



2024 Program Information & Rules

Summer Softball Leagues

City of De Pere Parks, Recreation & Forestry Department

Please Note: Rules and regulations may be adjusted following discussions at the pre-season manager's meeting. Any changes will be approved by a majority ruling of all league managers.

Updated 1/25/2024

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Adult Softball Leagues will be governed by policies and guidelines in this packet, along with those outlined in the Adult Athletic League Policies Handbook. This is located on the City of De Pere website under Recreation.

Formerly the Amateur Softball Association (ASA)/USA-Softball, USA Softball (USAS) 2024 Rulebook will be the official rulebook with adaptations listed within this booklet. Along with these policies and rules, the league playing rules will be in accordance with the 2024 USAS Official Rules of Softball.

GENERAL INFORMATION

Registration

Registration packets are available online on Monday, February 12. Registration begins for Returning Teams on Monday, February 19 at 7:30am and All Teams on Monday, March 4 at 7:30am.

In order to pre-qualify for placement in one of the leagues through the team placement procedures, teams must turn in both a completed team roster and accompanying league fees by **Friday, March 22nd at 11:00am**. Rosters received after this date and time will not be accepted.

League Offerings

2024 League Offerings Include:

- Men's 12" Slowpitch League: Thursdays at VFW
- Men's 14" 30+ Slowpitch League: Thursdays at Legion Park
- Coed 12" Slowpitch League: Tuesdays at Legion Park

Please specify league and day preference on your roster.

Rosters

Teams must have a minimum of 10 players (maximum of 20) on their roster when it is turned in. "Resident" team will be those with 8 or more residents on their roster. Players may be registered on more than one team, but NOT on the same night or in the same league. All individuals participating in a league MUST be listed on the team roster and have paid necessary league fees. No other individuals may participate.

Apparel

Players must wear some type of acceptable shoe. (Metal spikes are not allowed.)
Players must be fully clothed.

Game Schedule & Locations

Games are scheduled at Legion and VFW Parks. Base paths will be 60 feet in length for 14", 65 feet for 12" leagues. A double base will be used at first base. The first team listed on the schedule is the away team and bats first. League play begins the week of April 29th weather permitting. Slow-pitch games have a one-hour time limit. (Thursday 14" league has a 55-minute time limit.) No new innings may begin after the allotted time limit.

Equipment

A new game ball will be provided each night. Used game balls will be on site and may be swapped for the game ball if approved by the umpire. For all leagues, all balls used must be USAS-approved, with the USA stamp on the ball. Any teams hitting a significant number of home runs will be responsible to find the balls & return them to the general use bucket.

All bats must be marked "Official Softball" and must comply with USAS regulations. Only bats tagged with a current **Greater Green Bay Approved** bat sticker will be legal for use in a De Pere League. All bats will need to be tagged with the current **2024 pink** colored sticker. Bats not tagged will be considered illegal and not allowed. Bat tagging will be done at the De Pere Community Center during regular business hours (M-TH 7:30am – 5:00pm & F 7:30 – 11:30am). The current USAS non-approved bat list (see USAS website) will be used. If a bat is not on this list, it is ok to be tagged. Tags will be placed above the grips. Bats may also be tagged at any of the following Green Bay area Park and Recreation Departments (Howard, Ashwaubenon, Allouez, Green Bay).

GAME RULES & FORMAT

COVID-19

All leagues and fans will be required to abide by all COVID-19 policies and procedures at any given time of the season.

Pre-Game

At VFW Park, softball teams/players will not be allowed to have batting practice in the area outside of the right field fence. At Legion Park, no batting practice (unless it's on the softball field) will be allowed.

Post-Game

For all softball league play, the ball diamond lights are to be turned off no later than 15 minutes after the last game ends for the night.

Weather

Postponement of a game due to time limit or weather is at the umpire's discretion. If a game is called due to weather, it will be resumed from the point of **STOPPAGE**.

Ex: If game is tied going into 6th inning. Guest bat and score in top half of inning and game is stopped → When weather breaks, game will resume at bottom half of inning to allow home team to bat.

Ex: If game is stopped at while runners are on base, outs are in play, and there is an active count on the batter; the game will resume at that point with correct runner(s) in place, the correct batter along with the count against them, and outs

Innings & Time Limits

Each game will consist of seven innings unless ten runs separate the teams after 5 innings (4 ½ innings if the home team is ahead), or fifteen runs after 4 innings (3 ½ if the home team is ahead). If the home team is behind, the inning must be completed. The time limit and 10/15 run rule is in effect for all games, except for a playoff or championship game which is 15 runs after 5 innings.

If, at the end of 50 minutes of playing time for slow-pitch leagues, one team is ahead by 10 or more runs, they shall be declared the winner regardless of the number of innings played. Away teams that are losing will be allowed to finish the top half of the inning and the full inning will be completed if the home team is losing. This rule will not be applied to playoff or championship games.

A game is ruled a regulation game after five or more complete innings are played (4 ½ if the home team is ahead).

Line-Up & Subs

Teams must start with eight (8) at the beginning of the game. They may play with seven (7) if an eighth (8) team member is injured and unable to play. A team may bat their entire roster (flexible line-up). However, it must be declared at the beginning of the game when the line-up is presented to the umpire and remain throughout the entire game. Additional or late players will be put at the bottom of the batting order.

Substitution of any player or position is allowed by innings (exception: pitcher change or injury). If a player becomes injured and must leave the game, the team will not have to take an out when it is that person's time to bat. If teams using the regular line-up format are forced with an injury to have less than 7 available players left, any player may be allowed to re-enter. If a team does not bat the entire roster (regular line-up) all subs must be reported to the umpire prior to the individual entering the game. Substitutes may only enter a game once and starting players who re-enter the game must replace their substitute and remain in the original batting position. A starting pitcher cannot return to the pitching position once he leaves the game, and the designated hitter may be used.

Designated Hitters

Designated hitters (DH) may be used for any player providing that teams who have selected the regular line-up format follow these guidelines:

- It is made known prior to the start of the game and their name is indicated on the line-up sheet;
- The DH must remain in the same batting order position for the entire game;
- The DH can play defense, but teams would then lose the DH position; the DH would stay in their original DH position in the batting order;
- The DH may be substituted for at any time either by a pinch runner or pinch-hitter who then becomes the DH. The substitute must be a player who has not yet been in the game;
- A replaced DH can re-enter the game once;
- DHs in the game may not pinch-run.

Courtesy Runners

All teams, regardless of the line-up format used, can use courtesy runners. The only courtesy runner allowed is the person who makes the last out. Courtesy runners must be taken the first time you get to base. A player cannot ask for a courtesy runner once the

player has elected to run in previous at bat or moved from one base to the next. Judgment decisions on injuries relating to all field substitutions will be at the umpire's discretion.

Injuries

Judgment decisions on injuries relating to all field substitutions will be at the umpire's discretion. If a player becomes injured and must leave the game, the team will not have to take an out when it is that person's time to bat.

If teams using the regular line-up format are forced with an injury to have less than 7 available players left, any player may be allowed to re-enter.

Pitcher & Pitching

For all slow-pitch leagues:

- The pitcher must have at least one foot in contact with the furthest back, fifty-foot pitcher's plate upon ball release. A dead ball will be called if there is no foot contact at the point of release.
- The pitcher cannot deliver a pitch from the glove; batting gloves may not be worn on the pitching hand.
- There will be no limits placed on the height of a pitch.
- An illegal pitch will be called if the ball is not delivered with an arch of at least six feet from the ground.
 - The batter may then leave the pitch and take an automatic ball or he may take a swing at the pitch, with the results being "played".
- Pitchers who want to intentionally walk a batter may do so simply by notifying the plate umpire.

Fouls, Strikes, & Outs

A 3-2 count will be used for all slow-pitch leagues. A batted ball that hits the mat first is an automatic foul ball. When a walk occurs, the ball is dead until the pitcher has the ball back on the mound and all runners have reached their appropriate base. Runners on base may advance on any caught foul ball that is in play.

A strike will be called if a batter swings and misses while a runner on base gets called out for leaving a base early. A legally thrown ball that hits any part of the plate or the mat behind the plate, including any edges, is a strike.

Foul Tip – An out will be called when the catcher catches a foul tipped ball before the ball goes out of play or hits any fencing along back stop or along 1st and 3rd base lines. The ball does not need to go over their head.

Scoring

Running in: The plate, plate edge, black mat, or black mat edge, must be touched when a runner attempts to score. If the bases are loaded with one out and the batter hits a long fly ball that is caught and the runner on first base would get called out in any

manner after legally tagging up, all runs that would have crossed the plate prior to the runner being put out, would count.

If the black mat is altered from general location to gain advantage to the scorer or the catcher – An out or safe call will be made. (Umpires Discretion)

Catchers must have the ball in order to block the plate.

A 3-2 count will be used for all slow-pitch leagues.

If, at the end of 50 minutes of playing time for slow-pitch leagues, one team is ahead by 10 or more runs, they shall be declared the winner. This rule will not be applied to playoff or championship games.

Base Running & Sliding

Bunting, leading off, and stealing are prohibited. Runners may not leave a base until the ball is hit, unless they are forced because of a walk. The WIAA rule on missing or leaving a base too soon will be followed. **Meaning: This is NOT an appealable play. When/if the umpire sees the infraction, they will automatically call the runner out.** If the fielding team doesn't make the play while the ball is still in play, the call will be made after the play is over and the umpire calls a time out. Point of situational clarification: If the bases are loaded with one out and the batter hits a long fly ball that is caught and the runner on first base would get called out in any manner after legally tagging up, all runs that would have crossed the plate prior to the runner being put out, would count. A double base will be used at first base.

Sliding is OPTIONAL

Runners have the option to slide. If a runner chooses to use the black mat to score, they may do so in a manner that does not intentionally "take out" a defensive player. They must also stay within a relative baseline. The relative baseline will be determined by the umpire. **The umpire's decision is FINAL.**

If a runner slides: They must slide into home plate. Sliding into the black mat will not count as a scoring maneuver. Any runner, who intentionally "takes out" a defensive player by sliding, will be automatically out along with any runner who would have scored or who would be next in line to score. **Runners have the option to slide into home plate if there is a play at the plate. The runner will use their best ability to stay within the baseline.**

Fake Tags

If a fielder puts a "fake tag" on a sliding runner, the runner may get an additional base(s) if, per umpire's judgment, it is felt that the runner could have further advanced. Flagrant "fake tags" may also be penalized by advancing the runner to the next base.

Foul Balls & Legal Catches

The infield fly rule will be enforced when there are less than two outs with runners on 1st and 2nd, or on 1st, 2nd, and 3rd. An infield fly is a fair fly ball (not a line drive or bunt)

which could be caught with ordinary effort by an infielder or anyone else in the infield. Runners may then advance at their own risk.

Penalties

A two base penalty will be awarded on:

- a. Overthrows when it is determined that a throw is intentionally wild (umpire's discretion)
- b. Any defensive intentional acts of getting a ball out of bounds, either on a catch or a kick/bat, from the last base touched prior to the ball going out of play; and when a fair ball bounds out of play unintentionally off of a defensive player, from the time of the pitch and when a fair ball goes out of play
- c. A fair-batted ball goes out of play, all runners get 2 bases from the time of the pitch

A one base penalty will be awarded if:

- a. A fair ball is unintentionally carried out of bounds by a fielder, from the last base touched prior to the ball going out of play
- b. When the ball is obstructed by the dugout or goes into the dugout

Game Forfeits

A maximum of 10 players (minimum of 7) will be allowed on the playing field. Teams with less than 7 players on the field at any time will forfeit their game. Game forfeits may be declared if teams do not have their line-ups (complete with first and last names) into the league scorer 5 minutes prior to their scheduled game time. Only an umpire can declare forfeits. All players must be listed on the roster and have paid appropriate league fees. Teams will forfeit if ineligible players are used. If teams continue to use ineligible players, they will be dropped from the league. The score of a forfeited game will be 7-0.

MEN'S 30+ SLOWPITCH (Bronze League) ADDITIONAL RULES

1. The 14" league is for players aged 30 & older, as of the first game. Players who turn 30 during the season may be added on/after their birthday. If necessary, "younger teams" may be placed into this league, but under no circumstances will any player under age 25 be allowed to compete. If "younger teams" are put into this league, all teams may add – only for the current season – players aged 25 - 29. Any past under-30 players who have played in this league before, and who are still under 30, will not be allowed to play in this league unless "younger teams" are added.
2. One pitch between innings.
3. No infield warm-up between innings.
4. Teams need to make a conscious effort to run in and out between innings to keep the game rolling. Umpires will also help remind teams.
5. Umpires will alert teams when there are 5 minutes left in a game.

Game Format: Regular season:

- 14 weeks of 5-55 minute games per evening.
- No more than 2 nights of games will be rescheduled in a season. Should games need to be rescheduled, it will be the first two cancelled dates in the season.
- The time limit is in effect, but if a game ends early and BOTH teams of the next game are able to play early, teams may do so and "end by" time is in effect. Games may start up to 15 minutes early. Be prepared. (I.E. 6:40pm game may start at 6:30pm if both teams are ready, but no innings may start after 7:30pm).
- Extra innings for **regular season only**: Runner starts on 2nd base (runner is last out of the inning prior).

Tournament:

- **2 Thursdays following regular schedule: 5 games one week, 4 games the following week unless otherwise agreed on by team managers. No time limit.**
- **Will be rescheduled due to weather, if needed**
- **Home team will be determined by higher seeded team, if both teams are same seed, a coin flip will be used.**

COED 12" SLOWPITCH ADDITIONAL RULES

1. Teams must start with 7 players – 3 men and 4 women, or 4 men and 3 women. If teams have 8 or more players they must have an equal number of males and females, or more females than males.
2. Every other batter should be male/female. If a team bats 2 males in a row they must take an out.
3. Arc limit for pitches to female batters is 6'-12'. (updated 5/15/15)
4. There is no time limit for games or run rule. This is in effort to allow for a fun experience.
5. If a male batter is walked after 3 pitches, he gets an automatic double. If the male batter has at least one strike and is walked, he will only get one base and the next batter must bat. The female batter has the option of taking the walk or batting.
6. Defensive positions do not have to alternate male/female players, but there needs to be equal males and females on the field, or more females than males (max of 10 in the field) UNLESS you are playing with 7 players. Then, you can have one more male than female in the field.
7. If a team has decided to bat their entire roster and a player arrives late, that player must be inserted into the line-up at the end of the batting order, provided that the team has not batted through their entire roster. If the team has batted through their entire roster, the player who has arrived late may only be a substitute. If a team bats 2 males in a row they must take an out.
8. **Home Run Limit:** 4 home runs and any subsequent HR's will be awarded a single. (as of April 20, 2016)