



AURORA ADULT SOFTBALL LEAGUE RULES

AGE AND LIABILITY:

1. Players must be 18 years of age and out of high school by the first scheduled game to participate in any adult softball league.
2. The APRD does not provide medical protection or insurance and assumes no liability for injuries a player may incur while participating in a softball league.

TEAM ROSTER:

1. A maximum roster of 20 players will be permitted.
2. All managers must have the team roster form completed by each person on his roster. The form must be completely filled out and signed by the player. **Completed roster must be turned in to the field staff by the 3rd week of the season.**

AURORA PARKS & RECREATION DEPARTMENT REGULATIONS:

1. The Aurora Parks and Recreation will have final say over any and all issues pertaining to recreation programs.
2. The ARD will do all it can to ensure a safe and clean ballpark. Please do your share to keep the fields and dugouts clean.
3. **Absolutely NO alcohol or drugs are allowed on city property. Any player(s) drinking or using drugs before, during or after the game on city property will be suspended indefinitely.**

PLAYER LIMITS:

1. A minimum of eight (8) players is needed to start **and** complete each game.
2. Each team is limited to (20) players on its roster. **No players may be added after the 4th week of the season.**

MANAGERS:

1. One official manager shall be designated by each team and shall function as the agent of that team. All questions or problems should be passed through the team manager. All changes regarding rules, schedules, or game times will be passed through the managers **via e-mail**. Please call your manager for any questions.
2. In the absence of a team manager, a person designated by the manager may act in his/her capacity at games, or meetings. This person accepts all the responsibilities of the manager.

PLAYER CONDUCT/PHYSICAL ASSAULT:

1. **Any physical assault or unwanted contact upon any person will automatically result in an indefinite suspension from all recreation programs.**
2. Managers are expected to control their team members at all times.
3. Any use of profanity, throwing of equipment, verbal threats/abuse is justification for an ejection from the game, at the umpire's discretion.

EJECTION FROM GAME:

1. Any player, manager, or spectator ejected from a game for unsportsmanlike conduct will draw an **AUTOMATIC SUSPENSION** from the next game played by his/her team and may be suspended for additional time pending a review.
2. Any person ejected from a game must leave the area of the playing field immediately. That includes parking lots and any adjoining properties to the ball field. Failure to do so will result in a team forfeit.
3. During a person's suspension, suspended individuals may NOT be in area of playing field or on adjoining properties.
4. The Manager is responsible to make sure that the ejected player from his team does not play next game. If the ejected player participates in the game, in any way, the game will be declared a forfeit even after the game is completed. The manager must inform the Sports Coordinator, before the next scheduled game, if a player is ejected and the details that lead up to the ejection.
5. A second ejection of the same player during one season will result in suspension for rest of the season.

UNIFORMS AND EQUIPMENT:

1. Metal cleats or spikes are prohibited.
2. The umpire reserves the right to inspect all playing shoes.
3. Catcher's masks are optional.
4. Bats: USSSA. (stamp must be on the bat) Illegal bats will result in the player using the illegal bat being ejected and a substitute player will not be allowed. Wood bats are allowed and do not require the USSSA stamp.
5. A COR .52 ball will be used.
6. Team shirts with numbers are required (after the third week) and are the responsibility of the team or sponsor. Teams that do not comply will forfeit HOME FIELD advantage that week.

FORFEITS:

1. Forfeit time is 10 min. after the scheduled start of the game. The umpire's watch will be used to decide forfeits. Forfeit time for the second game of the double-header is 10 min. after that game's scheduled time. Exception: If **no one** from the other team shows up within the forfeit time for the first game, the second game shall automatically be forfeited. **There will be NO "grace period" for the games.** *Exception: If the manager of the team who is on time and ready to play agrees to play the game even though the other team is short players or late the game may be played without a forfeit.*
2. False information furnished by a player and/or manager may be cause for suspension of the player and/or manager and forfeiture of all games.
3. The team forfeiting is responsible to contact the league no later than 4pm on the day the games will be played. Failure to do so will result in the forfeiting team paying the umpire fees for both teams.
4. If a team forfeits on more than 2 occasions, the team may be removed from the league without a refund.
5. Teams must make the original scheduled games, NO "make-up" games will be granted unless it is a result of inclement weather. If a team cannot make their originally scheduled game they will need to forfeit.

CANCELLATION OF GAMES:

1. When the weather is, or has been suspect, players should call the field condition hotline number at (330) 655-6410 beginning at 4 p.m. for a recorded message explaining if games are canceled. We have an account for Aurora OH Parks and Recreation using **Rainedout.com** – Free service which you can register for to get rained out info and schedule change information sent to them via text, emails – etc.

Go to https://www.rainedout.net/team_page.php?a=d1fb0476c71df06b7bb7 to register your phone or email for FREE!

Please tell your team that when in doubt, it's best to come out to the field. When poor weather occurs near game time the umpire will make cancellation decisions on-site. Four innings constitutes an official game. Games cancelled before being an official game will be played in their entirety at a later date.

2. Make-up games will be played the next available date after the rainout, unless otherwise arranged.

SEVERE WEATHER POLICIES:

1. If lightning is detected, the umpire will suspend play for 10-minutes immediately. If lightning is still present after 30 minutes, the games are automatically canceled.
2. There may be instances when a storm moves into the area rather rapidly and without much warning. In this case the supervisor or umpire may need to take appropriate actions to clear the field immediately. The umpire should wait 30 minutes before officially canceling a game due to a severe storm. This is the judgement of the supervisor and/or umpire.

GROUND RULES:

The umpires and both managers, prior to the beginning of the games, should establish ground rules for individual fields, and review rules specific to the Aurora softball leagues.

PROTESTS:

1. A picture ID is required as proof of eligibility during ALL playoff games. Any team can ask for a roster check if player eligibility is in question during the season or playoffs. If one cannot produce an ID upon request and/or the player is ruled ineligible the offending team forfeits the game(s).
2. Protests during regular season games or playoffs will not be considered except pertaining to **eligibility of a player**. Protest during the regular season regarding eligibility can be settled after the games have been played. Protests must be made by noon the following business day (M-F) of the incident. Protests during the playoffs must be resolved on site before **BOTH** teams involved begin their next game. The Sports Coordinator/ Monitor will hear and rule on all protests. **Umpires decisions on all game related issues are final.**
3. ALL rule violations will be corrected at time they were violated. Game decisions by the umpires will stand. The Sports Supervisor will clarify rules that are unclear at the field.

LEAGUE STANDINGS:

1. Standings will be updated weekly and posted on www.quickcores.com.
2. USSSA rules available at: <http://www.ussa.com/sports/Home.asp?Sport=17>
3. Playoff at the end will be a double elimination format for the top 8 teams with no time limit on games.

AWARDS:

Team trophies will be awarded for:

1. 1st and 2nd Place for playoffs (t-shirts for 1st as well).

LEAGUE TIE BREAKERS

Tiebreakers will be decided by:

1. Winning Percentage
2. Head to Head Competition.
3. Average Run Differential
4. Average Runs against
5. Forfeits

SPECIFIC AURORA LEAGUE RULES

1. Teams will play doubleheaders each game day except during tournaments.
2. An orange safety base will be used at 1st base for all games.
3. The scheduled length of all games will be seven innings. Four innings will constitute a legal game. No new inning will begin after 55-minutes have been played. If after the 55 minute time limit is reached and the game is tied one "extra" inning will be played to try and break the tie. If the game is still tied after the one "extra" inning the game is complete and will result in a tie. Time limits will not be in effect for tournament / championship games.
4. The home team keeps the official scorebook. The site supervisor will have an official score card to be signed by both team managers at the completion of games.
5. **Courtesy Runner Rule: 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. It will be the umpire's discretion whether to permit courtesy runner.**
6. **Flip/Flop Rule: In the inning when the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.**
7. Mercy Rule: will be 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings. The second game will start immediately after the first game.
8. Game balls are supplied by the league and the site supervisor will give them to the umpire at game time. **One new game ball will be used for each game of each doubleheader, as well as a good back-up ball. Please retrieve all home run and foul balls if possible.**
9. **A player, coach, or spectator will do no maintenance to any field.** Field problems should be reported to APRD on site supervisor.
10. A designated hitter (DH) and extra hitter (EH) are permitted to allow up to 12 hitters. Only ten can play in the field at one time. The 10 position players and the DH may enter and re-enter the field but the EH can only hit.
11. USSSA rules apply unless otherwise specified.
12. Home team for play-off/tournament games is determined by the team with the best regular season record.
13. Bases 65' and pitcher's mound at 50'.
14. Sliding is allowed.
15. All batters begin with a 1 – 1 count on them. There is no free foul once you have 2 strikes, the ball must be hit fair or will be an out.
16. Five homerun per game limit. Subsequent homeruns count as outs. An inside-the-park homerun does not count towards the limit.
17. No children allowed in the dugout at any time.
18. Umpires Fees: The umpire fee is required to be paid at the start of each game on the field by each team manager/representative. The umpire fee per Adult game has increased in 2019 to **\$25 per umpire/game**. In the event of a suspended game each umpire will receive a fee of \$5 per team for a total of \$10. Any additional amount will be returned to the team managers.
19. The team forfeiting is responsible to contact the league no later than 4pm on the day the games will be played. Failure to do so will result in the forfeiting team paying the umpire fees for both teams. The forfeiting team will need to pay the league before the start of their next game. **NO EXCEPTIONS**

CO-ED RULES

1. The (EH) extra hitter, if they are female, may enter the game in a fielding position if a female player is unable to continue playing in a game and the team would violate the equal males to female rule.
2. A maximum of ten players can be in the field at one time. Five of those fielders must be female with a minimum of two in the infield and two in the outfield. Teams must play one male and one female as pitcher/catcher. Pitcher and catcher are considered infield positions. The fifth female player can play anywhere. A team playing less than 10 players in the field must have an equal number of males and females, **but may have more females than males**.
3. Outfielders may not enter the infield dirt area until the batter has contacted the ball. Infractions will result in an automatic base hit for the batter.
4. The batting order will alternate male female. Teams cannot have more males than females in the line-up. For example, if a female player is removed from the line-up, the male player following her in the line-up must be removed.
5. **Courtesy Runner Rule: Any male player in the lineup can run for any male, and any female player in the lineup can run for any female. Both a male and a female player may opt for a courtesy runner in each inning. 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. It will be the umpire's discretion whether to permit courtesy runner.**
6. If a male is walked, the following female batter has a choice of hitting or taking an automatic walk. Male advances to 2nd base.
7. Mercy Rule will be 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings.
8. Five homerun per game limit. Subsequent homeruns count as outs. An inside-the-park homerun does not count towards the limit.