

# Warner Parks & Rec – Women's Softball Rules

*This is a recreational softball league. Every skill level from beginners to seasoned players is encouraged to play. We love to see competitive teams, but the purpose of this league is to welcome everyone, to exercise in a fun way and to enjoy a sense of community right here in Warner.*

## What type of league is this?

This is a slow pitch, recreational Women's softball league. It is for fun and it gives us a chance to get out of the house and meet others who live in the Warner area. Everyone will be playing to win but not at the cost of having fun and being a good sport. There are plenty of highly competitive leagues around New Hampshire. This is **NOT** one of them. The Parks and Rec Board reserve the right to restrict/ban individuals and or teams, as they see fit, to maintain the spirit and integrity of the league. If any team is asked to leave, they may transfer a maximum of 3 players to a new or existing team. These players are from all rosters during their time in the league.

## Home Plate

We will be adding a separate base for the runner to tag at home. There will also be a line marked half-way down the baseline as a "point of no return". If the runner is caught beyond the point of no return and the catcher tags home plate with the ball, the runner is automatically out. This is a forced out once the runner passes that line. Having a separate base for the runner to tag versus the catcher to tag avoids collisions. This is a rec league!

## Umpires

Base coaches and catchers will act as umpires. The first base coach is generally responsible for plays at first and home, and the third base coach for plays at third and second, unless the other base coach has a better view of the play. **Catchers are responsible for fair & foul calls unless they defer to the other two umps.**

**NO ONE ELSE BUT THE BASE COACHES AND CATCHERS SHOULD BE MAKING CALLS.** Any disputes that arise must be settled, as they occur, not the day after, by the team captains in a fair manner.

*Above all else, please be fair, and be willing to accept some calls you might disagree with. We are all human so we are all going to make mistakes.*

## Strikes & Balls

The catcher is responsible to let the batting team know what the call is. No arguments.

Count: 0-0 count, no fouling out.

A strike is a ball that hits the plate OR strike mat.

## Games

Games are MAX 7 innings or 1 ½ hours.

## Mercy Rules

A maximum of 7 runs is allowed to be scored in a single inning by a team.

## Eligible Players

All players must be 18 or older the day of the game. All players must have a valid waiver signed and in the hand of the team captain at all times. Citizens from nearby towns are all welcome to play in the Warner league. The age requirement is non-negotiable.

## Rosters

A maximum of 22 players are allowed on a team. All players must sign a waiver in order to play in the league. Once a player is signed to a roster this is considered their main team. Rosters can change during the season. However rosters are frozen prior to starting your last regular season game.

**Please keep your rosters current with the league commissioner. As your team changes, your commissioner is to be included on the changes.**

A team can start a maximum of 22 players (their full roster) in the batting rotation and a maximum of 10 on the field (catcher, pitcher, 1st, 2nd, SS, 3rd, LF, LCF, RCF, RF). Each team must field a minimum of 8 players (catcher, pitcher, 1st, 2nd, 3rd, LF, RF, CF) for the game to count. If less than eight it's an automatic forfeit. If both teams are there anyway and a forfeit occurs, it is hoped that the other team would be willing to loan enough players to have a just for fun game anyway.

## Pinch Runners

Pinch runners are allowed for injury or accessibility purposes only. The pinch runner is whoever made the last out.

## Pinch Hitters & Designated Hitters

Pinch hitters or designated hitters are **NOT** allowed in this league.

## Batting Lineup

All players must bat.

If using a sub player from another team, that sub must go in the position (both batting and field) for the person missing.

## Pitching

This is a **SLOW PITCH recreational softball league**. The legal pitching arc is no lower than 6' and no higher than 12'. No "windmill" pitching is allowed. No quick pitching is allowed. The pitcher must allow the batter a chance to reset before the pitch is delivered. The goal of the league is to have pitchers pitch hittable balls to keep the game going. Team captains are responsible for fielding pitchers that will do this in good faith.

## Batting

**NO BUNTING IS ALLOWED.** All batters must complete a swing in which they break their wrists. All players starting a game must bat and keep the same batting order during that game. If a player is physically unable to run bases due to an injury or accessibility reasons, a substitute runner is allowed.

**LEADING OFF & STEALING BASES IS NOT ALLOWED.** Because this is a slow pitch softball league combined with the fact that the bases are closer together than baseball and because you don't pitch directly to the catcher and instead pitch to the mat, it would be way too easy to steal bases.

## Fielding

No fielder is allowed to stand in the runner's path without the ball including the catcher. If interference occurs, 1 free base is awarded. Let's try to keep it safe and clean.

There are 4 outfielders (LF, CLF, CRF and RF). All outfielders must be on the grass outside the infield sand or behind the designated infield line when the batter is hitting. This is to avoid everyone playing in the infield when a weaker hitter is up to bat. If a violation occurs, an automatic double can be awarded to the batter.

Every player in the batting order must play at least 2 innings on the field by the end of the game unless weather causes the game to end sooner.

All outfielders must stay 10' back of 2<sup>nd</sup> base in the field while the hitter bats. Once the ball is hit, they may come in

## Safety Bases

**1st base** is fitted with a safety base. The outside base is used only for the runner. The runner is to tag this base and the fielder is to tag the standard/inner base.

## Equipment

The following are rules about equipment.

### Masks/Helmets

Catchers must wear a face mask.

Base runner should wear a helmet.

### Bats/Ball

Any bat may be used.

We play with a **mandated soft core softball that must confirm with our guidelines.** We will be using a 12RYSC 44 375 softball this season. The league will supply some balls for each team, but any additional balls needed must be purchased by the team. You can purchase more at: Brine Team Sports, 276 North State Street, Concord, NH 03301, 228-5976.

### **Ball Gloves**

Players are required to provide their own ball gloves. Every player on the field MUST have a ball glove.

### **Sneakers/Cleats**

All players are required to wear proper footwear such as sneakers or cleats. No metal spikes are allowed. **Open toed shoes such as flip/flops or sandals are not allowed.**

### **Uniforms**

Team jerseys are not a requirement nor are jersey numbers. However, having jerseys can be a lot of fun, especially if you get creative. Consider asking for sponsors around Warner who might be interested to help offset the costs of jerseys and the registration fee.

### **Rain and Other Weather-Related Cancellations**

In the event that a weather-related cancellation occurs, it is up to both teams to agree on a rescheduled game date. If the game is in progress and hasn't yet reached 3 innings, then the game is suspended until the reschedule. If 3 full innings (or 2.5 with the home team leading) has been reached, it is considered official.

A called game ends the moment the two captains agree to end it. EXCEPTION: if the game is called during an uncompleted inning, the game becomes a SUSPENDED game in each of the following situations:

- (1) The visiting team has scored one or more runs to tie the score and the home team has not scored.
- (2) The visiting team has scored one or more runs to take the lead and the home team has not tied the score or taken the lead.

If no agreement between the two captains is made whether to call or suspend the game, the game will be considered a tie.

### **Cancellations**

If one team (team A) must cancel a game before the game occurs, then the other team (team B) may decide to take the automatic win or to allow a reschedule. It is up to the two teams to work out the rescheduled game. The field for the game that was canceled will still be open to team B if they wish to show up and practice. Please do your best to allowed rescheduled games. This is a rec league and should be fun.

### **Waivers**

All players MUST sign a waiver before they are allowed to play. It is the team captain's responsibility to make sure this is followed to the letter. Waivers are downloadable from our website.