



ADULT SPRING SOFTBALL BYLAWS 2024

The purpose of the City of Roanoke Adult Recreational Athletic Leagues is to promote wellorganized athletic programs and to emphasize sportsmanship for all interested participants. The league also takes into consideration the health, welfare, ability, and enjoyment of each individual 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; the athletics department must be called to do this. Rosters are finalized and players cannot be added after the first two (2) weeks for any reason!
 - a. **Parks and Recreation reserves the right to review/spot check rosters at any time during the season.**
 - i. 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. After the first pitch, no roster contests are permitted unless the player in question was late to the game.
4. By the end of the first **two weeks (May 19, 2024)**, a valid roster must be submitted or the team will forfeit every game until a valid roster is turned in. **NO EXCEPTIONS.**
5. Any team misrepresenting their skill level may be moved to a different division or are subject to be removed with or without refund.

- a. Teams that take first or second place in the lower leagues can 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.
 - a. Parental consent forms are available from the department of parks and recreation office or by visiting our web site.
 - b. All Church team rosters must be signed by the minister of the church to verify that it is a church sponsored team.
 - c. Churches that combine to form teams require the pastor's signature from each church.
2. 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.
3. Transfer of players during the season is not allowed. 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. *No changes after regular season games.*
 - a. 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.
4. A player is eligible for only one (1) slow-pitch team per division.
 - a. Example: A player may not play in Men's Rec. Lower and Men's Rec. Upper. Both are considered Men's Recreational divisions

Uniforms

1. All players must have matching jerseys with numbers to play. A matching jersey is defined as one of the following:
 - a. A uniform top that has the same team name or logo. Different color uniforms are allowed as long as the team name or logo matches.
 - b. 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.
 - i. **NOTE**: No vulgar or suggestive jerseys or team names will be allowed.
2. Teams must have their uniforms by the beginning of the third week of the season. Teams that do not have legal jerseys will be forced to forfeit that game.

3. It will be the official's responsibility to not allow any player on the field without a legal jersey. 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.
4. 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. 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.
5. No player is allowed to wear metal baseball cleats in any City of Roanoke Spring or Fall Softball Leagues. Players found to be wearing metal baseball cleats after a game has begun will be immediately ejected. Football cleats (round) can be worn, but an umpire must check them before each game.

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>
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 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. A team may replace a male player with a female player.**
5. The batting order shall alternate gender.
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. All games will be counted official whichever of the following comes first:

- A. Seven Innings -or- B.
- Sixty (60) minutes -or-
- C. Mercy rule is met

7. **No new inning will start after 55 minutes of play.**
8. 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). 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. **If a game is stopped before it is official, that entire game will be replayed at a later date.**
9. 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.** Once time has expired, the current inning will be completed and no new inning will be started, unless the game ends in a tie
 - A. **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.
10. 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 use if time permits **AND** a team is down 10 or more runs after 4 at-bats.
11. 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.
12. 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. 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. Fake tags are not allowed and can result in ejection of the offender.
13. 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. Teams may not drop more than two players per game. 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.
 - A. 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.
14. During games a manager and assistant manager who are actually playing in the game will be designated in the official book. During the course of the game the umpire(s) can ask a manager or assistant to control an unruly player(s). If they do not, the player(s) can be ejected and the

manager can also be ejected. If no one is designated in the book, then the umpire will eject the offender and the player in the batting order under them. If a manager asks the umpire to eject a player because he/she cannot control them, the umpire can eject only the offender.

15. 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. * 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)
16. For safety purposes, the pitcher may pitch up to 6 ft. directly behind the pitching mound. 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.
17. 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.
18. 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.
19. A batter shall be called out after he or she hits second foul after one strike.
20. The following home run limits (per game) will be enforced. Home runs that exceed limits will be counted as outs and baserunners will not advance.
 - A. Men's Rec. – Limit of 5
 - B. Co-Ed – Limit of 3 for the men + 3 for the women
 - C. 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. Men's league only: fifth infielder (bucket player) is allowed.
21. 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.
22. In Co-ed. League, the pitcher may be male or female.
23. 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.
24. When a male batter receives a base on balls or intentional walk, he will be awarded

EQUIPMENT

1. The city will not supply softballs for leagues. All leagues must supply and hit their own softballs.
2. The only balls that will be permitted are as followed: **THERE ARE NO EXCEPTIONS TO THIS**
 - a. Men's Recreational – **12" USSSA Classic Plus balls.**
 - b. Co-Ed – **12" USSSA Classic M balls or 11" USSS CLASSIC M balls (women batters only)**
3. One game ball from each team is to be given to the umpire prior to the start of each game. Balls can be switched at any time, as long as game play is not held up. Teams will hit their own ball if the batting team's ball is fouled out of play, the other team's ball will be used until the original game ball is brought back into play.
4. Bats must be on the approved bat list from U.S.S.S.A or pass compression testing' the approved bat list can be vied by going to www.playroanoke.com or <http://resources.ussa/ussa-general/licspmfg.htm>. **SENIOR BATS ARE NOT PERMITTED IN THIS LEAGUE.**
5. 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.
 - i. 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.
 - b. 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.
 - c. 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.
6. Casts or braces made from hard plastic or metal materials are not allowed to be worn while participating in the game.
7. Each team should carry their own first aid kit.

Behavior

1. No drinking of alcoholic beverages on City of Roanoke property by any player or team personnel before, during or after a game. Any players or teams found violating this policy may

be suspended from league play.

2. Threats or assaults, physical or verbal, toward any recreation staff or official before, during or after a game will result in that person being expelled from the league and from any further participation in activities offered by this department. Additional criminal charges will also be filed against any person involved in this type of behavior.
3. Profane or abusive language directed at an official or arguing with an official during or after a game will not be tolerated. Such actions will result in the player being ejected. Players that have been ejected must **immediately leave the premises**. Continued use of profane language after ejection may result in suspensions for multiple games or possibly the entire season.
 - a. Any coach or player ejected from a game will not be allowed to coach/play OR attend his/her team's next game.
 - b. Any player ejected from 2 games in 1 season must sit out the rest of the season and will not be allowed to attend any games.
4. Fighting among players before, during or after a game on City of Roanoke property may result in the player and/or team being suspended from league play for an entire year. Profane or abusive language between players or criticizing another player may result in the offender(s) being ejected and/or suspended from the game and league.
5. All suspension lengths for violation of any of the above rules will be made by the Athletic Programming Supervisor and Athletic Coordinator; and are subject to change after speaking with the involved parties and any witnesses if possible.

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 double elimination.

Protest Procedures

1. On field contests include: player eligibility and uniforms. There is no fee for this protest.
 - i. 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.
 - a. 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 540853-1196. 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. Teams will provide their own balls that must be sanitized before use
3. Teams are responsible for sanitizing their dugouts before leaving.
4. Postgame handshakes will not be allowed.
5. 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.
6. Players should bring their own equipment, water, and masks.
7. 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

