

West Seneca Youth & Recreation
Adult Softball Rules & Regulations
2018

A. GROUND RULES

1. Alcohol is prohibited at all times by players and spectators in all parks. The Town of West Seneca has an open containers law (Chapter 7, Article 1).
2. No equipment shall be left lying on the field in either fair or foul territory.
3. Any ball hit in fair territory that passes out of the playing field beyond any fence in the outfield is a home run.
4. Any ball hit in fair territory that bounces over any fence in the outfield is a ground rule double.
5. All rules are at the discretion of the Town of West Seneca. Rules are subject change at any time, without warning or notice.
6. Any and all accidents and incidents must be reported to West Seneca Youth & Recreation within 24 hours. Failure to do this will result in your team forfeit of the game.
7. Each team will play each other at least one time. The top four (4) teams will enter the playoffs.
8. All forfeits must be submitting in writing to the Town of West Seneca Youth & Recreation office, by the team that is requesting a forfeit. The team who submits the forfeit will receive the loss for the game. The forfeit fee must be paid before the next scheduled game. If the fee is not paid it shall be doubled and the team will not be permitted to play any future games until it is paid.

B. EQUIPMENT

1. Only ASA approved bats are legal. Men & Women must use ASA approved official wood softball bats for all leagues. The bat must be made of wood of one piece, or laminated from sections of hardwood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat. The bat may not be made of any other material(s) this includes aluminum or other metals, fiberglass, graphite or composite materials.
2. All key graphics, including the ASA markings, must be permanent and cannot be applied as decals or by another method that would allow key graphics to be easily removed or added to the bat.
3. Alterations and Additions to the bat, make the bat illegal for play.
4. No bat is legal for play if it is damaged in any way. Damaged bats include those with damage to the knob or end cap, those which have loose knobs or end caps, and those with cracks or dents in the bat material.
5. No bat is legal for play if the graphics have worn off.
6. No bat is legal for play if it has exposed rivets, pins, rough or sharp edges, or any form of exterior fastener that would present hazard. Bats shall be free of rattles, dents, burrs and cracks.
7. West Seneca Youth & Recreation reserves the right to inspect any bat brought onto a Town of West Seneca diamond during an Adult Softball game. The owner/user may either
 - a. Withhold the bat from inspection and accept an immediate suspension for the remainder of the season and the following season (automatic two-year suspension for second-time offenders). The offending team will also forfeit the game. This rule shall apply to the user and owner of the bat.
 - b. Allow West Seneca Youth & Recreation to inspect the bat and reach a conclusion as to whether or not the bat might be altered. If the bat is found to be altered the player will face suspension for the remainder of the season and the following season (automatic two-year suspension for second-time offenders). The offending team will also forfeit the game. This rule shall apply to the user and owner of the bat.
8. A mask is required for every catcher.
9. It is recommended that all teams have matching jerseys or shirts.
10. Gloves, bats, practice softballs, catcher's masks, batting helmets, game mats, first aid supplies, etc.... are to be provided by the players.

11. West Seneca Youth & Recreation will provide one ball for each game, to the home team. If the ball is hit out of the park or is no longer playable the away team is responsible for providing a used ball to continue the game with.
12. No metal cleats allowed. If a player is found to have metal cleats, they will be suspended for the remainder of the game. The offending team will forfeit the game.
13. All teams are required to provide and have first aid supplies with them at all times.
14. No jewelry will be allowed.

C. INSURANCE

1. Teams are required to carry their own insurance. Players and spectators participate at their own risk. The Town of West Seneca must be listed as an additional insured. A Certificate of Insurance must be submitted to West Seneca Youth & Recreation no later than **April 6**, of the current year. Teams who do not submit proper insurance will not be permitted to play. A refund of fees will not be issued. Please consult Town of West Seneca website for more information.

D. PLAYERS

1. Residents with a Town ID Card that is valid until September of the current year are considered a resident. The ID Card must be presented at time of registration (when rooster is turned in).
2. Non-Residents is any person without a valid Resident ID Card at the time of registration. Each Non-Resident player will be subject to a \$15.00 Non-Resident Fee. If the fee is not paid at time of registration, the player will not be eligible to play.
3. Players who are eligible may be added to a team, up to, and including the fifth regular game with consent of the League Supervisor. Added players must sign all required paperwork in the West Seneca Youth & Recreation Office and be included on the required insurance. Proof of this must be submitted at time of signing the paperwork in the West Seneca Youth & Recreation Office.
4. All players must sign all waiver forms in the West Seneca Youth & Recreation Office.
5. Players may not switch teams during the playing season.
6. Ineligible players will constitute an automatic forfeit of the game.
7. All players must be 18 years of age or older by June of the current year.

E. GAME RULES

1. Official rules as set forth by the Amateur Softball Association (ASA) for the current year shall govern play with the exception for local league rules.

F. LOCAL RULES:

1. Game time is forfeit time. The scheduled game time is forfeit time. If a team is unable to take the field with at least eight players at game time, the umpire shall declare the game a forfeit.
2. Teams may play eight players, but must play nine or ten if the ninth and tenth players are available and able to play. If at any time at the start of, or during a game, a team is unable to field at least eight players, the umpire shall declare the game a forfeit.
3. A team who (or receives) forfeits two games in a season will be eliminated from the playoffs and receive no refund of the registration fee or any other fees.
4. Any type of forfeit will count as 1 ½ losses in the standings.
5. Any player ejected from a game will automatically be suspended from his/her team's next game, playoff games included. Ejected player is required to vacate the game site immediately.
6. West Seneca Youth & Recreation will request one umpire for each scheduled game from Western New York Umpire Association. If at any time there is no umpire at your game you must notify West Seneca Youth & Recreation within 24 hours. You have the option to play an official game, if both

teams agree. If not, we will reschedule the game. Teams are responsible for covering the umpire fee for each game. This fee should be paid directly to the umpire. In the event an umpire calls off a game for any reason, the balance is still due. Failure to pay the umpire for any reason will result in the teams next game being a forfeit. In the event this happens more than one time, the team may be ejected from the league. The umpire fee is \$25.00 per team, paid directly to the Umpire. Umpire fees could change at any time, with no notice. Fees are set by the WNY Umpire Association.

7. The home team will be listed first on the league schedules and will be responsible to keep the official score book. At the conclusion of the game, please total both team scores and write, "won" / "lost" on the appropriate team's card. The winning team is responsible for delivering the score card signed by the umpire with the score of the game to the West Seneca Youth & Recreation Department. Scorecards can be delivered during regular business hours to 900 Mill Road #211, West Seneca, NY 14224. Scorecards can be mailed to 1250 Union Road West Seneca, NY 14224. West Seneca Youth & Recreation will not cover the cost of postage. A picture of both sides of the scorecard can be emailed to lmasset@twсны.org and [wsyes@twсны.org](mailto:wsys@twсны.org). Should you choose to email the scorecard it must be signed by (a) the umpire and (b) both team captains. All regular game scorecards must be turned in or postmarked to West Seneca Youth & Recreation within three (3) business days or they are ineligible. Playoff game scorecards are due within 24 hours. If we do not receive your scorecard ontime both teams will receive a loss. Verbal scores are not accepted. To receive a playoff game ball you must present your score card to the Recreation Office after the last game. Failure to turn in your scorecards within the correct amount of time will automatically change your game score from a "win" to a "lose" in both regular and playoff games.
8. Managers must to submit a lineup of all players present (16 maximum) to be in the batting lineup. Defensive positions may be freely substituted as long as no change is made to the batting lineup.
9. Free substitution: A player who has been removed from the game may re-enter the game for any player at any spot in the batting order after six offensive outs has occurred.
10. The conduct of the spectators is the responsibility of the team they are supporting. If the manager, after being warned by the umpire, cannot control abusive treatment or vulgar language, the game shall be declared a forfeit in favor of the opposing team.
11. All games will have a one hour and thirty-minute time limit. Time begins at game time; teams should be on the field and ready to play. All games will consist of seven innings with the following exceptions:
 - a. If the time limit expires in the middle of an inning, the inning may be completed unless the home team is at bat and ahead at that point.
 - b. If a game is tied at the end of seven innings, an extra inning may be played, time permitting. If tied at the expiration of time, only one additional inning will be played. If still tied, a tie will be recorded in the standings for both teams.
 - c. If any team is behind by 12 runs or more at the completion of five innings, the game shall be called in favor of the team ahead.
14. Courtesy runner. Teams may have a courtesy runner, if prior to the game the coach advises the umpire he/she has an injured player. Also, during the game if a player is injured, he/she may request a courtesy runner. The batter must reach first base safely before he/she can be replaced with a courtesy runner. The courtesy runner must be the player who made the last out. This rule applies to both the men's and coed leagues. However, in coed, should a woman require a courtesy runner, she must be replaced with the woman who made the last out. Should a man require a courtesy runner, he must be replaced with the man who made the last out.
15. No Stealing Home – Player must be batted in or played on, in order to score.
16. No Windmill pitching. No Crow Hops.
17. Wednesday is Men's Modified Figure 8 pitching only.
18. There is a two (2) strike foul ball rule in place. This means that if a batter has 2 strikes and hits a foul ball, he is out. (Men's Slow Pitch, Friday Night)
19. The Home Team will bat last. The Home Team will be listed last on the schedule.
20. The BLOOD RULE: A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If a runner needs to be substituted, the person who made the last out will be the substitute runner. The game will not be delayed, but the player will be allowed to return to the game when the bleeding has been contained and any clothing that has blood on it

has been removed. Free substitution will be allowed when the player can return to the game. If the Blood Rule leaves only seven players, the game may continue. Because of the Blood Rule, every player should have a change of clothing and every team should carry a first aid kit.

20. In case of a rainout you must have completed four innings for a game to count.
21. Phone in all games, not played due to weather or field conditions to the West Seneca Youth & Recreation Department within 24 hours. Unless all games were canceled by the West Seneca Youth & Recreation Department.
22. To determine if a scheduled game is rained out, please call the West Seneca Youth & Recreation Department rain number at 677-4754 after 4:00 p.m. on the day of the game.
23. Games canceled due to weather or any other circumstances outside of West Seneca Youth & Recreations control may not be rescheduled. In the event that they are rescheduled and team(s) are not available at that time will forfeit the game.
24. All trash must be deposited in receptacles provided.

F. COED RULES

1. To start a coed game, you must have the following number of players. See example below:

Allowed	Not Allowed
10 women and 0 men	3 women and 5, 6 or 7 men
9 women and 0 or 1 man	2 women and 6, 7 or 8 men
8 women and 0, 1 or 2 men	1 woman and 7, 8 or 9 men
7 women and 1, 2, or 3 men	0 women and 8, 9 or 10 men
6 women and 2, 3 or 4 men	
5 women and 3, 4 or 5 men	
4 women and 4 or 5 men	

A team is allowed to bat only one more man than the total number of women in your lineup, up to 16 players. You can always bat as many women as you choose. A team must field a minimum of 8 players provided at least 4 are women.

2. Batting order must be as follows- Male, Female, Male, Female, Male, etc.
 - a. Therefore there will be no male batters back to back
 - b. Females can bat back to back
3. Players are required to use ASA approved official wood softball bats.
4. There are no restrictions to the defensive positions for males and females.
5. Any intentional walk to a man creates the following option for the next batter if the batter is a woman: She may take the opportunity to hit or may automatically take first base. This is her decision.

G. PROTESTS

1. All protests must be made to the umpire at the time of the rule infraction. A written copy of the protest must be sent to the League Supervisor, together with a \$25.00 deposit. Protest will be ruled on by the Recreation Department. The deposit will be returned providing the protest is upheld. If the protest is ruled out, the money will be used to help defray the cost of the program. Protest must be submitted to the League Supervisor within 24 hours of the game being protested. The ruling of the committee is **FINAL. INELIGIBLE PLAYERS MAY BE PROTESTED AT ANY TIME.**

H. FORFEITS

9. A team forfeiting a game (at their own will, failure to show up on time to the diamond for their scheduled game or due to failure to follow program rules) will pay: Co-Ed & Slow-pitch a \$60.00 fine and Fast pitch a \$65.00 fine. The fines can be paid at the Recreation Office Monday - Friday between the hours of 9:30 AM

and 4:30 PM. Fines must be paid within 48 hours of the game that was forfeited. If the fine is not paid the next game will be forfeited. In the event the fees are not paid within 5 business days the team will be ejected from the league. No refund of any fees will be issued. A team will not be subject to this fee if they notify the West Seneca Youth & Recreation Office 72 hours prior to a game that they will be unable to play. However, the team will receive a forfeit for this game. A team who forfeits (in this manner) more than twice in one season, will be ejected from the league for the remainder of the season with no refund of any fees issued. **If you are submitting a forfeit it must be submitted to Recreation in writing or via email. Forfeits cannot be submitted to Recreation via phone or any other way verbally. You cannot submit a forfeit for another team. The forfeit is counted towards the team who submitted it.** All forfeits must be submitted in writing to the Town of West Seneca Youth & Recreation office, by the team that is requesting a forfeit. The team who submits the forfeit will receive the loss for the game. The forfeit fee must be paid before the next scheduled game. If the fee is not paid it shall be doubled and the team will not be permitted to play any future games until it is paid.

FAILURE TO COMPLY WITH THE ABOVE RULES COULD RESULT IN FORFEITING GAME.

Failure to comply with the above rules more than a single time may result in the team will be ejected from the league.

Have a Safe and Fun Season!!