



TUSCALOOSA COUNTY PARK AND RECREATION AUTHORITY YOUTH SLOWPITCH SOFTBALL BY-LAWS 2018

REGISTRATION

1. Registration will be held at the PARA offices or online at www.tcpara.org beginning Wed., Jan. 10., 2018.
2. A completed roster and entry fee or Signed Letter of Commitment must be turned in by the registration deadline for a team to be able to play.
3. All payments must be received by the fourth scheduled ballgame or the team will have to forfeit until the balance is paid.
4. The coaches/manager meeting will be held Tuesday, March 6, 2018 at 6:00 PM at the Belk Activity Center in Bowers Park. Each team ***must*** have a coach present at this meeting.

SCHEDULES

1. 8 and Under will play 7 games. 10 and Under, 12 and Under and 14 and Under will play 9 games.
2. No team will play more than 9 games in the regular season.
3. If more than two rainouts occur, every attempt will be made to schedule enough additional games to complete a 9-game schedule before the mandatory start date for the tournament; however, if this is not possible, the tournament will start on time and no additional games will be scheduled.
4. Schedules for all leagues are final once published.
5. Games can be scheduled on Mon/Tues/Thurs/Fri and any time on Saturday.

ROSTERS

1. Rosters must have a minimum of 10 players and maximum of 20 players.
2. Rosters must be completely filled out and signed by each player's parent/guardian and coach.
3. Parents must sign a waiver to release liability in case of injury.

AGE REQUIREMENTS

Age Requirements: Ages are determined by the age as of January 1 of the current year.

- 8 & Under – Must be 6 years old by Jan. 1, 2018 and not to exceed 8 years old by Jan 1, 2018 (Coach Pitch)
- 10 & Under – not to exceed 10 years old by Jan 1, 2018
- 12 & Under – not to exceed 12 years old by Jan 1, 2018
- 14 & Under – not to exceed 14 years old by Jan 1, 2018
- 16 & Under – not to exceed 16 years old by Jan 1, 2018
- 18 & Under - not to exceed 18 years old by Jan 1, 2018
- 21 & Under – not to exceed 22 years old by Jan 1, 2018

NOTE—Participants in 8U-12U will be allowed to play up one age group. Players 14 and older may play up more than one age group.

TOURNAMENTS

1. There will an end of the season tournament for teams that would like to play.
2. The fee for the tournament is \$70 and has to be paid up front during the registration period.
3. If a team does not want to play in the tournament, they need to notify PARA at the registration date and they will pay \$70 less than the teams that do play in the tournament.
4. Team seeding will be based on the following: W/L record, if there's any tie, seeding will be determined by head to head competition results.
5. All youth league tournament games are limited to 60 minutes or 6 complete innings (no inning will start after 60 minutes of play has been completed.) Tie games will be played until completion.
6. Each manager is responsible for finding out time, date and location of tournament games.

NOTE: Some teams may be scheduled to play twice in one day.

It is the manager's responsibility to check the brackets. Tournament games that are suspended due to rain or other causes will be resumed at the exact point it was stopped.

- a. In the winning bracket, high seed will be the home team.
 - b. In the loser bracket, pre-game coin toss will determine H/V.
7. Trophies will be awarded in league tournament for 1st and 2nd place teams only.

BALLS /BATS

1. Each team must furnish one playable ball for each game
 - a. 10U, 12U, 14U - Yellow-Optic ASA Approved 11" ball. (44 COR and 375 lbs. compression)
 - b. 8U - Yellow-Optic 11" Soft Compression Training Ball.
2. All bats must have the ASA Approved. Please look online to see which bats are not approved at <http://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment>
3. Umpires will decide whether balls and bats are playable or legal.
4. **NO** "lively" softballs will be allowed in league play. Determination of "lively" balls disallowed for league and tournament play will be made by the Youth Softball Advisory Committee.

GAMES

1. Game time is forfeit time for all games.
2. A game will be forfeited to the team with the most eligible players on hand if one or both teams do not have at least seven (7) players (both regular season and tournament play). One of the seven players present must play the catcher's position.
3. During the regular season, teams may pick up players and not forfeit. Players may come from the same age group as the team or one age group down. Teams may not pick up players in tournament play.
4. Umpires will not call forfeit games.
Note: When playing with only 7 players, the missing 8th & 9th player in the lineup are not out.
5. Each regular season game shall consist of not less than 55 minutes of playing time. The clock starts after the plate conference. No inning shall start after 55 minutes from the beginning of the game. An inning in progress is to be completed.
6. Six innings is a full length game during regular season.
7. Official game time will be kept by the home plate umpire and announced after plate conference and recorded in the scorebook.
8. **The ten-run rule will be in effect after five innings and fifteen-run rule after four innings.**
9. No pre-game warm-up shall be allowed on the playing field.
10. Regular season tie games will be played out only when time permits.
11. No admission charge will be made for any league game. However, there will be an admission fee for ASA District, State, Regional and National Tournaments.
12. A courtesy runner will be allowed in all leagues in case of injury to a player that has not been taken out of the ball game. The courtesy runner will be the batter or runner who made the last out.
13. During the regular season, there will be no need for a coin toss. "HOME" and "VISITOR" will be designated by the schedule for regular season games
14. Line-Ups—it is the manager's responsibility to give team line-up to scorekeeper 15 minutes before the scheduled game time. Last names and jersey number must be indicated. Players who arrive late may be added. The coach must sign all line-ups. The acting coach must sign if the regular coach is not present.
15. Regular season games rained out BEFORE four complete innings will be replayed in their entirety. After four complete innings, the game is official. Tournament games rained out in progress will be resumed at the point play is suspended.
 - a. Inclement Weather Games—PARA will attempt to make up all inclement weather games, as fields are available. Rain delays will be a maximum of 15 minutes, after which games in progress will be suspended and games scheduled at a later time that night will be re-scheduled.
 - b. Game Cancellations (rainouts, others)—**NO** decision on game cancellations will be made until after 3:00pm unless it is immediately apparent that games cannot be played that day or there is a threat of severe weather. The PARA Director of Physical Facilities will make the decision. When a decision is made, information will be forwarded to the PARA rainout number.

GAME RULES FOR ALL AGE GROUPS

1. Each team must turn in a line-up of each player present, which will be the batting order for each game. Every player plays on defense.
2. **Each team will be limited to a maximum of five runs per inning.**
3. For 8U play will stop when the ball passes through the eight-foot circle, which is located around the pitching rubber. If a base runner is more than half the distance to the next base when the coach-pitcher has the ball or the umpire has called time, the runner will be awarded the next base if unoccupied. If the runner is not halfway to the next base, she must return to the last base touched. The coach-pitcher must pitch with one foot within the circle.
4. The infield-fly rule will be in effect for **14U and older ONLY**.
5. **Pitching and base distance see table below:**

Age Group	Pitching Distance	Base Distance
8 & Under	Coach Pitch	55 Feet
10 & Under	40 Feet	55 Feet
12 & Under	40 Feet	60 Feet
14 & Under	46 Feet	65 Feet
16 & Under	50 Feet	65 Feet
18 & Under	50 Feet	65 Feet

6. Teams will use free substitution with all players batting.
7. The 3rd strike rule will be in effect **except** for 8 and 10U where there are five pitches **ONLY**. A foul on the fifth pitch is an out. **12U and above:** A foul with two strikes is an out.
8. The catcher **must** wear a mask.
9. Playing Time
 - a. Each player in all of the age divisions **must play approximately one-half of every game—both regular season and tournament.**
 - b. Each manager is responsible for enforcing this rule for his/her own team.
 - c. 8 and Under and 10 and Under teams may field their subs in the outfield.
 - d. All teams 12 and Under and above must field 10 players: 6 infielders and four outfielders.

PITCHING/HITTING RULES

1. 8U PITCHING RULES: Coaches pitch to their own players with a limit of 5 pitches per batter. If batter does not successfully hit by the 5th pitch, she will be called out. (Fouled ball on 5th pitch is an out.)
2. The coach-pitcher must pitch with one foot within the circle. The coach-pitcher cannot interfere with the defensive players. As soon as the ball is pitched, the coach should move inside the circle.
3. If a ball hits the coach-pitcher and stays in fair territory, the ball is in play. But, if it rolls foul without touching anyone, the ball is ruled foul.
4. The defensive coaches may stand in the outfield grass. The coaches must be stationary when the ball is in play. If the ball is hit in his/her direction the coach must make an attempt to get out of the path of the ball. The ball is still in play if it hits the coach.
5. Coach-pitchers and the person backing up the catcher cannot coach batters or base runners. The person backing up the catcher must be over the age of 13 years old.
6. Unintentional slinging of the bat in a dangerous way may result in the player being called out.

BASE RUNNING

1. Hash marks will be placed halfway between first & second base, second & third, third & home plate.
2. Any base runner that has not gained the hash mark has to return to their previous base, unless forced by the batter becoming a base runner.
3. **TIME** can also be called when the ball is returned to the infield and is in control of a defensive player and no one is attempting to advance.
4. If the pitcher/coach interferes with a defensive play, the closest runner to home will be called out and no runners can advance.

PLAYER/COACH/PARTICIPANT/SPECTATOR CONDUCT

PARA athletic programs have a zero tolerance policy on any and all acts of violence or assault (verbal or physical). Any violations of this rule may lead to a hearing by the Youth Softball Advisory Committee, arrest and further disciplinary action up to and including termination of participation in all PARA activities, events, programs and use of facilities.

1. All coaches will be required to sign and abide by the coach's code of conduct while coaching in this league.
2. The coach for each team is responsible for the conduct of his/her team(s) fans.
3. Scolding and abuse of players by anyone connected with the team will not be tolerated.
4. It is considered poor sportsmanship on the part of the coach to intentionally run up the score of any game.

EJECTION

Umpires have complete control of the game and conduct of players and participants. PARA staff has the authority to remove anyone from the park who continues to be a threat to the atmosphere we are trying to create for the players and their families.

When a spectator, player, or coach is officially ejected from any game, they must sit out the remainder of the current game and the entirety of the next scheduled game. Ejected individuals must leave the facility and grounds immediately without causing a disturbance. If it occurs more than once in a season, the participant, parent, and coach must appear before the advisory committee, which may grant a suspension for the remainder of the season or as they deem necessary. If necessary the park supervisor will be responsible for enforcing the removal of ejected person(s) from the facility and grounds.

PROTESTS

It is the duty of the advisory committee in cooperation with the Program Director to supervise the program to enforce the rules and to hear and pass on all protests and complaints. Protests that will be received and considered concern matters of the following type:

Eligibility of players- any protest made on the eligibility of a player on an opposing team must be done **BEFORE THE END OF THE GAME** in which the questionable player is participating or has participated in. The coach then has until 12:00 of the following business day to turn in a formal protest in writing, along with a \$25 protest fee, and turn it in to the Belk Activity Center office.

For the following instances, the notification of intent to protest must be made immediately before the next pitch, by the coach or acting coach, by notifying the umpire that the game is being continued under protest. The referee will notify the opposing coach and scorer. The team coach then has until 12 noon of the following working day to turn in a formal protest in writing, along with a \$25 protest fee. The protest fee must be paid at the Belk Activity Center. If the protest is upheld, the \$25 fee will be refunded.

1. Misinterpretation of a playing rule
2. Failure of an official to apply the correct rule in a given situation
3. Failure to impose the correct penalty for a given violation

All formal protests must include the following information:

1. Date, time, and location of the game
2. Names of referees and scorers
3. The rule and section of the ASA Official Rules or League By-Laws under which the protest is made
4. The decision and conditions surrounding the making of the decision, and all essential facts involved in the matter of the protest.

GOVERNMENT

1. The 2018 Official ASA Softball Rules as approved by the Joint Rules Committee of ASA will govern play, with the exception of the above by-laws.
2. These by-laws were adopted by your Youth Softball Advisory Committee and shall be enforced and will be effective for one year.
3. A Youth Softball Advisory Committee shall be appointed by the PARA Board to coordinate all youth softball activities. It is the duty of the respective Advisory Committee, in cooperation with the League Director, to supervise the program and enforce the rules, to divide teams in their league into divisions and to hear and pass on all protest and complaints.
4. All games will be geared toward the main goal of *each participant learning good sportsmanship while developing needed skills*. **HAVING FUN**, not always winning, is the main purpose of the leagues. This is emphasized for all youth sports.