



ADULT FALL SOFTBALL BYLAWS 2023

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The City of Roanoke Adult Recreational Athletic Leagues aims to organize well-structured athletic programs while promoting sportsmanship among participants. The league prioritizes the health, enjoyment, and skills of each participant.

Registration:

1. Team registrations must be received by the recreation department before the close of business on the published registration deadline. The entry fee (paid in full) must accompany the registration form for the team. Teams will not be included on the schedule if entry fee is not paid in full by registration deadline. Checks are to be made payable to City of Roanoke. No refunds will be issued after schedules have been created, unless league is dissolved. Team names that the athletic department feels are vulgar or suggestive will not be permitted.
2. Each player's full name (no nicknames) and signature must be on the team roster for them to be eligible to play. No team roster will be considered valid if all players have not signed by their name. All players MUST sign the roster before they are allowed to play.
3. Team rosters must be filed with the department before their first game of the season. Rosters will consist of no more than 25 players. Rosters will be open the first two weeks of the season for players to be added and removed.
 - a. Parks and Recreation reserves the right to review/spot check rosters at any time during the season. If a team wishes to contest the eligibility of a player on a roster that protest must be done before the first pitch has been thrown, to the umpire. After the first pitch, no roster contests are permitted unless the player in question was late to the game.
 - b. By the end of the first two weeks (September 10, 2023), a valid roster must be submitted or the team will forfeit every game until a valid roster is turned in. NO EXCEPTIONS.
 - c. Any team misrepresenting their skill level may be moved to a different division or are subject to be removed with or without refund. Teams that take first or second place in the lower leagues may be promoted to the upper league at the athletics staff discretion. Teams in lower leagues that appear to be far more advanced can be promoted to a more competitive league at any point during the season.

Eligibility:

1. Players must be eighteen (18) years old on or before the first day of games in order to be eligible to play. Sixteen and seventeen year olds may participate ONLY in church leagues and only with parental consent.
2. Church Leagues:
 - a. All Church team rosters must be signed by the minister of the church to verify that it is a church sponsored team. Churches that combine to form teams require the pastor's signature from each church.
3. Men are eligible to play only in Men's or Co-Rec. divisions. Women are eligible to play only in Women's or Co- Rec. divisions.
4. Transfer of players during the season must be done through the Athletics office with approval from the Athletics Supervisor.
 - a. If additional players need to be added after rosters have been turned in, it is to the discretion of the Athletic Supervisor and must be approved.
 - b. No changes after regular season games.
 - c. You may continue to add players to your roster under the following conditions:
 - i. Your roster holds 25 or less members.
 - ii. The player does not play for another same division team.
5. A player is eligible for only one (1) slow-pitch team per division.

Uniforms:

- i. All players must have matching jerseys with numbers to play.
 - a. A matching jersey is defined as one of the following:
 - i. A uniform top that has the same team name or logo.
 - ii. Different color uniforms are allowed as long as the team name or logo matches.
 - iii. Shirts of the same general color with a numeric identifier (two digits max) that does not duplicate the number of another player on the same team.
 - iv. No vulgar or suggestive jerseys or team names will be allowed.
 - b. **Teams must have their uniforms by the beginning of the third week of the season.**
 - c. It will be the official's responsibility to not allow any player on the field without a legal jersey.
 1. If a player is ruled ineligible to play, then the player must be substituted for. If the team does not have a sub, the team will take an out in that spot in the lineup, as long as the number of players doesn't fall below the required number to play.
 - d. If a team wishes to contest an illegal jersey on the team that they are playing, the protest must be made before the game begins to the official
 - i. . Once the first pitch has been thrown, a uniform may no longer be challenged. After the first pitch, no jersey contests are permitted unless the player in question was late to the game.
 - e. No player is allowed to wear metal baseball cleats in any City of Roanoke League.

Playing Rules:

1. All games will be conducted under official USSSA rules for slow pitch, except for provisions herein. The Rule Book can be found in PDF format here: <https://tinyurl.com/USSSArulebook>
 - a. Items that are not specifically addressed in the bylaws or USSSA rulebook are left to the discretion of the official in charge of the game.
2. Rosters will consist of no more than 25 players. A team that does not have nine (9) players at the scheduled starting time will forfeit the game. There will be a (10) minute waiting period for the early start times only. (6:30 pm)
3. A team may start a game with 9, 10, 11 or 12 players, with the 11th and 12th players being Extra Hitters (EH). A team starting with 9 players must take an out for the 10th position in the batting order. Teams that start with 9 players and have the 10th player arrive after the game has started, may insert the 10th player in the game at any time.
 - a. At no time can a team play with less than 9 players.
4. Co-Rec. teams will consist of a minimum of nine (9) players. With at least four (4) of them having to be female. Co-Rec teams may start a game with nine (9) players (5 male, 4 female) but will take an out for the 10th spot in the lineup and the 10th player must be female. This is the only time a team may play with more males than females.
 - a. A team may bat twelve with the 11th and 12th batters (EH's) being one male and one female or two females. Teams are allowed to play with more females than males, but not allowed to play with more males than females; unless they are playing with only nine (9) players.
 - i. A team may replace a male player with a female player.
 - ii. If playing with 11 players, the 11th player may be any gender.
5. The batting order shall alternate gender.
 - a. Exception: When the batting order begins with a female, a team is playing with more females than males or when a team starts with 5 females and 4 males.
6. Game Time:
 - a. Umpires (home plate) will have a timepiece and call out the game's start time, and teams will be responsible for recording it in their own book. Game time begins when the official calls out the start time for the game.
 - b. No new inning will start after 55 minutes of play.
 - c. Once time has expired, the current inning will be completed and no new inning will be started, unless the game ends in a tie.
 - d. NO GAMES WILL END IN TIES.
 - i. In the event of a tie at the end of regulation; overtime will be played as normal with the following exception, each team will start their half inning with a runner on 2nd. That runner will be the last person to bat in the previous inning, male or female.
 - e. All games will be counted official whichever of the following comes first:
 - Seven Innings -or-
 - Sixty (60) minutes - -or-

- Mercy rule is met
- f. If a game is called early, it be considered an official game if five (5) innings have been played (or 4.5 if the home team is winning).
 - g. If a game gets called in the middle of an inning, after the fifth, the score will revert back to the last completed inning, unless it is the bottom of the inning and the home team is winning.
 - h. If a game is stopped before it is official, that entire game will be replayed at a later date.
7. Mercy Rule: If a team is ahead by fifteen (15) runs after four innings, or ten (10) runs after five innings, the game will be called.
 - a. The flip-flop rule may be used if time permits AND a team is down 10 or more runs after 4 at-bats.
 8. Players attempting to reach a base should slide or give themselves up if a defensive player is in the act of making a tag (with the ball in their glove) or catching the ball. Base runners should attempt to avoid contact with the defensive player and give themselves up if the out is imminent.
 - a. If contact does occur and, in the opinion of the umpire, excessive force or intent to make contact with a defensive player is made, the base runner will be called out and depending on severity of the contact could possibly be ejected from the game.
 - b. Fake tags are not allowed and can result in ejection of the offender.
 9. Should a player become unable to finish a game and the team does not have a substitute, then an out will be called when that player's spot comes up in the batting order.
 - a. Teams may not drop more than two players per game.
 - i. Note: In Co-Rec. leagues, if a female batter comes out of the game and no substitute is available, then a male batter must also come out of the game. Unless taking a male player out would force you to drop below the minimum of 9 players. Playing with 5 males and 4 females is the only exception to breaking the 1 to 1 ratio. The team still takes an out for the 10th spot in the lineup.
 10. Mangers: During games, a manager and assistant manager who are actually playing in the game will be designated in the official book.
 - a. During the course of the game, the umpire(s) can ask a manager or assistant to control an unruly player(s).
 - i. If they do not, the player(s) can be ejected and the manager can also be ejected.
 - ii. If no one is designated in the book, then the umpire will eject the offender and the player in the batting order under them.
 - iii. If a manager asks the umpire to eject a player because he/she cannot control them, the umpire can eject only the offender.
 11. Courtesy runners:
 - a. Each team will be allowed one (1) male and one (1) female courtesy runner per inning. Courtesy runners may be substituted for the runner at any time in the inning. ***The runner may be anyone on the roster and may be used unlimited times for one player per inning. No substitution for a courtesy runner. (pg 60)**

12. Pitching:
 - a. For safety purposes, the pitcher may pitch up to 6 ft. directly behind the pitching mound.
 - b. The pitcher must pitch the ball toward home plate once motion has begun. There will be no faking or hesitation of pitching allowed. There will be no pitching between the legs or behind the back allowed. Any illegal motion will result in a ball being awarded to the batter.
 - c. The pitching arc will be 3 feet to 10 feet. The ball after leaving the pitcher's hand must reach a minimum of 3 feet from the release point and not travel higher than 10 feet from the ground.
 - d. Umpires are not required to call illegal pitches before the ball reaches the batter. If an umpire feels that an illegal pitch has been made, a ball will be awarded to the batter after the ball crosses the plate.
 - e. In Co-ed. League, the pitcher may be male or female.
13. A batter shall be called out after he or she hits second foul after one strike.
14. Home Run Limits: The following home run limits (per game) will be enforced.
 - a. Home runs that exceed limits will be counted as outs and baserunners will not advance.
 - i. Men's Rec. – Limit of 5, Co-Ed – Limit of 3 for the men + 3 for the women.
15. All four (4) outfielders must be positioned on the grass, until the batter swings. Players may play anywhere on the field on any given batter.
 - a. Men's league only: fifth infielder (bucket player) is allowed.
16. If a player is found to intentionally hold up play they will be given a warning. Further breaking of this rule can lead to ejection at the umpire's discretion.
17. Co-Rec: An outfielder may not throw the ball directly to first base in an attempt to throw out the batter. The outfielder must throw the ball to another infielder who is then allowed to throw to first base. This rule does not apply to the Men's league.
 - a. First offense – Warning issued to player; runner is automatically called safe.
 - b. Second offense – Player is ejected; runner is automatically called safe.
 - c. If a player has a recurring incidents, that player is subject to further suspension at the discretion of the athletic department.
18. Walk Rule: When a male batter receives a base on balls or intentional walk, he will be awarded first and second base with the next female batter having the option to walk or bat.(pg. 65)

Equipment

1. Softballs: The city will not provide softballs for leagues. All leagues must bring their own softballs. Only the following balls will be permitted, and there are no exceptions to this rule:
 - a. Men's Recreational: 12" USSSA Classic Plus balls.
 - b. Co-Ed: 12" USSSA Classic M balls.

- i. **Game Balls:** Each team must provide one game ball to the umpire before the game starts. Balls can be switched during the game as long as play is not delayed. If the batting team's ball goes out of play, the other team's ball will be used until the original game ball is back in play.
2. All bats will be tested with a bat compression tester. When a bat passes testing, a City of Roanoke tamper-evident sticker will be placed on the bat's barrel. Only bats with the City of Roanoke Sticker will be allowed for use during all City of Roanoke Parks and Recreation games. Tampering with any pat or sticker is grounds for suspension.
 - a. If an illegal ball or illegal bat is caught being used, the umpire will take it out of play completely to be returned at the end of the game.
 - b. A player caught using an illegal bat or ball will be called out and all base runners will have to go back to their original bases. Player using the illegal bat will be ejected for the rest of the game and suspended for the following game.
 - c. The second time a team is caught using an illegal bat or ball in the same game; that game will be called and the suspected team will forfeit, and player follows suspension procedure as stated above. If a third incident occurs in a season, the team will be removed from the league.
 - d. If the umpire did not catch the illegal bat or ball, the team in the field would have to protest the illegal bat before the next batter has put the ball into play.
3. **Casts and Braces:** Hard plastic or metal casts/braces are not allowed during the game.
4. **First Aid:** Each team should have its own first aid kit on hand.

Behavior

1. **Alcohol Policy:** To maintain a safe and respectful atmosphere, no alcoholic beverages are allowed on City of Roanoke property before, during, or after a game. Violation of this policy may result in suspension from league play.
2. **Respectful Conduct:** Threats, assaults, whether physical or verbal, directed at any recreation staff or officials before, during, or after a game will not be tolerated.
 - a. Such behavior will lead to immediate expulsion from the league and any further department activities. Additional legal action may be pursued in cases of severe misconduct.
3. **Language and Behavior:** Profane or abusive language aimed at officials, or engaging in arguments with them during or after a game, is strictly prohibited.
 - a. Players who are ejected must leave the premises immediately. Continuous use of inappropriate language after ejection may result in suspensions for multiple games or the entire season.
 - b. For coaches or players ejected from a game, participation in their team's next game is not allowed.
 - c. A player ejected from two games in one season must sit out the remainder of the season and will not be permitted to attend any games.

4. **Maintaining Sportsmanship:** Fighting among players on City of Roanoke property before, during, or after a game can lead to the suspension of the player and/or the entire team for an entire year. Use of profanity or abusive language between players, or criticism of another player, may also result in ejection and suspension from both the game and the league.
5. **Suspension Determination:** The length of suspensions for violating the above rules will be determined by the Athletic Programming Supervisor and Athletic Coordinator. Please note that these lengths are subject to adjustment after consultation with involved parties and any witnesses.

Playoff Rules

1. All teams qualify for postseason playoffs. The Program Supervisor has the authority to withhold a team from postseason play if they have a history of forfeiting games (3 or more games) or negative behavior throughout the season.
2. There is not a minimum game requirement for players to be eligible for the playoffs.
3. If two or more teams are tied in the final standings, the following tiebreakers will be used.
 - a. Teams record head-to-head
 - b. Total runs scored in head-to-head games
 - c. Teams total runs scored for the season
 - d. Coin flip
4. The mercy rule (15 after four, 10 after five) from the regular season will apply to all postseason games.
5. There will be an hour and thirty minute (1:30) time limit on all Championship and "If-Needed" games.
6. The end of season tournament will be single elimination.

Protest Procedures

1. On field contests include: player eligibility and uniforms. There is no fee for this protest.
 - a. If a team wishes to contest the eligibility of a player on a roster it must be done before the first pitch has been thrown. After the first pitch, no roster contests are permitted unless the player in question was late to the game.
2. Protests through the Parks and Recreation office can only be made concerning violations of the bylaws. Official's judgment is not subject to protest.
 - b. If a coach wishes to protest an incident, the following steps must be taken.
 - The coach must notify the official and opposing coach of the protest at the time of the incident. For no reason can a protest be made after a game is complete.
 - The coach must file a written (e-mail is acceptable) protest including a \$45 protest fee with the athletic director's office by 4:00 p.m. the next working

day after the incident occurs. If the protest is upheld, the \$45 protest fee will be refunded. Under no circumstances will a protest be accepted by phone.

Weather Conditions

1. In case of inclement weather, a message will be placed on the game cancellation hotline at 540-853-1196. You may call after 4:00 P.M. to find out if games are being played.
 - a. If there is no specific message for the day in question, games will be a game-time decision at the discretion of the head official.

Makeup Game Information

1. If a game is postponed due to weather or field conditions, then the Athletics Supervisor will post makeup games on the athletics web site at www.playroanoke.com.
2. Emails will be sent out to coaches the day following a cancellation in regards to the date of the makeup game
3. Access game schedules, team standings, field directions and other league information at the athletics web site. www.playroanoke.com.

Blood Policy

1. Bleeding must be stopped, open wounds must be covered and clothes/equipment with blood on them must be changed.

Lightning Policy

1. Anytime lightning is visible, then all players, coaches, fans and umpires should take shelter immediately.
2. Flash / Bang method should be used to count seconds between lightning flash and thunder and then divide by five.
3. This will give you distance of the lightning in miles. If the count is 30 seconds or less take shelter immediately.
4. There must be a thirty (30) minute period without thunder and/or lightning before play may resume.
5. Safe places for shelter would be fully enclosed metal vehicles with windows up, enclosed buildings or get as low to the ground as possible. Unsafe shelter areas would include outdoor metal objects like flag poles, fences, high mast light poles, metal bleachers, etc.
6. If you feel your hair standing on end or hear “crackling noises” you are in lightning’s electrical field. Immediately remove metal objects (including baseball caps), place your feet together, duck your head and crouch down with hands on knees.
7. If anyone is struck by lightning Call 911 immediately. People who have been struck by lightning do not carry an electrical charge and are safe to handle. Apply CPR if you are qualified to do so.

COVID Policy

1. Players of all teams are required to self-screen prior to entering the ballpark. Any player experiencing symptoms or that have been potentially exposed are asked to remove themselves from the event and encouraged to take proper precautions including:
 - a. Quarantine
 - b. Maintain social distancing
 - c. Wash hands often
2. Players are asked to maintain social distancing to the best of their abilities throughout the entirety of the game. Masks are recommended when social distancing is not possible.
3. Players should bring their own equipment, water, and masks.
4. If you or any of your teammates test positive for COVID, please notify the Parks and Recreation office **IMMEDIATELY** so that proper protocols can be followed in alignment with our Health Department.

COVID-Cancellation Policy

1. In the chance that the season must be cancelled due to COVID-related reasoning, refunds will be issued at a prorated amount.
 - a. Example: If 25% of the season has been completed, teams will receive a 75% refund of the original registration fee. If 50% of the season has been completed, teams will receive a refund of 50% of the original registration.

