



**City of Sevierville
Department of Parks and Recreation
2016 Softball Rules and Regulations**

Section I - Entrance Fee and Player Regulations

1. League entrance fees for teams are \$275.00 for men's leagues. Fee must be turned into the Department of Parks and Recreation by August 23, 2016.
2. A team may carry a total of 20 players on the roster.
3. All rosters must be turned into the Department of Parks and Recreation two weeks after the first game.
4. A player transferring teams must have his release in the Recreation Supervisor's office from the team, which he or she is transferring, 24 hours before he or she can play in a game. A player may only transfer once during the season. Deadline to transfer is September 13, 2016.
5. No player may play on two teams, but in case he or she signs with 2 teams he/she will have to be released by one of the teams before he or she will be eligible to play. Any player found playing with 2 teams will be suspended for the remainder of the season.
6. No player may be signed to any team after September 13, 2016, unless the player has moved into Sevier County and desires to play softball or has clearance from Recreation Supervisor.
7. A team must have shirts alike, or league uniforms.
8. Players are not permitted to wear metal spiked shoes or football steal cleats. If caught doing so the player will be ejected from the game and suspended for 1 more game.
9. Minimum age: 16 years of age and older (If under the age of 18 must have a parent or guardian signature).
10. **NO ALCOHOLIC BEVERAGES ALLOWED IN CITY PARK. IF A PLAYER OR MANAGER IS CAUGHT THEY WILL BE AUTOMATICALLY SUSPENDED FOR THE REMANIDER OF THE YEAR. ALSO THEY WILL NOT BE ALLOWED TO PLAY IN THE FALL.**

11. Each team may pick up one player, to go from 8 to 9, 9 to 10 is not allowed.

Section II - Team Conduct

1. There shall be no arguments over judgment calls. (Fair, foul, ball, strike, safe, out, etc.) The manager or his/her assistant will be the only person allowed to discuss rule interpretations with an umpire. Once the umpire has asked the manager to return to the dugout or to the field he/she shall do so immediately, if he/she does not do so he/she will be subject to ejection.
2. The Department of Parks and Recreation reserves the right to suspend any team or individual player from the league, at anytime.
3. Any player who starts a fight will AUTOMATICALLY BE SUSPENDED for up to 1 year, other participants from 2 weeks to the remainder of the season. Any player who leaves the bench or leaves their position in the field during a fight is also subject to ejection.
4. Any manager found knowingly playing an ineligible player will be suspended for 2 weeks; the player will be ineligible for up to one year.
5. The Recreation Supervisor has the power to make necessary decisions concerning the above rules.
6. Any player ejected from a game will also be suspended for following games depending on the reason for ejection
7. When an umpire ejects a player from a game, he/she must leave the park. Failure of an ejected player to leave will result in his team forfeiting the game.
8. Remember that City Park is a family oriented place. Anyone can be ejected from a game for foul language directed at an umpire or any other person. Any actions or language that is considered unsportsmanlike will not be tolerated and is grounds for ejection.
9. Any player ejected from two games will receive a 4 game suspension. A third ejection will be a suspension from the league.

Section III - Schedules/Homerun Rules

1. Rained out games will be made up, if necessary and as schedule allows, as determined by the Recreation Supervisor. Games will be made up at the end of the regular season continuing on Tuesdays and Thursdays until all make-ups have been played, if schedule allows.
2. All games will be scheduled for seven innings, but if one team has a 20 run lead at the end of three innings, a 15 run lead after 4 innings, or a 10 run lead after five innings

the game will be stopped and the team having the lead will be declared the winner. This rule would apply to the 6th and 7th innings as well.

3. A grace period of 15 minutes will be added to the starting time if a team is late: the game will be forfeited after the 15 minute grace period has been used. This will apply to the first game only. The grace period is part of your time limit.
4. Home run rule —6 and 1 up
5. No juking on the rubber. Pitcher must present and pitch only.
6. A team will be allowed to start the game with 9 players. When a team is playing with nine players, their batting line up will still have 10 players with an out being recorded every time the vacant player's batting position comes up. No team can start with less than nine players. If a team is playing with nine players and one player has to leave for any reason that team will forfeit the game. (EVEN IF IT IS AN INJURY) IF A TEAM USING ITS GRACE PERIOD HAS 9 PLAYERS, IT MUST START IMMEDIATELY.
7. Teams may pick up one (1) player per game. The team may pick up from 8 players to get 9. **NO** pickup from 9 to 10. In addition, no B or C league men's team may pick a player up from the A league and no C league team can pick up from the B league.
8. A team may forfeit one (1) game without penalty. A team's second forfeit shall result in a twenty dollar (\$20) fine due prior to their next game to return to the league. A team forfeiting a third game shall forfeit the remainder of the team's games for that season. **NO MONEY WILL BE REFUNDED.**
9. To determine 1st, 2nd, and 3rd places in league play the following rules will apply:
 - A: Head to Head record
 - B: Run Differential in head to head games
 - C: Record against highest seeded team
10. Practices will be limited to one hour. If there are to be practices when the fields are too wet, practice will be cancelled. Anyone practicing on fields that are too wet will lose their practice privileges. A practice schedule will be posted on the board. Please be off the field when your time is up. If you are taking batting practice during your hour, please help us by hitting in front or to the side of the batters boxes. This will help not to create holes in the boxes.
11. No new inning in a game can start after one hour and ten minutes. This applies to all adult men and women's league games. This rule will include league tournament play (excluding the championship game only).

12. Teams that have emergency personnel participating in league play (doctors, firemen, police, rescue squad, etc.) the following rules apply: If the game is in the 5th inning or later and a player has to leave for an emergency the game is complete. If the game is in the in the 4th inning or earlier and a player has to leave for an emergency the game will be played over if time and the schedule permits.

Section IV - USSSA Membership and Team Membership

1. 40 cor softball, 325 compression Classic M USSSA ball. All teams are required to provide their own softballs.
2. No team will be allowed to enter the league after the deadline unless approved by the Recreation Supervisor.

Section V - Arbitration Board

1. An arbitration board made up of the Recreation Supervisor or Director of Recreation, and two umpires will settle all disputes such as eligibility, misinterpretation of the rules, etc. arising from a softball game. The decision of this board is final.
2. If a game is protested on eligibility, the Department of Parks and Recreation's file of field roster will be the determining factor. In case of misinterpretation of the rules, the rulebook will be used other than in cases where a local rule supersedes the book.
3. Any manager has the right to protest an interpretation of the rules provided that the protest is made **ORALLY** to the umpire-in-chief before the next official pitch takes place. When a protest takes place the umpire-in-chief will consult with the other umpire. If the umpire-in-chief is convinced the decision is not in conflict with the rules, he/she shall announce that the game is being played under protest. The protesting manager or coach shall then do a written report of the protest and get it to the Recreation Supervisor within twenty-four (24) hours and post a two hundred (\$200) dollar protest fee. If the protest is upheld, the fee will be returned, but if the protest is not upheld the fee will not be returned. Upon receipt of the written request and protest fee, the Recreation Supervisor will determine the validity of the protest. If in his judgment the protest is made on a misinterpretation of the rules, he will turn the protest over to the protest committee.
4. All protest must be accompanied by a protest fee of two hundred (\$200) dollars.

All other issues will be discussed at the meeting on August 16, 2016.
All formatted rules are subject to change.

