

CORALVILLE PARKS & RECREATION DEPARTMENT

CORALVILLE CREEKSIDE BALLPARK

ADULT SOFTBALL MANUAL



A. General Information

1. League games are played at the Coralville Creekside Ballpark located at 3550 340th Street. Note the location and field number for each of your games on your season schedule. They may vary throughout the season.
2. Games will be scheduled on one particular day throughout the season, i.e. every Monday, Tuesday, Wednesday, etc.
3. Under no circumstances will the Parks and Recreation Department reschedule a game on a different day or time except when games are cancelled because of adverse weather conditions or unplayable field conditions.
4. If games are postponed due to rain, they will be made up as soon as possible. Rescheduled game information will be available to managers soon after the rained out game day. Managers will be contacted by the Athletic Supervisor with make-up information. **MANAGERS ARE RESPONSIBLE FOR CONTACTING THEIR PLAYERS AND INFORMING THEM OF RESCHEDULED DATES.** All games each night are **NOT** necessarily cancelled because of adverse weather so please check the status of your scheduled game. The status of scheduled games will be reached after 4 p.m. for weekday games. Please **DO NOT CALL** the Recreation Center to see if games are postponed before these times. The rain out information will be posted on the rainout hotline, **248-1763**. This number is also listed at the bottom of your schedules.
5. Entry fees will not be refunded once league scheduling is completed. Refunds prior to the start of the season will be considered upon request and will not be guaranteed.
6. The Parks and Recreation Department, Parks and Recreation Commission, League Officials and its agents are not responsible for any injury, accident or loss incurred by a player(s) or spectators as a result of this program. Individuals are encouraged to have personal health/accident insurance to cover injuries.
7. Weekly league standings will be posted on the city website at www.coralville.org, as well as at Coralville Creekside Ballpark. Also, look us up on Facebook @Creekside Ballpark!
8. Tournament draw sheets listing where teams will be seeded based on final league standings will be given out to managers for the season ending tournaments.
9. The Parks and Recreation Department business office is located in the Coralville Recreation Center, 1506 8th Street in Coralville. League business can be conducted Monday through Friday, 7:00 am to 9:00 pm. All league transactions (rosters, manager changes, etc.) must be conducted at these times.
10. **T-shirts will be awarded to the 1st place team in each division for the end of the season single elimination tournament.**
11. The Athletic Supervisor must be notified immediately and in writing when a team changes managers and/or addresses in order for them to receive league correspondences.
12. Each team should provide one email address to the Athletic Supervisor. This address will be used to contact managers on make ups, player discipline, etc. Softball questions and/or suggestions may be sent to edinusson@coralville.org

B. ELIGIBILITY

1. Player must be 18 years of age and his or her high school class has graduated.
2. Those players living outside the corporate limits of Coralville must pay a non-resident fee of \$6.00. This fee is due at the time rosters are turned in. A non-resident fee will be assessed for each new league season (i.e. summer, fall). Max of \$60 per team.
3. If the status of a player's eligibility is questioned, the Parks and Recreation Department will check on such matters at the request of the team manager.

C. ROSTERS

1. Roster forms must be completed and submitted to the Athletic Supervisor prior to the season with your registration payment. **If they are not in by your second game your team will be ineligible for tournament play.**
2. Rosters must have a player's first and last name, home address and telephone number listed on the roster form. The required information on the roster must be written legibly. No roster will be accepted other than those written on the official roster form issued to managers at the time of team registration. If rosters fail to meet these guidelines they will not be accepted.
3. Once a player is dropped from a team's roster, he/she is ineligible to appear on that roster again.
4. Team managers will be able to make additions and changes on their rosters up until **completion of their 5th game.** All rosters become frozen after this date, unless teams need to add a player to meet minimum roster limit.
5. Team rosters are unlimited; however, a minimum of 12 players must be carried throughout the season.
6. A player may be listed and compete on only one team per night in the Men's or Co-Rec League. A player may play on a Men's or Women's league team and also play on a Co-Rec league team and he or she may play with another team on a different night (e.g., may play on a Monday B and a Wednesday D team.)
7. A player can change teams by obtaining written consent from the manager releasing the player and the manager adding the player. Approval of the Athletic Supervisor is also required.
8. Rosters will be checked by the Athletic Supervisor if a question arises over the status of a given player. Any players who fail to conform to the eligibility and roster rules will be deemed illegal. All games won in which an illegal player is protested will be forfeited.
 - a. A manager who knowingly uses an illegal player or a player who plays under an alias may be suspended for the remainder of the season.
 - b. Any team found using an illegal player will be ineligible to receive champion t-shirts and may be ineligible for the season ending tournament depending on time of infraction.
 - c. Any team found using an illegal player will be assessed a \$10.00 fee for every game in which he or she participated, payable prior to 5:00 p.m., one working day before your next scheduled game.
 - d. In addition, an illegal player is anyone who plays under suspension.
9. In addition to other illegal player situations, anyone who plays while under suspension is also an illegal player.

10. If an opposing manager believes an illegal player is being used, he/she should bring the concern immediately to the attention of the umpire and scorekeeper after the player in question has entered the game. He or she should then follow the protest procedure as outlined in this manual under Rules and Regulations (#15).

D. RULES and REGULATIONS

1. USA Softball rules will apply in all situations except for those designated herein. Players must wear shirts and shoes while participating. Team uniforms are not required, but encouraged. **Metal spikes are not allowed (including screw-on or screw-in metal tipped spikes).** **Players caught with metal spikes after the game has begun will be automatically ejected from the game!**
2. Smoking inside Creekside Ballpark will not be permitted. Smoking is allowed in the parking lot only. Alcohol will be allowed in the dugouts, but is not allowed on the field of play. Should the department deem this to be problematic; the ability to have alcohol in the dugouts will be revoked.
3. Any player determined to be intoxicated will not be allowed to participate in the game and must leave the park at once.
4. Managers will be responsible for the conduct of their players and must inform players of schedules, make-up games, league rules and policies.
5. The Athletic Supervisor, umpire, and/or the softball supervisor reserve the right to suspend any player from competition when harmful, profane, abusive and unsportsmanlike language or behavior of any degree is directed towards league officials, umpires, scorekeepers, or members of the opposing team before, during or after the game. The Athletic Supervisor will determine the length of suspension and notify participant involved. Please note that continued arguing after ejection will most likely result in a longer suspension. The softball supervisor or umpire has the authority to forfeit any game in which gross or flagrant infractions of league rules has been committed.
6. Game officials shall have the authority to evict any player, manager, or spectator from the game and from the park, and/or to stop and forfeit a game to the opposition, if in their opinion league rule D-5 has been violated.
 - a. A player who is ejected from a game will be suspended from playing or coaching in that league for their next played game. The players may appeal this automatic suspension through a written request to the Athletic Supervisor, which must be on file at the Recreation Center office before 5:00 p.m. on the next workday following the game.
 - b. If a player physically assaults an official, scorekeeper, or staff member, he/she may receive up to a 3-year suspension from all Coralville sports programs, and legal action may be taken.
7. Any equipment or facility damage caused by abusive, flagrant, unsportsmanlike behavior of a player, manager or spectator will be the responsibility of that individual(s) to pay for all costs associated with repair and/or replacement of the damaged items.
8. Only the team manager will be permitted to discuss game situations with the umpire. (See USA Rules.)
9. Game time is forfeit time. **There is no grace period.**
10. No new inning will start after fifty-five (55) minutes from the first pitch of the game.

11. Teams should present their line-up to umpires at least five minutes prior to game time. If a team delays the start of a game by not giving the umpire the line-up until after game time, the game will be reduced the number of minutes it takes to get the line up in.
12. A pitcher is allowed three warm up pitches the first inning and one warm up pitch each succeeding inning.
13. The ball should be returned to the pitcher after every pitch and put-out in the interest of game time.
14. **Protest Procedure:**
 - a. The team manager must notify the umpire before the start of the top of the second inning if they are protesting the game due to an illegal player. The game will be suspended while the protest is being reviewed. Teams will not be able to protest an illegal player after the second inning has started, unless illegal player joins game after the 2nd inning.
 - b. The umpire will notify the site manager. Both team managers, umpire, and site manager will determine the name of the player being protested and then site manager will review the submitted roster.
 - c. If the protest is upheld, then the team with illegal player will forfeit the game. If the protest is denied the protesting team will owe a \$25 protest fee before the game can be played. If the fee is not paid then the protesting team will forfeit.
 - d. No park or recreation staff member is responsible for delivering a protest.
 - e. All protests concerning rules will be acted upon by the Athletic Supervisor. The decisions reached shall be final.
 - f. Umpire judgment calls may not be protested, i.e., whether a player is out or safe, whether a pitched ball is a ball or strike, or whether a ball is caught or not, etc. (See USA Rules.)
15. Forfeits:
 - a. Any team forfeiting a game without giving advanced notice to the at the Recreation Center by calling before 4:00 pm at 248-1750 will be required to post a \$25.00 forfeit fee. This fee must be paid at the Recreation Center office or concession stand prior to the team's next scheduled game. Failure to do so will result in an automatic forfeiture of that game.
 - b. Games forfeited due to player injury once play has begun are not subject to forfeit fee.
 - c. A team must have at least eight (8) players to start a game for the men's and women's leagues. A team failing to have eight (8) players at the scheduled starting time will forfeit the game. No exceptions will be made. This means all players must be dressed and ready to assume playing positions at game time.
 - d. If a team drops down to less than eight (8) players during a game, the game will be declared a forfeit by the umpire.
 - e. If a team forfeits any three (3) games during the season, the team will be removed from the league without a refund.
16. A team starting the game with less than ten (10) players (8 or 9) will not be assessed an automatic out for the missing player(s). Once a team begins the game, but is forced to continue with fewer players, an automatic out(s) will be assessed for each missing player(s). (See page 7 for co-ed rules regarding automatic outs.) A game will continue after a player is ejected unless less than eight (8) players remain.

- a. A player arriving late may be inserted into the line-up. This player must assume a vacant position in the batting order.
 - b. A team will not be assessed an automatic out if they lose a player to the blood rule.
17. Games are to be seven (7) innings in length OR the time limit, whichever comes first. All games are subject to the USA Tiebreaker Rule. In regular season play, the tiebreaker will be in effect only after 7 innings have been completed and if the time limit hasn't elapsed. Once the time limit has elapsed and the game is tied, then the game is considered final and a tie will be awarded to both teams. In tournament play, the tiebreaker will be in effect when 7 innings have been completed or the time limit has expired, whichever comes first. Games in tournament play cannot end in a tie – the game must be played to completion. If the game is tied, the USA tiebreaker rule will take effect.
 18. At the end of three (3) complete innings of play (2 ½, if the home team is ahead), the 20 run rule is in effect, the 15 run rule is in effect after four (4) innings (3 ½, if the home team is ahead), the 10 run rule is in effect after five (5) innings (4 1/2 if the home team is ahead).
 19. A game suspended by the umpire due to unplayable conditions will be replayed from the time of the suspension, with new line-ups allowed, when the suspended game is replayed. If 5 innings or 4-1/2 (if the home team is ahead) complete innings have been played, the game will be declared a complete game. (See USA rules.)
 20. A game stopped due to an injury severe enough to demand emergency assistance (i.e., ambulance), will be temporarily suspended at that time by the umpire. The game will resume from that point to the full 55 minutes time limit or its conclusion, whichever comes first. Blood rules players will be allowed to return to the game at the umpire's discretion.
 21. **An oversized carpet/mat will be used to determine balls and strikes.** A strike will be called when any part of the ball hits any area of the mat or plate. **The pitch height limit will be at 6' and 12'.**
 22. Batter will start with a one ball, one strike count. A batter shall walk after three (3) balls and is out after two (2) strikes. A batter is also out if the second strike is a foul ball.
 23. Warm-up and Infield Practice
 - a. Team listed second on the schedule will be the home team and will take the third base dugout.
 - b. No one will be allowed to warm up on the field at the same time the field is being prepared for play.
 24. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner (CoRec: a male must run for a male and a female for a female). A courtesy runner may be used once per inning per gender. Exception: A courtesy runner is allowed at any time for a player that is injured during the play. -If a courtesy runner's time at bat comes up while they are on base, the runner is out, the base is vacated and the person will come to bat.
 25. Time out will be called when in judgment of the umpire all immediate play is apparently completed.
 26. A batter is called out if his entire foot touching the ground is completely outside the lines of the batter's box, or any part of his foot touches home plate when the ball is hit. The ball is dead immediately, and all runners must return to their bases.

27. Line-up options for league play:
 - a. Ten (10) players may bat and play the field. They may be substituted for by USA rules, and may re-enter the game one time under the re-entry rule. (Note: league rules allow teams to begin games with as few as eight (8) players).
 - b. Extra Player Rule (EP). In order to use the EP, a team must start the game with eleven (11) players. Eleven players may bat while any ten (10) can play defense during any inning. Defensive positions can be changed, but the batting order must remain the same. Once a team begins the game with eleven (11) players, but is forced to continue with fewer players, an automatic out(s) will be assessed for the missing player(s) (exception: players leaving game for blood rule). If a team drops down to less than eight (8) players, the game will be forfeited.
 - c. A team may also have the option of batting all of their players while any ten play defense during any inning. The same restrictions in batting order and defensive play apply as with the EP. The umpire and scorekeeper need to be informed which of these three line-up options will be used before the start of the game.
 - d. Players may be added to a team's lineup (if a spot is available or they are batting everyone) as they arrive throughout the game. They must be added at the end of the batting order.

28. The pitching distance is 50 feet per USA Softball rules. If a step is taken it can be forward, backward or to the side provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
29. Exposed jewelry (watches, bracelets, earrings, etc.) or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, if worn they must be taped to the body. Plastic visors are not allowed.
30. The quick return pitch is an illegal pitch. A pitcher shall not attempt a quick return of the ball before the batter has taken his position or is off balance as a result of a previous pitch. A ball shall be called on the batter if he does not swing at the pitch. No runners can advance.
31. A double first base will be used in league play to help alleviate collisions between players. The batter/base runner must run to the orange bag when a play is being made on him/her at first base. If the batter tags the white bag and contacts the first baseman, interference will be called on the batter/base runner. However, if the first baseman contacts the runner as he/she is attempting to tag the orange bag, interference will be called on the fielder. On a single, double, triple or homerun the batter is not required to tag the orange bag; he/she may use the white bag when rounding first base. Once the batter/base runner passes first base the whole bag may be used.
32. Children are not allowed in dugouts or on the playing fields at any time during warm-ups, league, or tournament play.
33. Players must warm up in the designated off-field throwing areas at Coralville Creekside Ballpark. **The warm up areas are behind the concession stand.** Warm-up throws will not be allowed in the common area between the three fields and near concessions area.
34. Home Run Limits
C League – 4 Runs

D League – 2 Runs

E League – 0 Runs

35. BATS

We ban the same bats that USA Softball bans. *You can find the list of banned bats by going to www.usasoftball.com and clicking on Certified Equipment in the upper right hand corner.* You then choose bats (Go) and it will take you to Click here for USA Softball non-approved bats listed. You can check your personal bat by clicking the arrow on Display All.

36. BALLS

Coralville leagues will both be using balls this year that the USA Softball has designated as official for tournament play. The balls will be .440/.520 COR and 375/300 lbs for 11inch and .520 COR and 300 lbs for 12 inch.

If you need more balls during the year you can either buy them at the concession stand for \$6.00 or from a sporting goods supplier.

37. CASUAL PROFANITY/SPORTSMANSHIP RULES

Casual profanity shall not be used. These are loud, audible expletives not directed at umpires or other players. Players that throw a bat will also be subject to this rule.

- a. If a batter or base runner uses profanity, then reaches base safely, he/she will be called out.
- b. If a batter or base runner uses profanity, then is ruled out as a result of the play, the next batter will be called out. If the out made by the batter or base runner is the last out of the inning, the first batter of the next inning will be called out.
- c. If a fielder or coach uses profanity, then the next batter for that team will be called out.
- d. In b and c where the next batter is called out, he/she will NOT bat.
- e. Music – shall be free of profanity and only to be heard in the dugout.

38. OUTSIDE ALCOHOL

- a. Any player caught bringing outside alcohol into the ballpark will be ejected from the game plus the teams next scheduled game. If this occurs during a game the team will be forced to take an out in that players spot in the batting order.

39. Base Stealing is NOT allowed.

E. Co-Rec Rules and Regulations

1. Ten players must be used. Batting order shall alternate between sexes, with the exception of occasions when females or males bat-to-back when there are only nine players.
2. A team may begin the game with a minimum of eight (8) players-four (4) men and four (4) women. If a team has nine (9) players, a combination of five (5) women and four (4) men, or five (5) men and (4) women must be used.
3. A team starting a game with (8) eight players will not be charged automatic outs in the 9th and 10th positions in the batting order. If a team starts the game with nine (9) players

an automatic out will be given in the 10th position if the extra player is a male. There is no penalty for batting back to back females. Once a game begins, automatic outs will be assessed for missing players in the batting order (ejected players will not cause a forfeit unless he or she takes the team below eight players and blood rule players will not be automatic out.) If a team chooses to bat more than ten (10) players as per local rules, they must have an even number of males and females to do so.

4. If extra players (EP) are used, teams must use both one (1) male and one (1) female (for total of twelve players.) Defensive teams must always have at least four (4) men and four (4) women according to local rules.
5. Defensive positioning must include two (2) males and two (2) females in the outfield; two (2) males and two (2) females in the infield; and one (1) male and one (1) female in pitcher and catcher positions. (See USA Rules.)
6. When three balls have been called by the umpire, the ball is dead and a walk to a male batter will result in a two base award. The next batter (a female) will bat. Exception: with 2 outs, the female batter has the option to walk or bat.
7. Substitution must be woman-for-woman or man-for-man basis.
8. Sliding is allowed, but not required. Metal spikes may not be worn.
9. A 12” softball will be used for men and an 11” softball for women during league play.
10. In addition to these Co-ed rules, all the other rules and regulations listed in this manual and in the USA rule book will be followed during league play.

*In case of a tie in the final standings, the tiebreaker will be as follows:

- Head to head record
- Head to head point differential
- Overall point differential
- Coin flip

Good Luck! Have a fun season!