

Clinton City Recreation  
**ADULT SLOW PITCH SOFTBALL LEAGUE**  
**MEN'S & CO-ED BYLAWS**  
**2022**

**PREAMBLE**

**1. Warning and Disclosure:** The primary purpose of the Clinton City Recreation Adult Softball Slowpitch League is to provide participants the opportunity to play the game of softball in a structured but recreational manner. The Slowpitch Softball League allows participants, regardless of sex, race or creed to participate in the game of softball. All players are expected to exhibit good sportsmanship. It also provides an athletic or physical contest that is governed by the rules of the sport. The Clinton City Adult Softball Slow Pitch Bylaws and USA Softball Official Rules should not be considered a guarantee that participants, spectators or others will be safe from injury, death or harm. There are risks and dangers incidental to the game of softball including but not limited to: being injured by thrown bats, thrown balls, batted balls or other objects. The game of softball involves violent physical contact and cardiovascular stress. Softball involves certain risks including but not limited to: serious neck and spinal injuries, complete or partial paralysis, brain damage, injury to bones, joints, muscles, internal organs and dental problems. Softball also involves high risk of ankle, knee, head and neck injuries. Participants engaging in softball do so with the knowledge of the danger involved and agree to accept any and all inherent risks of property damage, personal injury or death. Participants and spectators assume all risks and danger of personal injury, death, losses, damages to person or property and all hazards arising from incidental to or related in any way to the Clinton City Adult Softball Slow Pitch League.

**2. Disclaimer**

The Clinton City Corporation, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees are not responsible for any injury, death, or loss of property to any person suffered while playing, watching, practicing, or in any other way on Clinton City Property. This includes any reason whatsoever, including ordinary negligence on the part of Clinton City, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees and all others who are involved and including the reckless conduct of other participants. Clinton City Corporation expressly disclaims any and all liability for any injury, death or property loss related in any way to the Clinton City Recreation Programs. This warning, disclosure and disclaimer is intended to be as broad and inclusive as permitted for applicable laws. If any portion is held invalid the remainder of the warning, disclosure and disclaimer will continue in full legal force and effect.

**RULES AND BYLAWS**

**The USA Softball Official Rules will govern play except as amended by the following Clinton City Recreation Department bylaws:**

**I. ADMINISTRATION**

- 1. League Format** – Teams will be guaranteed **8 games** with an **7-game** regular **season** schedule and a **single elimination tournament**.
- 2. Team Names** – All team names must be approved by the Recreation Department. No obscene or offensive names will be allowed.

**3. Tournament** - All teams will be placed into a **single elimination tournament** at the end of the season. Rankings will be determined by (1) winning percentage (2) head to head (3) head to head run differential (4) total run differential (5) forfeits (6) coin flip. For a player to be eligible for tournament play, they must have played in at least 2 games during the regular season. Any team attempting to bring ineligible players will be disqualified from the tournament. The higher seed will be the home team in all tournament games.

**4. Awards** - Individual awards will be presented to each member of the League Champion Team, Tournament Champions and Tournament Runners Up (up to 15 players).

**5. Rosters** – Rosters may not exceed 20 players, including the Team Manager. All Waiver/Release/Indemnification/Roster/Code of Conduct/COVID-19 Agreements are due at the first game, prior to the first pitch. If the roster is not turned in prior to the first pitch the game will result in a forfeit along with all others played without a properly completed roster. If the roster is not handed in by the second week of play the Team Manager will be notified of termination from league play without a refund. All names must be legible. Players between 16-18 years of age are permitted to play if the player’s guardian signs the Waiver/Release/Indemnification/Roster/Code of Conduct/COVID-19 Agreement. A player may be removed from the roster at any time. A player may be added to the roster prior to the (6<sup>th</sup>) game of the regular season, by simply going with the Team Manager to the Site Supervisor in the Scorekeepers building and signing the roster. If a player needs to be replaced due to injury, pregnancy, military reassignment, moving out of the area, etc., after the deadline, a written request including all pertinent information may be submitted to the Recreation Department for consideration. No new or replacement players may be added at tournament time. A player may only appear on one roster per league. If a player is on more than one roster or caught playing with another team that player and possibly those teams will be asked to leave the league. The Site Supervisor may ask for identification from any player he/she feels is violating the rule of using someone else’s name and reserves the right to conduct ID checks prior to the start of the tournament.

**6. Player Eligibility** – An eligible player is defined as a player who is at least 16 years of age by the start of the regular season and who is officially registered on the team roster. Those players, who are between the ages of 16 and 18 must have a guardian sign the Waiver/Release/Indemnification Agreement/Roster/Code of Conduct/COVID-19 Agreement to play in the Adult League prior to playing in the game. If a team is caught with a player that is younger than 16 years old that team may forfeit the season with no refund. If a player is questioned as to identity by the Recreation Department, that player must present valid photo identification within one (1) hour or before the next game if it is tournament play, or be ruled ineligible. Players may only participate on one team per league. If a player is declared ineligible, playing on a team for which he/she is not a legally registered player, that game and any other game that player has played or does play during that night will be a forfeit.

**7. Uniforms** – All players on a team must wear shirts/jerseys of the same color with a 4” (minimum) contrasting colored number located on the back. Teams will be given two weeks flexibility to obtain jerseys. By the second week of play the entire team must have matching shirts/jerseys or they will be asked to wear Clinton City Recreation uniforms to avoid having the game ruled a forfeit. No obscene or offensive graphics will be allowed on the shirts/jerseys, a sponsor’s name will be allowed as long as it is not obscene or offensive. The Clinton City Recreation Department reserves the right to determine if the graphics are obscene or offensive. Players may not play barefoot or with open toed shoes. No jewelry is permitted. Metal cleats are not permitted. If a player(s) are caught wearing illegal shoes of any kind, the penalty will be as follows: if at bat, the batter is declared out, if on base, the runner is declared out, if in the field, the player(s) has two minutes to replace the illegal shoes with proper molded

rubber or plastic-type shoes. If not done within two (2) minutes, the player must be removed from the game. The above infractions can be called by any opposing player, Umpire, Site Supervisor, or Scorekeeper.

**8. Weather Cancellations** – An official decision regarding game cancellations due to weather and/or field conditions will be made by the Recreation Department by 4:00 pm. Team Managers are responsible for checking with the Recreation Department to determine whether the game will be played or rescheduled. Please call our rainout number at 801-614-0796 after 4:00 pm. All rainouts will be rescheduled as double-headers during the regular season, moved to the end of the schedule or if necessary we will play the rescheduled games **Monday-Saturday**. Please designate one person from your team to call the rain out number and then inform your team. Teams that want on field cancellation information may call the Softball Complex at 801-614-0892 after 6:00 pm. If a game is rained out or called due to unplayable field conditions, teams are to follow the next scheduled league game listed on the schedule.

If a game in progress is suspended for weather and cannot be resumed. The game will be rescheduled and played from the point of interruption.

**9. Refunds** – Full refunds will not be granted under any circumstances except in the event of a canceled league by the Recreation Department. Team withdrawal up to **April 29th** will be subject to a \$10.00 administrative handling fee. **No refunds will be given after April 29th**. Requests for refunds must be made at the Clinton City Recreation Offices, 1651 W. 2300 N. during regular business hours. Refunds will be sent via mail in the form of a check within 10 business days of the withdrawal. For more information call 801-614-0780.

**10. Music** - Music is allowed to be played in a team's dugout. The volume needs to be such that it can only be heard in the teams dugout and is not disturbing the opposing team, the game, Umpires, city employees, spectators, other games or teams from another field. Music with vulgar language or that contains vulgar content will not be tolerated and the Site Supervisor, Umpire or a city employee will ask the team to change the music selection or turn the music off. If music is deemed by the Site Supervisor, Umpire or a city employee to be too loud the team will be given a warning to turn it down. If a second offense occurs, the team will be asked to turn the music off for the remainder of the game. If the team does not turn off the music when given the second warning they will forfeit the game and will not be allowed to play music for the remainder of the season, including the tournament. The Softball Complex is a family friendly venue, so please be respectful of others.

## **II. GAME FORMAT**

**1. Game time** – Game times will be fifty five (55) minutes or seven (7) innings. No new inning will begin after fifty five (55) minutes. Game time is forfeit time! Any team unable to take the field at the scheduled time will forfeit the game. Official time is kept by the Scorekeeper and begins when the teams are instructed to take the field. The Umpire, Scorekeeper, and Site Supervisor jointly make the decisions affecting the game time. Legitimate additions include: rain delays, serious injuries, unexpected field maintenance, etc.

**2. Line-ups** - A complete team for all leagues consists of ten (10) players, however, teams may play with a minimum of seven (7) players provided an automatic out is established in the batting rotation for each player missing for a complete team. If additional players arrive late, they must immediately fill the vacant spots in the line-up. The Team Manager may designate, prior to the game, where those automatic outs will be placed in the line-up. Under no circumstances may a team begin or continue play without the required 7 players regardless of the situation. The game is terminated at the point where a team drops below 7 players and results in an automatic loss to that team, regardless of the score. If neither team has 7 players present to play at game time, both will receive a forfeit. All starting line-ups must be submitted to the

Scorekeeper at least ten (10) minutes prior to the game time. Lineups need to have names and jersey/shirt numbers of the players and substitutes. Only one representative per team (Team Manager) is allowed upstairs in the Scorekeepers building. No other team members will be permitted upstairs, unless they are being added to a team's roster. If a player must leave the game due to injury or an emergency situation, and there is no substitute, that player's position in the batting order is dropped. If a player leaves the game due to ejection, and there is no substitute the game is forfeited.

**3. Intentional Game Delay** – Game Umpires will not tolerate undue delays in an effort to prolong the game to reach the time limit. If in the opinion of the game officials, a team is making a travesty of the game such game will be terminated and forfeited accordingly.

**4. Dugouts** – The home team will occupy the third base dugout. For safety reasons no children, scooters or bicycles are allowed in the dugout areas.

**5. Innings** - Games consist of 7 innings with no new inning beginning after 55 minutes. Games tied at the end of 7 innings or regulation time will be played to their conclusion. The International Tie-Break Rule will go into effect with the start of the 8<sup>th</sup> inning or any new inning after 55 minutes. Games called prior to 4 complete innings will be rescheduled and replayed from the point of interruption. Games called after 4 complete innings will stand, unless tied in which case the game will be rescheduled and completed from the point of interruption.

**6. 3 Ball – 2 Strike Count** - The batter is out on the second foul ball after one strike.

**7. Game Balls** – Game balls will be provided by the Clinton Recreation Department. The team batting is responsible for retrieving all balls going out of play, including home run balls. The next inning will not start until all balls have been returned to the Umpire. Game time will continue to run until fouled/homerun balls are returned to the Umpire.

Men's Recreation: 12" .52/300 (Dudley – Thunder HyCon / Champro)  
Co-ed Recreation: 12" .52/300 (Dudley – Thunder HyCon/ Champro)

**8. Tie Games** – Games tied at the end of regulation time will continue to the completion of the inning. If the game is still tied after the completed inning, the International Tie Breaker will go into effect. Starting with the top of the inning and each half inning thereafter, the offensive teams shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

**9. Pitching** – This is a slow pitch league. Pitchers must face home plate when pitching. Once a motion is started to home plate, the pitch must be delivered. The pitch shall be released at a moderate speed. One foot shall remain in contact with the pitcher's plate until the pitched ball leaves the pitcher's hand. The ball must be delivered from the rubber and have a perceptible arc that reaches a height of at least 6 feet from the ground, while not exceeding a maximum height of 10 feet from the ground. No quick pitching is allowed. Both of the batter's feet must be in the batter's box before the ball can be pitched.

### **III. RULES OF PLAY**

**1. Run Ahead Rule/Slaughter Rule** - A team ahead by 20 or more runs after 3 complete innings, 15 or more runs after 4 complete innings or 10 or more runs after 5 will be declared the winner. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

**2. Slide Rule** - If there is a play at the base and/or plate, the offensive player/runner should avoid contact to the best of their ability. Defensive players/basemen may not block their bases if they do not have the ball. If contact is made and could have been avoided, the offensive

player/runner will be called out. If the contact is deemed flagrant “take out slide” the runner may be ejected from the game and possibly suspended from the league.

**3. Stealing** – No base stealing is allowed.

**4. Home Run Rule** – All leagues will have a one (1) home runs per inning rule. No team is allowed to hit more than one (1) homeruns (untouched, over the fence) per inning. Any home run hit after the one per inning will result in a single. The team batting is responsible for retrieving all balls going out of play, including home run balls. The Umpire has a limited number of balls; if they are not retrieved the game will be delayed with the clock running until a ball is returned. If the Recreation Department deems it necessary to change the home run rule, teams will be notified one-week prior to implementing the rule. Players that hit a home run must touch all of the bases.

**5. Re-entry Rule** – The Re-entry Rule will apply. Any player, starting or a substitute, may be withdrawn and re-entered once during the game provided such player occupies the same spot in the batting order. A starting pitcher who is withdrawn can return to the pitching position for the remainder of the game.

**6. Courtesy Runners** – Courtesy runners are allowed for any player. Any eligible players that may participate on offense or defense are on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. If a player is injured during the game they need to notify the Umpire he/she will be using a courtesy runner. If the player is injured prior to the game starting they need to notify the Scorekeeper and Umpire that they will be using a courtesy runner. The batter must run to first base before the courtesy runner can enter the game. In co-ed courtesy runners must be of the same gender. If a courtesy runner whose turn at bat comes while on base, the player the courtesy runner is running for will be called out.

**7. Extra Player (EP) Rule** – The Extra Player (EP) Rule will be allowed, but teams must announce their intent to use an EP to the Scorekeeper when submitting the lineup. The EP must remain in the same position in the batting order for the entire game. When an EP is used all (11) on the starting line-up must bat and any 10 of those 11 may play defense. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter the game. If additional players arrive before the lineup has been batted through, they must be added to the bottom of the lineup. Teams must finish the game with the same number of batters as they started with unless an injury/emergency situation occurs or they will be penalized an automatic out for each vacated spot in the batting lineup.

**8. Safety Base** – Fields are equipped with two bases at the first base location for safety. If there is a play at first, the runner should run to the outside base, should be orange/dark, unless there is an overthrow, then they may run to the inside/white base. The first baseman and runner should use the base that is safest to use for each play.

**9. Substituting** – When a team substitutes, they are required to report to the plate Umpire, who will report to the Scorekeeper, as they bat. They are not required to report to the plate Umpire when they go into the field defensively.

**10. Infield Fly** – A fair fly ball, not including a line drive or bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs. When the Umpire calls “infield fly” the batter is out, regardless of whether the ball is subsequently caught or dropped. The ball is live, and the runners already on base may advance, at their own risk, if the ball is not caught or tag up and advance if it is caught.

**11. Overthrow** – When an over-throw is made by an infielder or outfielder that goes over the boundary fence or line, the base runner is awarded two bases from the runners position

at the time of the throw release (base runner is going to +1 base). All balls inside stationary fence lines are live balls.

**12. Bat Rule** – All bats shall be free of burs, dents, cracks, sharp edges, rattles and show no signs of excessive wear. The bat may be marked OFFICIAL SOFTBALL by the manufacturer. All Adult Slow Pitch Softball Leagues will be allowed to use bats that bare the ASA, USA, USSSA or NSA stamp. Senior Softball/SSUSA bats are not allowed. All ASA bats shall not be more than 34 inches long nor exceed 38 ounces in weight. The bat shall not be more than 2.250' in diameter at its largest part, including any tolerance for expansion. The bat must bear either the 2000 Certification Mark, 2004 Certification Mark, or 2013 Certification Mark and must not be listed on the USA Softball Non-Approved Bat List. All USA softball bats must have the updated Certification marks. All USSSA bats shall not measure more than 34 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not be more than 2-1/4" in diameter at its largest part. Its weight shall not exceed 31 ounces. The bat must bear the 1.20 "Thumbprint" stamp and not be on the withdrawn and/or non-compliant softball bat list.

The Umpire may, without warning, call a batter out and/or remove the player from the game for throwing their bat after the swing and endangering a player or Umpire. All players must drop the bat after they hit the ball. An opposing Team Manager or Umpire can request a bat to be compression tested by the Site Supervisor.

**13. Strike Mat** - A strike mat will be used during all softball play. If the ball touches any part of the mat or home plate the pitch will be considered a strike. The strike mat is an extension of home plate. If the runner safely touches any portion of the strike mat, the run scores. If the catcher is in control of the ball and touches any portion of the strike mat on a force play, the runner attempting to advance to home plate will be called out.

#### IV. UNSPORTSMANLIKE CONDUCT

Any person verbally and/or physically attacking, or making gestures towards an Umpire, Site Supervisor, Scorekeeper or city personnel may be suspended from all Clinton City Sports Programs indefinitely. All teams are responsible for their spectators. Teams may be ejected for unruly spectators.

**1. Conduct** - Any player, Team Manager, or spectator who fails to act in a sportsmanlike manner before, during or after a game will be ejected from the game and/or premises and may be suspended from further participation by the Recreation Department. Any Recreation Personnel has the right and responsibility to ask a person to leave the field and possibly the park. Unsportsmanlike actions include, but are not limited to: physical contact, casual profanity, inappropriate language and gestures, behavior that is dangerous or obnoxious to others, throwing equipment, intimidation, unnecessary roughness, trash talking, taunting, or any kind of negative actions directed towards an opponent, spectator, Umpire, Site Supervisor, Scorekeeper, or city personnel are not acceptable and will not be tolerated. Assault charges may be filed for the above examples of misconduct.

**2. Player Ejection** – A player or Team Manager ejected from a game will be automatically suspended from the next game (including tournament games). If an individual is ejected from a game for unsportsmanlike behavior he/she must arrange an interview/phone call with the Recreation Department to request reinstatement into the program. It is the responsibility of the Team Manager or player to arrange the interview/phone call. Anyone ejected twice during the season will be suspended for the remainder of the season. Fighting will be a minimum of a 1-year suspension and assault charges may be filed. The ejection includes the playing facility and Clinton City Property. Depending on the severity of the action a warning may or may not be issued by the game Umpire. The warning is left to the discretion of the Umpire. On the first or

second, if a warning is given, occurrence the player will be ejected from the game. If the behavior continues after the player has been ejected, that player's team will forfeit the game. All players should understand that if they are ejected, and that team does not have a substitute to take his/her place, the game is ruled a forfeit. If the player/Team Manager does not leave the field/premises immediately the game will be stopped and declared a forfeit. Additional action may be taken including, but not limited to: probation or total suspension.

## V. PARK ORDINANCES

1. **Park ordinances** - All posted park ordinances will be enforced.
2. **Litter/Waste** – Help us keep costs down! It takes park personnel a lot of time to clean up blowing garbage. Deposit all litter in receptacles provided.
3. **Alcohol and/or Drugs** - The possession and/or consumption of alcohol and/or Drugs on Clinton City property is strictly prohibited. If you or any member of your team is caught with alcohol or drugs or smelling of alcohol or drugs your team will forfeit the game. If you are caught with it after your game you will forfeit your next game.
4. **Smoking** – Smoking, including E-Cigarettes and vaping is prohibited in the park.
5. **Dogs** – No dogs are allowed in the park.
6. **Impairment** – Anyone appearing on the field of play in an impaired condition will immediately be removed and not permitted to play.
7. **Parking** - Patrons park their vehicles on Clinton City property at their own risk.
8. **Excessive Noise** – Teams and spectators are not allowed to make excessive noises of any kind included but not limited to: whistles, horns, paddles, bells, music, etc.

All violators of Park Ordinances may be issued a citation by the Clinton City Police Department.

## VI. WARM-UP AREAS

Due to safety issues all teams must practice and warm-up either beyond the out-field fences or on the sides of the fields well beyond the complex cemented area. Teams not complying with this will be given verbal warning from the Site Supervisor. Teams continuing to disregard warnings face the possibility of forfeiting games.

## VII. PROTEST PROCEDURES

All protests must be made by the Team Manager and must be done in an appropriate manner.

1. **Rule Protests** – Rule protests are allowed if the Team Manager announces the teams' intent to protest a rule with the Umpire before the next pitch. The Umpire will notify the other team, Site Supervisor and Scorekeeper, who will note the protest in the official score book. The Scorekeeper may add time, no more than 10 minutes, to make-up time required to file the protest. If the issue is not settled on site, the Team Manager must submit a written Softball Protest Form along with a \$50.00 (CASH) protest deposit to the Clinton Recreation Department no later than 5:00 pm the next business day. The deposit will be refunded if the protest is upheld. Softball Protest Forms are available from the Site Supervisor. The League Director will review the protest and contact the Team Manager once a decision has been reached. Clinton Recreation has the final decision over league issues.

2. **Player Eligibility** - If a Team Manager wants to protest the eligibility of a player it must be before the end of the third inning. The game clock will not be stopped for an eligibility check. Challenged players will have 20 minutes to produce an ID. If the ID is not presented by the end of the 20 minutes, the player will be declared illegal. The game will be played under the protest and a ruling will be made based on the team's roster. The challenging Team Manager must submit a written Softball Protest Form to the Site Supervisor explaining any

protest within 20 minutes of the end of the game. The Site Supervisor has final determination over a player's eligibility.

3. **Umpires Judgment** – An Umpire's judgment is not subject to protest.

### **VIII. INSURANCE COVERAGE**

The City of Clinton, its Recreation Department, Personnel and Affiliates assume no legal responsibility for personal injuries, death or theft of private properties while on or using Clinton City facilities. Each individual and/or group is encouraged to provide their own personal liability insurance for cases where injuries, death or theft may occur. Clinton City will not be financially responsible for any personal injuries, death or thefts of private properties.

### **IX. CO-ED RECREATION VARIATIONS**

1. **Lineup** - A Co-ed team must have at least two male players on the lineup. There must be an equal or greater number of females than males at all times. The batting order must alternate male/female or female/male. No two males may bat consecutively; consecutive female batters are allowed in the lineup if necessary. If a team is batting and one of the females does not bat the next batter (male) will also be called out.

2. **Safety Rule** - Male base runners must attempt to avoid flagrant contact with female fielders or will be declared out.

3. **Extra Player (EP) Rule** – If EP's are used, all (12) must bat and any 10 (five male and five female,) may play defense. The batting order must remain the same throughout the game.

4. **Defensive Positions** – There must be an equal or greater number of female than male players on the field. Male and female players may play any position on the field.

5. **Defensive Restrictions** – All outfield players must stand behind the 200' line in the outfield when a female player bats and cannot cross the line until the ball is hit. If an outfielder leaves early to catch a ball the batter will be awarded first base. All infielders have to stay within the perimeters of the dirt when a female bats. When males are up to bat female players may stand anywhere on the field.

6. **Walks** – If a pitcher walks a male batter, he is awarded second base. If there are two outs the female following the male batter may have the option to bat or occupy first base.

7. **Courtesy Runners** – Courtesy runners must be a male for a male and a female for a female.

**The Clinton City Recreation Department reserves the right to make rulings not specifically covered herein which are deemed to be in the best interest of the Adult Slow Pitch Softball Program. All decisions rendered by the Recreation Department are final.**

\*\*Revised 8/18/20\*\*