

Bachman Sports Complex

2022 Fall Softball League Rules & Information

www.aacounty.org/recparks Updated 8/1/22

1. All leagues are governed by the Anne Arundel County Department of Recreation and Parks Guidelines and Reference Manual. USSSA rules will apply except as noted below. **The USSSA/GSL Approved Bat List will be used for all leagues. All bats must have the USSSA thumb print stamp to be legal. Wooden Bats are not legal for league play. The pitching arc will be 6 feet to 10 feet.** Pitchers must adhere to “standard” pitching regulations. Illegal pitches will be called.
2. **ALCOHOLIC BEVERAGES IN THE COMPLEX**
No Alcoholic beverages are allowed in the complex. Offenders will be required to leave the complex IMMEDIATELY and receive an automatic 2-week suspension from ALL leagues. Teams found to have/had alcohol in their dugouts will automatically receive a 2 week team-suspension from ALL leagues. They will also forfeit all games scheduled during that 2 week suspension, including games that are cancelled due to weather. Repeat offenders will be barred from the Complex. Tobacco products are allowed in the parking lot areas ONLY!
3. **ADULT SPORTS PLAYER’S PLEDGE**
 - **I understand the importance of sportsmanship and fair play.**
 - **I understand the importance of respect for players, game officials, and league representatives.**
 - **I understand the importance of leaving the playing field in the same condition as I found it.**
 - **I understand the importance of league rules and guidelines.**
 - **Therefore, I will, at all times, respect the decisions of the game officials, park personnel and league organizers. I will not publicly criticize a game official’s ruling during or immediately after an athletic contest. I will through my words and actions display a high level of sportsmanship and fair play.**

GENERAL LEAGUE RULES

1. TEAM ROSTERS

Team Rosters are due no later than the 2nd week of league play.

Team schedules will only have the first 2 weeks games listed until completed Team Rosters are received. **Failure to turn in the completed Team Roster's by the 2nd week of the season will result in forfeits until Team roster is received.** Team rosters are found online and must be used for turning in your team's roster. **All Team Rosters must have all players' full names, address, phone number, birthdate and email address to be complete.**

2. Hand written team rosters will no longer be accepted. Team rosters are limited to 20 players Maximum.

3. Use roster add/drop to add additional players or remove players from rosters! The 5th week of play for a 9-week league and the 6th week of play for an 11-week league will be the deadline for roster additions. Dates will be listed on league schedules.

4. UNIFORM RULES

Teams must have shirts/jerseys with a minimum 6" number on the back of the shirt/jersey. Cut-offs and jeans are not allowed. During cold weather players are permitted to wear long sleeve shirts or hoodies during play but must have their jerseys on underneath the sweatshirt or jacket.

5. Metal spikes are not allowed in Anne Arundel County Recreation and Parks sponsored leagues or tournaments.

6. If writing line-ups, teams **must** use the first name or first initial, the last name and jersey # of each player. This applies to any and all substitutions.

7. BATTING PRACTICE

Teams are not allowed in the batters box. NO HITTING BALLS AGAINST THE FENCES AT ANY TIME. A player may be ejected from the game(s) by the park staff for hitting balls against the fence.

8. APPROVED LEAGUE SOFTBALLS

12" Optic Yellow "USSSA Classic M" Stamped Ball Only will be legal for Men's & Coed divisions and "11" Optic Yellow "USSSA Classic W" Stamped Ball Only for women will be legal for Coed divisions. All softballs must go through the umpire at the plate to be put into the game. No softballs enter the game from dugout to pitchers! A team that hits the ball out of play shall have the

responsibility of retrieving the ball or replacing it with a new ball or a used ball in good condition. **Each team will hit their own balls!**

9. **HITTING UP THE MIDDLE RULE**

Teams will receive **ONE (1) WARNING** each for an **“UP THE MIDDLE”** violation. There will be an 8’ pitcher’s circle around the pitcher’s mound and that 8’ pitcher’s circle is the middle. **Line drives and ground balls through the 8’ pitcher’s circle are OUTS!** After the initial team warning any ball hit up the middle or through the 8’ pitcher’s circle, the umpire shall call the play dead and declare the out while making all runners return to their initial base. Balls hit over the pitcher’s head will be an **UMPIRE’S JUDGEMENT** call. The batter will **ALWAYS** be declared out if the pitcher is hit on a line drive in the air, provided the pitcher is within the 8’ pitcher’s circle.

10. **BACHMAN COMPLEX HOME RUN RULES**

The following Home Run Rules will be in effect for all leagues/divisions. **All Home Runs are walk off in all leagues. Homerun Rules are NOT negotiable and can not be changed by both team’s agreement/field umpires. ***SPECIAL NOTE***If divisions must be combined there will be a special home run rule for that Combined Division.*****

Men’s “C” Leagues – 1 Designated Home Run Hitter and 4 additional Home Runs. All other over the fence home runs are outs. Designated home run hitter (DHH) must be declared at the plate before each game. Umpire will record hitter’s name and number on scorecard. If the DHH is walked (intentional or not) the next person to hit a homerun may do so without penalty until the DHH’s spot comes back up in the lineup. If the DHH is substituted for, the team loses the DHH until the original DHH returns to the lineup.

Men’s “D” Leagues – 1 Designated Home Run Hitter and 2 additional Home Runs. All other over the fence home runs are outs. Designated home run hitter (DHH) must be declared at the plate before each game. Umpire will record hitter’s name and number on scorecard. If the DHH is walked (intentional or not) the next person to hit a homerun may do so without penalty until the DHH’s spot comes back up in the lineup. If the DHH is substituted for, the team loses the DHH until the original DHH returns to the lineup.

Men's "E-Competitive" Leagues – 2 Home Runs. All other over the fence home runs are outs.

Men's "E-Recreational" Leagues – 2 Home Runs. All other over the fence home runs are inning ending outs.

Coed Leagues – 3 Home Runs. All other over the fence home runs will be outs.

County Coed Leagues – No Home Runs. All other over the fence home runs will be outs.

Church Coed Leagues – 3 Home Runs. All others are Inning Ending Outs.

50 & Over Senior Leagues - 1 Home Run per inning. All other over the fence home runs are outs.

60 & Over Senior Leagues - 3 Home Runs per game. All other over the fence home runs will be outs.

65 & Over Recreational Senior Leagues - Unlimited Home Run Limit.

11. COURTESY RUNNERS

One courtesy runner per inning (one time) may be used. The courtesy runner can be any player in the lineup. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out. In the Mixed Program, any male player in the lineup may run for any male, and any female player in the lineup may run for any female. Both a male and female player may opt for a courtesy runner in each inning.

12. GAME TIMES

Games will start at 6:00, 7:10, 8:20, and 9:30 p.m. or as indicated on your schedule. There will be an (1) hour and 10-minute time limit on all games, depending on the league composition. At the 55 minute point of the game the umpire will announce that we will finish the current inning and play one more inning if the game has not already reached the 7th inning. All tie games will be completed if they fall within the time limit. (Only 1 inning will be played to break the tie and if the game remains tied after the extra inning...the game ends in a tie) Tie games that exceed the time limit will end in a tie. A 15-minute grace period will be allowed for the 6:00 p.m. game only. This 15 minute grace period for the 6:00pm game is included in the 1 Hour and 10 minute time limit. A team that has 9 players (Coed 5 & 4) at 6:00 p.m. must start at 6:00 p.m. Forfeit time for all other games will be scheduled game time; 7:10 is forfeit time for 7:10 game, 8:20 is the forfeit time for the 8:20 game and 9:30 is the forfeit time for the 9:30 games.

13. **RUN RULE**

A 20 run rule will be in effect after the 3rd inning, 15 runs after the 4th inning and 10 runs after the 5th inning. The home team has the right to bat if they are behind by 10, 15 or 20 runs or more.

14. **SUSPENDED/POSTPONED GAME RULE**

All games must play a minimum of **4 innings** to be considered a completed game. If weather/lightning stops play after the **4th inning** has played and the game cannot be resumed it will be considered complete and the team winning at that point will win the game. Any game that is suspended before the **4th inning** is completed will resume the game (**on the rescheduled date**) from the point of the game being suspended. If the game is suspended before to the **3rd inning** is completed then the game (**on the rescheduled date**) will restart from the **1st inning**.

15. A team may start with **9 players**, with **an out** recorded when the **10th player is due up**. **The 10th player may be inserted in the lineup when he/she shows up, but must bat in the 10th batting position**. A team may bat the entire lineup. In the event of an injury and there is no available sub an out is recorded in that spot for the remainder of the game. **If there is an ejection and there is no available sub the game is a forfeit at that time.**

16. A double bag will be used at 1st base in all leagues. If there is a play on a batter/runner going to 1st base, the batter/runner **must** touch the portion of the double bag (orange portion) extending into foul territory. He/she will be called out if he/she fails to do so. **EXCEPTION: If a defensive player has to move onto the bag in foul territory to make the play, the runner may touch either bag if, in the judgement of the umpire, the runner touched the inside bag to avoid a collision.**

17. **IMPORTANT:** The defensive player must use the white base inside fair territory to make the putout. Players may advance from the orange bag.

18. A **1 + 1 count** will be used in **all leagues**. A **courtesy 3rd strike foul ball** will also be implemented. **EXCEPTION: Tuesday 65 & Over Rec League will use the 1 + 1 count with no courtesy 3rd strike foul ball allowed.**

19. **To determine if games are cancelled, please call the appropriate Rain Line after 4:00 P.M. If games are not cancelled at 4:00pm then a game time field decision will be made by the umpires!**

*****Bachman Sports Complex Rain Line - 410-553-8996*****

Make-up games will be posted on the website on the schedules. In addition, teams may be notified by e-mail, handouts or phone with schedule changes.

20. **UMPIRE FEES**

Each team is responsible for paying the umpire cash on the field prior to each game. The fee is listed on the league schedule. **If a team forfeits, that team is responsible for both umpire fees for all forfeited games.** If a team decides they need to cancel a game, the team canceling must first get the opposing team to agree to the cancellation. Next, both teams involved must contact the Complex Office personnel. Then, the team requesting the cancellation **must notify the Complex Office personnel at least FIVE WORKING (5) days in advance. The games will be rescheduled only if time permits.** If the Complex Office personnel are not notified five days in advance, the team canceling the games will be charged with forfeits and will be responsible for paying the forfeit fees (**Forfeit fees are both teams' fees**). **These games will not be rescheduled.**

21. **CANCELLED GAMES**

Cancelled games will be made up using 1 or more of the following formats.

- As part of a 5 game format, added to the end of the session, or on other nights during the week when possible.
- **Lightning/Thunder Rule:** As a matter of safety and precaution, all activities must come to a stop upon the first sign lightning/thunder. Everyone must leave the fields and playing area and go to the parking lot. Activities may be resumed only after the lightning has stopped or a **30 minute delay beyond the last sign of lightning.**

22. **FORFEITS**

Any team that forfeits 6 or more games for any reason may be disqualified and removed from the schedule. Not only is the team disqualified for the rest of the session, but may also be disqualified from playing the next session.

23. **LEAGUE TIE BREAKER RULE**

For normal leagues the tie breaker will be **Head to Head** records will be used to determine the division champions providing all teams played each team in their division. Divisions that are re-evaluated after 3 or 4 weeks will not play all of the same teams due to teams moving to other divisions and a **three (3) game playoff tie breaker** will be used to determine a league champion.

24. CHAMPIONSHIP SHIRTS

Each 1st place team will receive 20 League Championship shirts.

25. All players other than the 1st & 3rd base coaches and the on deck batter must remain in the dugout.

26. **Children under 16 years of age are not allowed in the dugouts or on the field before or during any games.**

ADULT SPECIFIC PARTICIPATION GUIDELINES

1. Unless stated otherwise, **participants in adult sport programs must be at least 18 years of age to participate.**
2. Adult participants must be able to show proof of identification at all times. A Driver's License, Military ID card, Passport and/or State ID card with photograph are accepted as proof of identification.
3. Adult teams located in Anne Arundel County will have priority over non-County teams. Non-County teams may join when openings occur.

SUSPENSION/PROTESTS/ILLEGAL PLAYERS

1. Cursing, bat throwing, **use of illegal bats;** harassment of umpires or park personnel before, during, or after games will not be tolerated. The penalties have been and will continue to be harsh. Please note that when the players signed the Adult Sports Roster form, they agreed that they have read and understand the Adult Sports Players Pledge, which is part of the roster form and noted in rule 3 above. **Flagrant misconduct may result in a suspension for the session or longer.**
2. **A player, coach or spectator who makes or attempts to make physically aggressive contact with a game official/umpire will automatically be suspended from all County-sponsored sports for a minimum of two (2) years from the date of the incident.**
3. **A player, coach or spectator who makes or attempts to make physically aggressive contact with another individual, other than a game official, will automatically be suspended from all County-sponsored sports for a minimum of one (1) year from the date of the incident.**
4. **Anyone ejected will automatically receive a two-week suspension from all scheduled games in all leagues. The second occurrence by the same person will result in a three-week suspension from all leagues, and the third occurrence will result in suspension**

from all leagues for one year from the date of the third ejection.

Any coach that refuses to supply an umpire or park personnel with the full name of a team member that has been ejected will also receive a two-week suspension from all leagues.

5. **Players, coaches or spectators ejected for unsportsmanlike conduct by departmental personnel or game officials will be suspended for a minimum of two (2) weeks, including playoffs and tournaments at departmental facilities.**
6. **Ejections occurring at the end of the season will result in the suspensions being carried over to the next sport or season. The suspended individual may be barred from all sites where County – sponsored activities are being held.**
7. **Any coach who refuses to provide the full name of an ejected player and/or coach to departmental personnel or game officials will be subject to 2 week suspension up to additional disciplinary action. Coaches or team representative must notify sports supervisor of ejected player with 24 hours of ejection.**
8. **Anyone suspended for any reason will not be permitted on the premises of the Bachman Sports Complex. This rule applies to all activities at any sports activities, including tournaments.**
9. **In accordance with the Mid-Atlantic Recreation & Parks Sports Alliance, Anne Arundel County will uphold any suspension of 1 year or longer from various jurisdictions. For a complete list of the jurisdictions, please visit our web site: www.aacounty.org/recparks , and view the **“Disciplinary Actions” section of the “Guidelines and Reference Manual”.****

PROTESTS

1. **If a player is challenged for eligibility and/or age anytime during the game, the manager must present the Anne Arundel County Roster Sheet, and the suspected player must sign their name in the protesting teams’ scorebook when requested by the umpire, and produce a valid Maryland State Drivers License. Failure to do so is an admission of guilt, and the game is forfeited at that point.**
2. **When ineligibility is discovered, all games the suspected player played in and including the game discovered will be forfeited.**

ILLEGAL BALL PLAYERS

- 1. Penalty:** Automatic forfeiture of all games the illegal player(s) participated in. Any player that is discovered playing illegally will be **suspended for a minimum of 30 days from all leagues**, from the date of discovery.
- 2. An illegal Ball Player is someone who:**
 - **Is not legally on the roster.**
 - **Plays for 2 teams in the same league.**
 - **Plays while suspended.**
- 3. Any manager or team representative that plays an illegal ball player will receive an automatic 2-week suspension from all leagues.**
- 4. Any employee of the Recreation and Parks Department employed at the Bachman Sports Complex will have the responsibility and authority to suspend and forfeit any game in which they observe an ineligible player participating.**

INJURIES AND BLOOD RULE

- 1. Neither the Department nor members of its staff will be responsible for injuries incurred during softball leagues, championship or exhibition games.**
- 2. A player, coach, or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the umpire's judgement.**
- 3. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:**
 - **Stop the game and allow treatment if injured person would affect the continuation of play.**
 - **Immediately call a coach, trainer, or other "Authorized person" to the injured player.**
 - **Apply the rules of the game regarding substitutions, re-entry, and short-handed player if necessary.**
 - **Request park personnel to call "911".**

BACHMAN COED LEAGUE RULES

- When playing with 10 players, 5 males & 5 females must be in the line-up. 6 males & 6 females when playing with an E/H, and 5 & 4 (5 males & 4 females or 5 females & 4 males) when playing with 9 players. Male and female must alternate in the batting order.
- When there are less than 2 outs; if a male walks, he will take 2nd base and the female must bat. When there are 2 outs; if a male walks, he will take 2nd base and the female may choose to either bat or take the walk. Runners awarded 2nd base may go there directly. Batter is out after the 2nd foul ball with two strikes on him or her. A man may pitch and a woman catch or vice versa but there must be one person of each sex in those two positions. The league does not regulate where the remaining players play in the field.
- Each team must have one new optic yellow 11 inch (Women's USSSA Stamped Classic W) restricted flight ball and one new optic yellow 12-inch (Men's USSSA Stamped Classic M) restricted flight ball for each game. Men must hit the USSSA Classic M ball and women must hit the USSSA Classic W ball. **NO EXCEPTIONS TO THE COED BALL RULES.**

SENIOR LEAGUE RULES

1. 50 & OVER LEAGUE DIVISION

All players must be **45** during the calendar year to participate in this league. Teams with 9 players at game time will be given a catcher from the opposing team until the 10th player arrives. This player from the opposing team will be a defensive player for that team only! Until the 10th player arrives the team with 9 players will be required to take an out for the 10th batter.

50 & Over Division must use Approved USSSA bats only. NO SENIOR BATS ARE ALLOWED!

Games that end in a tie at the end of 7 innings will continue for one (1) extra inning using the International Rule which puts the last batter who made the last out the previous inning on second base to start the extra inning. This runner cannot get a courtesy runner until he reaches third base. If at the end of the one (1) extra inning the game is still tied then the game will end a tie.

The extra inning will also have a 5 run limit. Senior leagues use a 6' to 12' arc on pitching. Game times for 50 & over 6:15pm/7:25pm. All senior leagues must use optic yellow .44 core 400 or less compression softballs in any and all senior league games. Umpires must call illegal pitches verbally in senior games.

2. **60 & OVER DIVISION**

All players must be **55** during the calendar year to participate in this league.

3. **65 & OVER DIVISION**

All players must be **60** during the calendar year to participate in this league. **Single wall & ASA approved bats are allowed in this league.** Pitching screens will no longer be used for league games. **A 220' outfield line will be painted in the outfield grass and all outfielders must remain behind the 220' line until the batter makes contact with the ball.** If any team violates this rule, a dead ball is called and the batter will be awarded first base. Senior leagues use a 6' to 12' arc on pitching. **65's play a 1+1 count with no courtesy foul.**

4. **PRE-GAME**

Pre-game batting practice, if time is available, will be completed at least 10 minutes before game time. Also, if time is available, infield/outfield practice will be completed 5 minutes before game time. This will allow managers and umpires to conduct their pre-game conference in a timely manner.

5. **TIME LIMIT**

55 minutes after the start of a game the umpire will announce that the inning being played will be the last inning of "5-run limit" play and the next inning will be the "unlimited run" inning. **All games, unless tied, are still limited to a 70-minute time limit.**

6. Senior divisions play a **5 (five) runs per inning** rule so there will be no run rule in any senior division play.

7. **FLIP-FLOP RULE**

If the home team is behind by 10 or more runs after the last "5- run limit" inning, the home team will take their at-bats in the top half of the "unlimited" inning. Only if they tie or go ahead will the visitors bat in the "unlimited" inning.

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