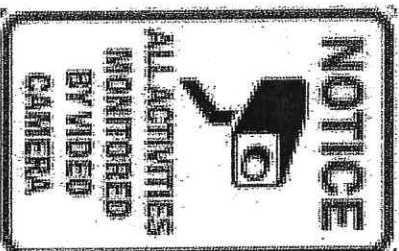
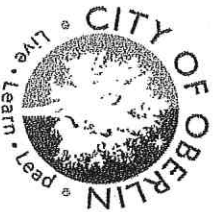




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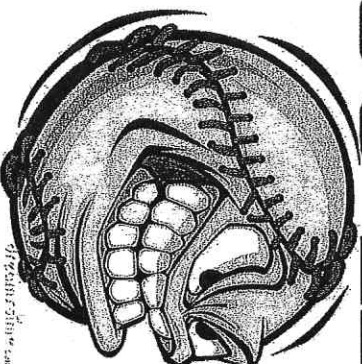
RECREATION DEPARTMENT
440-775-7254



IN THE GARBAGE! PLEASE PICK UP AFTER



GO-ED



RULES & REGULATIONS



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Rules & Regulations

Co-ed League uses the Official Slo-pitch Rules adopted by Amateur Softball Association (ASA). The following are house rules, adopted for use by Oberlin Co-ed League. These rules are in effect for all League games.

TEAMS:

- **No Professional Baseball/Softball players: past & or present are allowed to play in this league.** Regardless of what position they play, this is an amateur coed league.
- Co-ed Softball League is an 18 years and older league.
- **Team's must have (5) males and (5) female on the field at all times.**
- Teams must have equal amount of males and females in both the infield and outfield. **Example: 2 males and 2 females in the infield, 1 male and 1 female as catcher or pitcher and 2 males and 2 females in the outfield.**
- **Male and female players must alternate in the batting order.**
- A team roster must be submitted by each team (maximum of 20 players)
- A player may only appear and play on (1) roster.
- Once a roster is turned in, you may add a player (if you have an open space) but you cannot subtract and add.
- **Rosters are frozen after week #3 of the season and no one can be added to your team roster.**

GAMES:

- Line up must be completed by each team prior to the game and submitted to the opposite team.
- **All games are one (1) hour ten (10) minutes and/or seven (7) innings, whichever comes first.** After one (1) hour ten (10) minutes times has expired, game play is DEAD and the score is the fully completed inning in regular season play.
- If a team starts the game with ten (10) players and a player get's injured and leaves the game, their position in the batting order is left vacant and no penalty is assessed (if team has no subs).
- A team can start with 9 players, using the short-handed. The vacated position will be an out in the order. A player arriving after the official start of the game may be added to the lineup at anytime, if the lineup has less than ten (10) players. The player must be listed at the bottom of the lineup. • If using ten (10) players, there must be 5 males and 5 female's players. If using Extra Players (EP's), 12 players (6 male & 6 female) must start and finish the game.
- If a team is ten (10) minutes late, the team will lose the game by **FORFEITED REGARDLESS OF REASON, EXCUSE, ALIBI OR TALL TALE!**

EJECTION POLICY:

- If a player is ejected from a game, he/she is immediately ineligible for the next playable game.
- Once a player is ejected from a game, he/she must leave the Recreation Complex immediately.
- **Infractions that may result in ejection from game include but not limited to the following:** *Unsportsmanlike behavior, Verbal Abuse, Unnecessary Physical Contact, Fighting (strutting or attempting to strike), Threatening Behavior (verbal or physical), Damage/Destruction of facilities, Individual playing under an assumed name.*
- Anyone demonstrating unsportsmanlike conduct toward an umpire after a game has ended is automatically suspended from his/her team's next scheduled (playable) game.
- If a player(s) continues to be ejected from league games he/she or team will be kicked out of the league.
- Failure to sit out a suspension will result in the forfeiture of the game.

FORFEITS:

- Teams(s) that forfeits any league/tournament games will automatically default there \$100.00 Forfeit fee to the City of Oberlin Recreation Department.
- **If team forfeit a game, the forfeiting team is responsible for paying both teams umpire fees (\$20.00).**
- Ineligible number of player(s) on any team will result in forfeiture.
- Inadequate number of players at the start of game (less than 9 may result in forfeiture).
- Player(s) disorderly conduct may result in forfeiture.
- Team(s) that continually forfeits games will be subject to termination from League and all Co-ed League money is defaulted to the City of Oberlin Recreation Department.
- If a team is more that 10 minutes late for its scheduled game, the games will be **FORFEITED REGARDLESS OF REASON, EXCUSE, ALIBI OR TALL TALE!**

RAIN OUTS:

- Should the fields not be playable because of rain, League Commissioner will contact Managers/Coaches from all League teams. (It is the responsibility of Managers/coaches to contact rest of his/her team members).
- The policy is, if it has stopped or not raining at game time, then the games are on. If it should start to rain after start of game, it is the umpire decision to continue or not.
- Managers/Coaches can also check the field conditions by going to our web site at www.cityofoberlin.com/Recreation and look at Recreation Complex Field Updates.

STANDINGS/POINT SYSTEM:

- Managers/Coaches must call the Recreation Office at 440-775-7254 or e-mail ivarber@cityofoberlin.com with results from games. We have voice mail, so you can call anytime day or night.
- Each team will be awarded (2) points for a win, (1) point for a tie, (0) points for a loss.
- Your team standing will determine how your will be seeded for the season ending tournament.

IN THE GARBAGE! PLEASE PICK UP AFTER YOURSELF...

RUN RULE:

If a team is ahead by the following runs at the end of the completed innings, the game will be termed "official" and the team ahead declared the winner:

(20 runs after 3 innings) & (15 runs after 4 innings) & (12 runs after 5 innings)

LINE-UP CARD:

• Before game time, each team must fill out all information, including players' first and last names and positions, as noted in the line-up card. Line-up card must be presented when called for by the plate umpire or the game may be forfeited. The umpire will keep a copy and will give the original to the opposing teams. All players listed must be present when the line-up cards are exchanged.

• Additional cards may be secured from Rec. Office or League Commissioner.

Note: After the line-up cards are exchanged, any player listed on them but not present will be scratched when discovered. If applicable, the "batting out of order rule" will apply when the infraction is discovered.

OFFICIAL SCORESHEET:

• The League Office will provide an official score sheet for each team and it will be kept by the home team. If the home team does not have a scorekeeper, the visiting team keeps score. No change in home team status will be made. If neither team has a scorekeeper, both teams will keep score, alternating during their times at bat. It is Strongly Recommended that each team keeps its own scorebook.

OFFICIAL TIME:

• The official timepiece is the umpire-in-chief's (plate umpire) timepiece.

• While an Official Game consist of (7) innings, the one-hour 10 minute rule is applied. So, an official game may consist of less than (7) innings. A new inning (including extra innings if the score is tied after (7) innings) begins only if the time has not been reached at the instant the final out of the previous innings is recorded.

UMPIRES:

- Foul or abusive language to the umpires will not be tolerated. Players will be ejected from game and recreation complex grounds.
- Appeals to an umpire regarding a play made by giving the ball to the pitcher, the pitcher then throws the ball to the base of appeal. (Example: runner misses tagging base). The umpire will immediately make a final decision.
- All decisions by umpire are final.
- Consistent arguing or verbally abusive teams will not be tolerated.
- Concerns regarding umpires integrity or performance are to be brought to the attention of the League Commissioner in writing.

NO SMOKING ALLOWED IN REC COMPLEX**EXTRA PLAYERS (EP):**

- EP's may be designated at any place in the batting order. The EP(s) may enter a game on defense at any time, but the batting order must remain the same throughout the game.
- If the EP's are used, 12 players must be used (6 males and 6 females) from the start to the finish of the game. All 12 players must bat and any 10 (5 males and 5 females) may play defense. Defensive positions may be changed as long as they correspond to 5 male, 5 female Rule. The batting order must remain the same throughout the game.

EXCEPTION: a team may drop from 12 to 11 players if a player is lost due to injury or ejection and no substitute is available. The game may continue by removing the player next in the batting order. The player cannot re-enter in the batting order but can still play defense.

COURTESY RUNNERS:

(1) male & (1) female courtesy Runner is permitted per inning & if using the Courtesy Runner the rules are; 1. The batter-runner must reach first base or subsequent bases on their own, before a Courtesy Runner can be granted.

2. The Courtesy Runner is the last player that has completed his/her turns at bat, and who is not currently a base runner.

3. If there are no players in the lineup who have completed their turn at bat yet (first inning only), and a batter reaching base safely, then the Courtesy Runner will be the last male/female batter in the lineup.

4. When using a Courtesy Runner, a team must replace the runner with a runner of the same gender.

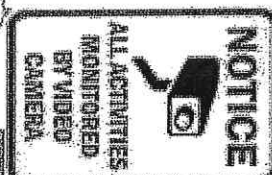
HOMERUN RULE:

- A limited of three (3) over-the-fence homeruns per a team per game will be used in all Co-ed league and tournament games.
- Any fair fly ball touched by a defensive player that clears or has cleared over the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence homeruns.
- A homerun award shall be charged for any ball hit over-the-fence whether runs score or not.
- Both male and female homeruns count toward the co-ed limit.
- When a homerun is hit, the batter and all runners can immediately return to the dugout (Hit-& Sit). Team(s) who hit homerun(s) is responsible for retrieving all homerun ball(s) hit over-the-fence and returning ball(s) to umpire.
- Any over-the-fence homeruns hit after your team limited of three (3), the ball is dead, batter is out and no runners can advance.

Pitcher Injury Due to Batted Ball

- Bat and ball will be taken out of play by umpire.
- If batted ball hits pitcher, bat must be placed on ground by said batter immediately.
- Bat must remain on ground and no person shall touch the bat except umpire or League personnel. Any player(s)/manager(s)/coach(s) who touches bat after it has been laid on ground will be ejected from game and subject to possible further game(s) suspensions.
- If pitcher cannot continue game, bat will be put through the "Bat Tester" and ball will be turned into League Director for visual inspection. Any further action taken by League Director will be on a case by case basis. If pitcher is able to continue on, bat and ball will be returned to the game.

NO ALCOHOL IN THE PARKS!



PITCHING:

- Orthodox pitching
- No slo-pitch high arc balls, pitches must have a maximum arc of (10) feet, minimum arc of (6) feet. The pitch must be discernibly on its way down as it crosses the plate. Windmill style pitching is not permitted. The pitches arm may not rise higher than the shoulder on the windup.
- Pitchers will receive (1) warning for either offense by the umpire shouting "no pitch" before the ball crosses the plate. That pitch will be considered a dead ball (not a ball or strike)
- When the umpire shouts "no pitch", the batter has the option of taking the ball or swinging at the pitch. If the batter chooses to swing, then the pitch is considered a good pitch. If the ball is hit, then it is in play. If the batter swings and misses, the pitch is a strike.

GAME PLAY:

- The batter is not awarded first base if hit by a pitch.
- At bat: male and female players must alternate in the batting order. When there is a walk to a male batter, he will be placed on second base. With one or no outs, the female who follows in the batting order must bat. With two outs, the female has the option to walk or bat. Note: should the female batter-runner pass a male runner when choosing to walk, no out shall be called during the dead ball period. A male batter-runner advancing to second without touching first base shall be called out if properly appealed.
- All batters/start with a 1 & 1 count, (one ball and one strike).
- On a (3) strike foul, the batter is out.
- No intentional bunting is allowed, a bunt will be called an automatic out.
- No intentional walking!
- Tagging up on fly balls is permitted.
- No stealing bases. If the batter swings and misses, and the runner are off their base, they will be called out. That is, contact with ball must be for a runner to leave the base. Leaving the base on a swing and miss situation will result in the runner being called out for leading off (if the umpire sees it).
- Home plate belongs to the catcher. All base runners must pass behind home plate. The catcher/player must be touching the plate & be in possession of the softball for the play to be an out
- All plays at home plate are force plays (the umpire's discretion that you would have touched the plate or not).
- On overthrows, the runner is awarded the base they were proceeding to plus one more base.
- The infield fly rule will be applied. The base runners may proceed as if it was a live ball, or they may stay on the base.
- No leading off base(s).
- No sliding: if you slide or dive back to a base, you will be called out!
- Ties: regular season – if the game is tied at the end of seven (7) innings and or one (1) hour 10 minutes time limit, the game will be tied.
- Playoffs– if the game is tied at the end of seven (7) innings and/or one (1) hour 10 minutes time limited, we go extra inning play and then Sudden Death shootout in 10th inning and beyond completed inning(s):
 - In the 8th & 9th extra innings play.*
 - In the 10th and any innings following, a runner is placed on second base (the last out of previous inning). One (1) pitch to a batter; (if it's a ball – a walk, if it's a strike – an out, if it's a foul- an out).*