

Information Hotline: 410-222-7312 (inclement weather/field conditions)  
Office Phone Number: 410-222-0017 Fax: 410-222-0020  
www.aacounty.org/recparks [randazzosoftballpark@hotmail.com](mailto:randazzosoftballpark@hotmail.com)

## 2009 A. A. Co R&P Co-Ed SOFTBALL INFORMATION SHEET

### 1. RULES:

- a. All Co-Ed leagues are governed by the Anne Arundel County Department of Recreation and Parks Guidelines and Reference Manual and NSA Slow Pitch Rules. Rule books can be purchased through NSA at 301-829-8298. The big difference between ASA and NSA is that NSA rule for pitching arc is 10 feet, not 12 feet.  
Pitching distance = 50 ft., bases 65 ft.
- b. All teams should have a NSA rulebook. Ignorance of the rules is not an acceptable excuse.
- c. A 1 + 1 count will be used in all leagues. A courtesy 3<sup>rd</sup> strike foul ball will also be implemented.
- d. Five male & five female players must be in the lineup at all times. (6 & 6, if EH is used). This is NOT an Option. If the number drops below the number of starting players because of an ejection (no subs left), the game ends in a forfeit. This does not apply for injuries. In the event a player is hurt and cannot continue, (if no subs left) the team takes an automatic out each time it is that player is at bat.
- e. Male & female players must alternate in the batting order. On defensive, if male pitches, then a female must catch or vice versa but there must be one person of each sex in those two positions. The league does not regulate where the remaining players play in the field.
- f. When there are less than 2 outs; if a male walks, he will take 2nd base and the female must bat. When there are 2 outs; if a male walks, he will take 2nd base and the female may choose to either bat or take the walk.

2. **No Alcohol Beverages or Tobacco Products are allowed on or near the fields at anytime.** Please keep all vehicles off County property. Park in parking lots only. Each coach is responsible for enforcing these rules for players, coaches and spectators. Failure to enforce these rules may result in suspension or game forfeitures.

### 3. UNIFORMS:

- a. All players must wear matching shirts of the same color with 6" numbers on the back.
- b. All players/coaches must wear shoes. No metal spikes or detachable rubber spikes are allowed. Molded sole only.
- c. Sweatshirts may be worn under the uniform. Sweatshirts may be any color except white.
- d. No jewelry allowed except flat bands.

4. AGE REQUIREMENTS: Players must be 18 years old on or before April 1 of 2009.

### 5. PLAYER ROSTER:

- a. Twenty (20) player may be carried on team roster. *Players may only play on one team per day/night.*
- b. **IMPORTANT** - Team rosters must be received and recorded by the Department *one week before first game*. Team who have not turned in a roster will forfeit games.
- c. **NO NEW PLAYERS MAY BE ADDED AFTER:**  
Sunday leagues 5 weeks: as stated on schedule  
Friday leagues: as stated on schedule

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6. **EQUIPMENT:** Home team is responsible for setting up the field with 3 pegged-down bases before game time. The double first base bag will be supplied by the home team and **MUST** be used for all games. Each team is required to supply 1 new 11" restricted flight .44 core ball and 1 new 12" restricted flight .44 core ball. Home team is the official scorekeeper. All teams should have a first-aid kit.
- a. **Double Bag –**  
A double bag will be used at 1<sup>st</sup> base in all leagues. If there is a play on a batter/runner going to 1<sup>st</sup> base, the batter/runner must touch the portion of the double bag (orange portion) extending into foul territory. He/she will be called out if he/she fails to do so. **EXCEPTION:** If a defensive player has to move onto the bag in foul territory to make the play, the runner may touch either bag if, in the judgement of the umpire, the runner touched the inside bag to avoid a collision. **IMPORTANT:** The defensive player has only the white base inside fair territory to make the putout. . Once the batter-runner is safely at first base, he/she uses the white portion. The batter-runner does not have to touch the white base if they touch the orange base and continue to second base. This is not an appeal play.
7. **Rain-Outs:** All rain-outs will be rescheduled on assigned dates. *Rain-outs are part of the schedule; plan accordingly.*  
**Inclement Weather/Field Condition Information:**  
Call the Information Hotline at **410-222-7312** for cancellations due to weather/field conditions. Cancellations will be determined: **Friday Leagues after 4:30 pm. Sunday Leagues: after 8:30 am**  
Games are canceled on a County-wide basis. If the game has not been canceled (the hotline message will not be updated), teams must report to the field, umpires will determine if games are playable. Games must be stopped immediately for lightning/thunderstorms or if substantial rain occurs. Officials will determine whether it is safe to continue or terminate the game. Any game that is suspended before the 5th inning because of weather is a suspended game. The make-up game is resumed at the point (with the same players) where the game was stopped.
8. **TIME LIMITS:** **No Grace Period, Game time is forfeit time**  
After (65) minute time limit for each scheduled game the normal rules are suspended regardless of inning being played. Game then reverts to one-pitch game until the completion of 7 innings.
9. **FORFEITS:** Any team with 2 forfeits will be dropped from the league. A win will be given to each team yet to play. Games will not be rescheduled.
10. **OFFICIALS**
- a. Each team must pay the umpire the game fee listed on the schedule. Any team not paying the umpire will forfeit the game. If the opposing team forfeits, the team ready to play must pay the umpire. Any team forfeiting two (2) or more games will be dropped from the league. If team drops out in the 1<sup>st</sup> half of the season, the schedule will be revised. If a team drops out in the 2<sup>nd</sup> half of the season, teams scheduled to play the disqualified team will receive an automatic win and does not have to show up at the field to pay the umpire.
- b. **(OFFICIAL NO-SHOW):** If an assigned umpire fails to show for the game, the managers of the teams scheduled will select a person to act as an umpire. This must be a mutual agreement between both managers and the game cannot be protested once the game starts. *Teams who cannot agree on a substitute umpire are not guaranteed a rescheduled game.*

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11. The winning coach must call or email the Sports Office with the following information *within 24 hours* after the game:

- a. Score/results
- b. # of umpires at the game
- c. problems

It is the League Representative's responsibility to contact the Recreation Department with the results of the games. This should be done within 2 days after the game. Please state the League, your name, team wins or losses, and # of officials at each game.

12. EXTRA HITTER RULE: This rule is optional, Not Mandatory.

If the EH is used, 12 batters (6 men, 6 women) will be submitted into the line-up at the start of game. If a team starts with 12 players they must finish with 12 players, unless:

A player is removed due to injury, and no substitutes are left. If there are no subs left, the team takes an automatic out(s) when the injured player(s) is due to bat. Any (5 men, 5 women) players in the lineup may play defense. EH follows the same reentry rules as starting players.

13. GAMES:

a. All games will commence as stated on the schedule. If a team has 9 players (5 & 4), the game may begin with the 10th batter as an automatic out. If the 10th batter arrives, they may enter the game at the conclusion of the half inning, providing they are the correct sex.

In double-header leagues, the forfeit time for the 2nd game is 30 minutes after the scheduled first game.

b. *10 Run Rule*: A game will be declared official if a team is ahead by 10 runs after 5 complete innings of play (4-1/2, if home team is ahead).

c. A game will be declared complete if the game is stopped after 4-1/2 innings with the home team ahead.

14. The Recreation and Parks Department does not provide insurance for individuals participating in softball leagues. It is recommended that each team carry insurance for coaches, players and managers. Neither the Department nor members of its staff will be responsible for injuries incurred in softball leagues, championship or exhibition games.

15. EJECTIONS: A player, coach or spectator ejected will receive, at the least, an automatic (2) game suspension from all scheduled games from all leagues. The ejected person(s) MUST leave premises immediately. The Sports Supervisor will determine length of suspension; further disciplinary action may be given. Coaches are responsible for the behavior of themselves, players and spectators. All coaches must report ejections to the Sports Supervisor within 24 hours after the game. Failure to do this can result in forfeiture of the game. If the number of players during a game drops below the number of starting players (no subs left), due to an ejection, the game ends in forfeit. This does not apply to injuries.

16. BLOOD RULE: A player, coach or umpire who is bleeding or has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered is left up to the umpire's judgement. Uniform rule violations will not be enforced if a uniform change is required.

The umpire shall:

- a. Stop the game and allow treatment if injured person would effect the continuation of play.
- b. Immediately call a coach, or other "authorized person" to the injured player.
- c. Apply the rules of the game regarding substitutions, re-entry and short-handed player if necessary.

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17. Teams are responsible for any damage to fields or equipment other than deemed normal wear. Do not remove temporary fencing. Failure to comply with these rules may result in disqualification from league.
18. SCOREBOOKS: Teams must submit players first and last names in the scorebook. Any team refusing to supply a coach's, player's or spectator's name will forfeit their game.
19. No "A" sanctioned players allowed in level C or D.
20. HOME RUN RULE: *This applies to fields with fences (temporary or permanent fences)*  
**Any in excess of these amounts will be an out!!**  
C Level Leagues = 0 over the fence home run  
D Level Leagues = 0 over the fence home run
21. Trophies will be awarded by the Department for adult leagues. Sponsor trophies for 1<sup>st</sup> and 2<sup>nd</sup> place will be awarded in each league. No individual trophies will be awarded.
22. Player's Pledge Policy:
  - I understand the importance of sportsmanship and fair play.
  - I understand the importance of respect for players, game officials, and league organizers.
  - I understand the importance of leaving the playing field/gym in the same condition as I found it.
  - I understand the importance of league rules and guidelines as necessary components of the game.
  - Therefore, I will, at all times, respect the decisions of the game officials and league organizers. I will not publicly criticize a game official's ruling during or immediately after an athletic contest. I will through my words and actions display a high level of sportsmanship and fair play.
23. Cursing, bat throwing, harassment of umpires or park personnel before, during, or after games will not be tolerated. The penalties have been and will continue to be harsh. Please note that when the players signed the Adult Sports Roster form, they agreed that they have read and understand the Adult Sports Players Pledge, which is part of the roster form.
24. Bats: Must meet the ASA Standard. Check the ASA website ([www.asasoftball.com](http://www.asasoftball.com)) for information on non-approved bats.