

## 2011 COED SOFTBALL SCHEDULE



	<u>Team Name</u>	<u>Wins</u>	<u>Losses</u>
<b>A.</b>	Eric's Car Wash	8	0
<b>B.</b>	Karma	3	5
<b>C.</b>	Scared Hitless	0	8
<b>D.</b>	Tailgaters	5	3

\* Indicates home team

<b>DAY</b>	<b>DATE</b>	<b>6:30 PM</b>	<b>7:45 PM</b>	<b>6:30 Score</b>	<b>7:45 Score</b>
Tue	September 6, 2011	*C v D	*A v B	5 to 11	18 to 7
Thur	September 8, 2011	*D v A	*B v C	1 to 13	4 to 2
Tue	September 13, 2011	*B v D	*A v C	5 to 9	17 to 7
Thur	September 15, 2011	*D v C	*B v A	11 to 5	2 to 15
Tue	September 20, 2011	*C v B	*A v D	5 to 9	17 to 7
Thur	September 22, 2011	*C v A	*D v B	14 to 20	18 to 1
Tue	September 27, 2011	*A v B	*C v D	B forfeit	7 to 17
Thur	September 29, 2011	*D v A	*B v C	6 to 12	Forfeit C
Tue	October 4, 2011	*B v D	*A v C	RAINOUT	
Thur	October 13, 2011	*B v D	*A v C		

- \* ALL GAMES ARE PLAYED AT COMMUNITY PARK (BRUCE CAMPBELL FIELD)
- \* HAVE YOUR LINEUP AND TEAM READY BEFORE GAME TIME
- \* VISITING TEAM DOES THE SCOREBOOK
- \* HOME TEAM HELPS GRAB BASES AFTER THE GAME
- \* PLEASE THROW ALL TRASH AWAY
- \* IF THERE ARE ANY PROBLEMS CONTACT THE RECREATION SUPERVISOR



Updated & approved 8/17/11

# COED SOFTBALL RULES 2011

## General Guidelines

1. No player shall participate in the Durham Softball Program without signing the release form provided to the team manager. If any player participates without signing the release form the team shall forfeit the game. Further abuse of this regulation will cause that team to lose its spot in the league.
2. New players may be added at taken off rosters at any time. Teams may not exceed their twenty maximum players. Players that add to the roster must sign the roster in the rec. office prior to their game or they will not be allowed to play.
3. No team may carry more than 20 participants on their rosters. Unless you have special permission from the Recreation Coordinator.
4. Participants must be at least 15 years old.
5. ***Alcohol is strictly FORBIDDEN on the field (all areas within the boundaries of the permanent fence line including but not limited to all railings and structures surrounding and contained within the field of play) Should any player abuse this rule, the umpire will suspend the game until the alcohol is disposed of. If the player continues to abuse the rules, the player will be expelled from the league. Individuals unable to exercise care of themselves or others because they are under the influence of drugs or alcohol will not be permitted to play.***
6. Umpires and supervisors are employees of the Durham Recreation and Park District and will uphold all district regulations and policy. Protests shall be based on interpretation of the rules. Umpires have the ultimate ruling and will not be argued with.
7. Umpires are authorized to suspend individuals or teams if their conduct is abusive either toward the umpires or fellow players. Disputes that cannot be solved by the umpire should be referred to the recreation supervisor. Disputes not handled at this level will be taken to the district manager for final action.

## **Schedule**

1. Teams must play at time, place and date specified on their schedules. Unless rained out, the Recreation Supervisor will reschedule a make up game.

## **Players**

1. Players may only play on one Durham Recreation Softball Team within a certain league (Example: You can play in a co-ed team and a men's team but not on two co-ed teams or two womens/mens teams).
2. Team must start and finish a game with a minimum of eight players or the game will be ruled forfeit.
3. Shoes and shirts required and will be worn by all players, or players will not be allowed to play.
4. Uniforms are recommended but not required
5. Team managers are responsible for the conduct of their team before, during and after the game.
6. Due to a permanent injury, a team may add a player at any time during the season. The player must be replacing a permanently injured player and the injured player may not play for the duration of the league. Added players must sign the official roster at the D.R.P.D office before stepping foot on the field.
7. A team may borrow players from the other team at anytime, but a forfeit must be declared and written on the official score sheet.

## **GAME**

1. Game time is 65 minutes or 7 innings, What ever comes first. No new inning may be played after the time limit runs out.
2. If a team is ahead by 10 runs or more at the end of five innings, the game is called.
3. The home plate umpire is the official timekeeper.
4. Each team is given infield practice in equal time allotments; however, this will count against playing time unless accomplished prior to game time.
5. The visiting team is responsible for keeping the official score in the scorebook. The umpire confirms runs marked in the scorebook.

6. If the defensive team walks a batter with four consecutive balls, the batter is awarded two bases. The next batter has the choice to either hit or get a free pass to first.
7. A batter is out by strikeout on a fouled third strike.
8. If the score is tied after 65min or 7 innings, then extra inning is played.
  - a. The lead off batter for both teams will automatically start at second base.
  - b. Every count will begin with one strike and one ball.

## **BATTING**

1. Each line-up must alternate male-female at all times. The number of females can exceed the number of males in the batting order but the opposite is not allowed. For example, if there are five men on a team and four women, only four men can be in the line-up at a time.
  - a.) If a team has an extra male, he can alternate at bats with another male throughout the game but, the sharing of at bats has to be with the same players throughout the game.
  - b.) In the event there are more women, the extra woman can fill the bottom of the order.
2. Women will be pitched a 11" softball and men will be pitched an incrediball (mush ball)
3. A batter is out by strikeout on a fouled third strike.
4. Players arriving late may be added to the end of the line-up in accordance with the rules (see # 1)
5. There is a six homerun maximum for both teams, per game. **Only three homeruns may be hit by men and only three homeruns may be hit by women for each team.** Each home run past six will result in an out. However, assisted homeruns (ball deflected over fence) or "inside the park homeruns" do not count towards the six home run limit.
6. An injured batter must hit the ball and be able to make it to first base on their own. Once the batter is at first base a pinch runner is allowed. Women can only pinch run for women and men can only pinch run for men. The pinch runner must be the last person of that gender to make an out.
7. If the wrong ball is pitched, the pitch/hit will not count and play will resume from the original pitch count.

## **Running**

1. Sliding will be permitted and encouraged, if you are not able to slide safely, concede, give up and get out of the way.
2. There is no leading off the bag or stealing.
3. The runner may be thrown out while advancing to the next base on a wild throw that stays within the playable boundaries.

4. Any wild throw that goes into the dugout or past the dugout will be out of play and the runner will automatically receive one base.
5. Each team will be allowed one substitute runner per inning. The substitute must be the person that made the previous/last out for your team.

## **Pitching**

8. The minimum arc will be 6ft and the maximum arc will be 12ft.
9. The **strike mat and home plate** will be used for balls and strikes.

## **Defense**

1. Outfielders may not play in front of the outfield "cheat line" until the ball is hit. If player positions themselves in front of the cheat line before contact is made with the ball, The play is ruled dead and all runners will advance one base. The ball will be re-pitched to the batter using the previous pitch count.
2. There must be at least three women and three men playing the six infield positions. In the outfield there must be at least two women and two men. Positions **do not** have to rotate sexes.
3. Just as with the batting order, the number of men on the playing field can never exceed that of women.

## **Additional Rules**

1. Official ASA (Amateur Softball Association) rules will be used, except where D.R.P.D rules apply.
2. Home team shall occupy the third base dugout and is responsible to help break down the field after the final game.
3. Games are seven innings or 65 minutes, whichever comes first. In the event that a game in progress is called by the umpire, five innings will constitute a legal time.
4. Game time is forfeit time.
5. There shall be NO postponements of games.
6. Players leaving the game for reasons other than injury will be considered out of the game for the remainder of the game.
7. All protest must be made formally to the umpire before the next pitch is thrown. Any protest not made prior to this will be disallowed. Protests shall be made on the interpretation of the rules only.
8. Children are not permitted in the dugouts or within the playing field boundaries. This is for their safety!
9. Persons and players participating in activities sponsored by the Durham Recreation and Park District are not covered in any way for personal liability or property damage. Lock your car doors and park in safe areas. This means that persons competing in this program do so at their own risk.

## **ASA Non-Approved Bat List with ASA Certification Mark**

August 23, 2011

This list depicts the previously ASA certified bats that failed an ASA sponsored field audit and that also carry the 2000 or 2004 ASA Certification Mark. This list is intended for informational purposes only.

### **Manufacturer Bat Name**

Combat VIRSP3 Lady Virus  
Easton SCX2 Synergy  
Easton SCX22 Synergy 2  
Louisville Slugger FPC305 Catalyst (-8)  
Louisville Slugger SB304  
Louisville Slugger SB34 Genesis  
Louisville Slugger SB404

## **ASA Non-Approved Bat List with ASA Certification Mark**

### **Manufacturer Bat Name**

Louisville Slugger SB73V TPS Voltage  
Miken MSF Freak  
Miken Ultra  
Miken Ultra II  
Miken Ultra Maxload  
Nokona Tomahawk  
Schutt Red/Silver Schutt Bat  
Worth EST9

## **ASA Non-Approved Bat List with ASA Certification Mark**

### **Manufacturer Bat Name**

Worth QESTFP  
Worth SBWK(Wicked)  
Worth SBWKA  
Worth WWSC Wicked Comp. (SP Only)  
Worth WWSCA

Worth XEST9X

Worth XGold

Worth XPST4

## **ASA Non-Approved Bat List with ASA Certification Mark**

### **Manufacturer Bat Name**

Worth XRed

Worth XWICKX Wicked (SP Only)

For a visual of each unapproved bat please visit:

[http://www.asasoftball.com/about/build\\_batlist\\_w\\_pics\\_2000.asp](http://www.asasoftball.com/about/build_batlist_w_pics_2000.asp)

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