ball is dead and a ball will be awarded to the batter.
- 5) The pitcher may cover any base on an attempted put out and if a play is being made on a runner off the base, the ball remains live.
- 6) A pitched ball that hits behind home plate and strikes the umpire, or a thrown ball by the catcher that hits the umpire, remains live and runners may advance.

Section VI: Game Balls

- 1) Each team must provide one (1) 12" ASA Approved .44 core .375 compression softball.
- 2) Teams may hit their ball in the first inning.
- 3) After the first inning, teams must hit the ball put in to play by the umpire.
- 4) When a ball is hit or thrown out of playing area, the team at bat must provide an acceptable ball (to home plate umpire).

Section VII: Protest

- 1) All protest must be made to game officials when the incident occurs or when it becomes knowledgeable of a violation.
- 2) A \$50.00 CASH protest fee must be submitted with oral protest to the game officials.
- 3) All protest must be submitted in writing to the Athletic Office within twenty-four (24) hours after the protest is announced.
- 4) If a protest is made, it must be followed through.
- 5) Protest must be in compliance with ASA procedures as outlined in the ASA Rule Book and the local league rules.
- 6) Penalty for noncompliance will make the protest null and void.
- 7) If the protest is upheld, the fee will be refunded.
- 8) BURDEN OF PROOF IS ON THE ACCUSER!!!

- 9) A protest committee appointed by the Athletic Staff will decide all matters of protest that may be out of an official's decision.
- 10) Protests made because of an ineligible player will be decided by the League Director.

Section VIII: Extra Hitter

- 1) The Extra Hitter may be used in all KPR slow pitch softball leagues.
- 2) Each team has the option to bat twelve (12) offensive players instead of ten (10) or eleven (11).
 - a. NOTE: Only ten defensive players are allowed on the field.
 - b. If a team submits a regular ten-player line-up, then that team is not allowed to use the E.H. for that game.
- 3) All regular ASA rules apply to substitution.
 - a. EXCEPTION: If a team submits an eleven (11) or twelve (12) player line-up and one of the eleven (11) or twelve (12) has to leave the game of any reason, and the team does not have an eligible substitute, that player will be declared OUT at each turn of his/her at bat.

Section IX: Officials

- 1) The KPR will assign two officials to each game, if possible.
- 2) No team has the right to refuse an official's assignment.
- 3) Games will be played if only one official is available.
- 4) The game officials are responsible for the enforcement of all rules of the game and HAVE COMPLETE CONTROL!!!
- 5) The game officials will decide on the condition of the playing field when KPR official is not present.

Section X: Scorekeeping

- 1) Home team will furnish official scorekeeper.
- 2) MERCY RULE:
 - a. Twenty (20) runs after three (3) innings.
 - b. Fifteen (15) runs after four (4) innings.
 - c. Ten (10) runs after five (5) innings.

Section XI: Player Conduct

- 1) Team managers and coaches are responsible for the conduct of their players.
- 2) Verbal abuse or personal contact with a KPR official before, during, or after the game will not be permitted.
 - a. The offenders will be removed from the game and premises.
 - b. Offender may be suspended from league participation for an indefinite period of time by the KPR.

Section XII: Park Rules

- 1) No use of tobacco products in or around ball fields, bleachers, dugouts, concession areas, or offices.
- 2) There will be NO ALCOHOLIC BEVERAGES permitted at the playing facilities (including parking lots) AT ANY TIME.
- 3) No one under the influence of drugs or alcohol may participate in any KPR activities.

Section XIII: Cancellations

- 1) No games will be cancelled before 4:00pm because of inclement weather.

2) You may call the **ATHLETIC OFFICE HOTLINE** at **(423) 200-3205, extension 50#**