



Town of Farragut
Farragut Town Hall
11408 Municipal Center Dr.
Farragut, TN 37934
Phone: 966-7057 Fax: 675-2096



Farragut Men's Softball Rules

General Information

1. **ASA** rules prevail with exceptions by league, which will be stated below.
2. **AGE:** All softball leagues are open to adults 18 years of age or older.
3. **ROSTERS:** A team roster must be submitted prior to the first game (can be brought to the first game). A **maximum of 20 players will be permitted**. Changes or additions will be allowed up to the start of the second game. Managers will be expected to notify the Athletic Coordinator of any changes made by presenting new roster at game, emailing or faxing. If questioned, players must be able to provide identity (picture I.D.). **ALL PLAYERS MUST SIGN A WAIVER PRIOR TO PLAYING IN ANY GAME.** Waivers are available online or can be obtained from the scorekeeper.
4. Teams **must have** matching jerseys with **at least a 6 inch number** on the back of the jersey for every game. *A one week grace period will be given to those teams that are late getting their jerseys. After this one week grace period, teams will be subjected to sanctions by the Athletic Coordinator.*
5. **SWITCHING TEAMS:** Players may not switch from one team to another and cannot be listed on more than one roster in the league.
6. **FOOTWEAR:** No metal cleats or spikes will be allowed in Town of Farragut Leagues. Closed toed shoes must be worn during league play.

7. **GAME CANCELLATIONS:** Cancelled games will be announced on the Sports Info-line, which can be reached by dialing 865-966-2420. The first message will be the general field closure announcement and will give all necessary information for that day.

8. **MAKE-UP GAMES:** There will be one week at the end of the regularly scheduled season for make-up games. If this week is not needed, then the tournament will begin that week. Otherwise, the post-season tournament date is set and will not be altered for make-up games. If other dates are needed, games may be rescheduled for any night, field or time in order to complete the league schedule. (Ex.: game rained out on Monday will be made up at the end of season make-up week, if this date is already scheduled it will be made up on the Tuesday of the following week. If this game is rained out, then the game will be cancelled). Every effort will be made to reschedule at a time that is conducive to every team's schedule.

Playing Rules and Regulations

1. **LEAGUE:** The league schedule will be round robin with a post-season single elimination tournament.
2. **LEAGUE CHAMPION:** Determined by (1) overall record, (2) head-to-head competition, (3) runs allowed. Individual prizes will be awarded to the champion of the tournament.

3. **GAME BALLS:** Game balls are not provided by the town, **each team is expected to furnish one NEW game ball in all league games.** Regulation softball for league play is the white cover or **ANY ASA APPROVED BALL WITH LOGO (and/or green stamping as approved by ASA) size 12" inch ball with a .44 COR and .375 COMP** shall be used in the following ASA play: All Men's Leagues and Co-Ed. It must be marked with the ASA Certified Stamp.
 **Examples of balls to be used are: Worth, Dudley, and Rawlings
4. **GAME TIME:** There will be a five minute grace time from the scheduled start of the first game. After the first game then scheduled game time is forfeit time. The umpire will keep and announce the official start time.
5. **COIN TOSS:** Each game (excluding tournaments) will begin with a member from each team meeting with the umpire to discuss any details and to decide the home team with a coin toss.
6. **LINE-UP:** If a team has eight (8) players, the game must start. However, an out will be recorded each time the 9th batting position arrives. If the 9th and 10th (eligible) players arrive, he can enter the game immediately. If not in the batting line-up, then they must be placed at the end of the order. If they are already in the order and their turn arrives before the player shows-up, then an out will be recorded.
 NOTE: Teams may bat up to twelve (12) players.
 NOTE: There will be only one defensive change per player/per inning, except for injuries in which the injured player must be removed from the game. All defensive players must appear in the batting order.
 NOTE: Team captains must submit line-ups to the scorekeeper as quickly as possible, with a minimum of 5 minutes prior to game time. Line-ups should include each player's first and last name and jersey number. Line-up cards are available with the scorekeeper.
7. **OFFICIAL GAME:** Seven innings or 1 hour will constitute an official game, unless rain or run rule prevails. **No new inning will be started after 50 minutes.** Game time begins with the coin toss. At the end of the time limit (upon completion of inning started), the game will end.
 NOTE: If unforeseen circumstances (rain, etc.) occur, then 4 ½ innings (if home team is ahead) will constitute an official game. Otherwise the game will be made-up and resumed at the point from which it was stopped.
8. **RUN RULES:** A team leading by 20+ after three innings, 15+ after four innings or 10+ runs after five innings or any complete inning thereafter will be declared the winner and the game complete.
9. **EXTRA INNINGS:** During the regular season, there will be no extra inning play. Games that are tied after completion of innings or game time is met will remain a tie (excluding tournament).
10. **BALL/STRIKE COUNT:** When the batter enters the batter's box he will receive the count of one ball and one strike. After a count of two strikes, the batter will be called out on the second foul.
11. **HOMERUNS: "One Up"** – one team may not have more than a "one" homerun advantage over their opponent. If "Team A" hits a home run, then they cannot hit another homerun until "Team B" hits a home run. Once Team B hits a home run, both teams have now hit one home run. Now, "Team A" or "Team B" may hit a homerun. There is a limit of three homeruns per team, per game. Each homerun thereafter will be considered an out. Any home run that exceeds the **"one up"** rule will be deemed an out.
 NOTE: When a homerun is hit, the batter and all runners must touch the next base to be credited with a score.

12. **COURTESY RUNNER:** Courtesy runners will be allowed for an injured player only, as determined by the umpire. Any player in the batting order may be used as a courtesy runner.
13. **PITCHING:** A pitch delivered legally with the proper arc requirement that crosses the plate within the strike zone will be called a strike. The strike is considered the space over any part of home plate, between the batter's back shoulder and front knee, when he assumes a natural batting stance. The pitch, delivered with an underhand motion, must have a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum of 10 feet from the ground.
NOTE: No trick pitching is allowed. Pitches are at the discretion of the home plate umpire.
14. **STEALING:** Stealing is permitted as long as the runner does not leave the base until the ball reaches the front edge of home plate. If the ball either hits the plate or touches the ground prior to reaching the front edge of the plate, the ball is dead and the runner cannot steal. The ball remains alive until the pitcher has possession of the ball in the infield and all immediate play is apparently completed. The ball is also dead if the pitched ball hits the batter. The ball is live and the runner(s) can advance if: a play is made on a runner; the pitcher fails to catch the ball or the catcher hits the batter on a ball thrown to the pitcher or to a base during a play. If a play is made on a runner, the ball is alive and the runner(s) can advance.
15. **CHIEF UMPIRE:** The chief umpire will be the field director and will have jurisdiction over the field during games. S/he will also determine if games are to be cancelled or delayed due to weather or other incidences.

Conduct and Protests

1. **EJECTIONS:** Vulgarity and profanity will not be tolerated. Managers are in charge of their players' and fans' conduct. Any Player, coach or fan ejected because of excessive profanity or misconduct are automatically suspended from the next team game (scheduled, rescheduled or tournament). Undue harassment of the official(s) before, during or after the game may result in the ejection of the individual(s) involved, from the game. Any player, coach or fan that is ejected from a game will be suspended from attendance/participation in his/her team's next game.
NOTE: A player will be automatically ejected for any thrown bat that hits the fence in the air or, in the opinion of the official, any thrown bat which endangers any person.
NOTE: Players ejected from a game will leave the park complex.
2. **REMOVAL FROM LEAGUE:** Any player or fan who strikes, attempts to strike or verbally threatens an official; who fights with another player or fan; who is ejected for unsportsmanlike behavior for the second time within one season, will be suspended for one calendar year.
3. **ALCOHOL:** Alcoholic beverages will not be allowed in Town of Farragut park facilities

Consumption of alcoholic beverages by a team member during a game either in the dugout or outside the dugout could result in an automatic ejection from the game. Players will not be permitted to play while under the influence of intoxicants or drugs. After the second ejection, a player could be suspended from league play. Town and state ordinance prohibits consumption of alcoholic beverages in Town parks.

4. **PROTESTS:** Protests will be made by the manager. The protesting manager must inform the umpire and the opposing team manager of the intent to protest the game at the time the protested event occurs and prior to the next live ball. Protests involving judgment calls will not be accepted. The manager will then need to file an official protest form found on the Town of Farragut website, with the Town of Farragut Leisure Services Department.

A formal protest should contain the following information:

- A. The league, date, time and field
- B. The name of the umpire and scorekeeper
- C. The rule and section of the Official Rules or League Rules under which the protest is being made
- D. The decision and conditions surrounding the making of the decision
- E. All essential facts involved in the matter protested

The above information must be submitted within 24 hours after the protested game along with the protest fee of \$100.00 (cash, check, or credit card). If the protest is lost, the fee goes to the Department of Leisure Services.

5. **BATS:** Any bat must be approved by ASA and must clearly bear the certification mark and must not be listed on an ASA non-approved list. A listing of approved bats is listed on the ASA website at www.softball.org

NOTE: Batters using a banned bat will be ejected from the game.

NOTE: Any player discovered using an altered bat will be disqualified from league play for a minimum of one year.

Tournament

All regular season rules remain the same except for the following:

1. Brackets will be determined by league seeding (see rule #2 under playing rules and regulations.
2. Highest seeded team will have home field advantage.
3. Tied games will continue additional innings until one team is ahead by at least one run.
4. Championship game will be seven innings, regardless of time.
5. Tournament champion will receive individual awards.

Manager's Responsibilities

Managers are responsible for the following:

- Completed roster, fees paid and waivers filed in a timely manner
- Acquiring team schedules (posted online or by calling Leisure Services department and requesting a copy)
- Informing team members of schedule changes
- Provision of current contact information to the Leisure Services Department
- Conduct of team players and spectators

Important Contacts

- Town of Farragut Leisure Services Department: 865-966-7057
- Sports Info-line: 865-966-2420
- Town of Farragut website: www.townoffarragut.org