

APEX PARKS, RECREATION & CULTURAL RESOURCES

ADULT SOFTBAL



MEN'S B, C & D DIVISIONS

FALL 2020



LEAGUE MEMBERSHIP

Membership in each league shall be open to a maximum of eight (8) team per division. All teams must comply with the rules and regulations as set forth herein. All teams must qualify for membership in the league through the priority point system as established by APR&CR.

- Priorities: Points will be awarded in three areas:
 1. **Corporate Sponsor of the team** - 5 points awarded for teams sponsored by a corporate taxpayer of the Town of Apex.
 2. **Returning Teams** - 5 points awarded to returning teams. A returning team is defined as a team composed of **ten or more players** from the previous season's team roster.
 3. **Resident Players** - One point will be awarded for each Town of Apex resident, maximum 20 points.

False Resident – players that sign-up with a false address, claiming to be an Apex resident, will cost their team minus one point.

NOTES: Team rosters and player registration forms must be submitted, fully completed, prior to deadline, in order to be eligible for League consideration

- Each team must submit **no less than twelve (12) individual players completed registration forms at the time of registration**; no more than twenty (20) players.
- Players must complete an individual registration form which must be submitted to the department prior to practicing/playing. **Any player or coach forging names/signatures on the individual registrations forms will automatically be disqualified from participation in the program for 1 calendar year from the point of discovery.**
- **TEAM PLACEMENT:** APR&CR reserves the right to place teams in either league once a determination has been made concerning the strength of the submitted roster.

LEAGUE ADMINISTRATION

The business of this League shall be delegated to an appointed representative of the Apex Parks, Recreation & Cultural Resources Department.

FEES

- All teams submitting an application to play in the- League must pay an **entry fee of \$500 and Non-resident (NR) fees of \$25/player by Thursday, July 30, 2020 before 4pm.** Fees will not be refunded if a team is expelled or withdraws once the season schedule is released.
 - Any team that wishes to withdraw from an organized adult athletic league shall receive a full refund, less **50%** of the base entry fee if the team representative (i.e. the person denoted on the team registration form (only) notifies APR&CR Department, in writing, prior to the announcement of the league schedule. The league schedule is considered to be announced at the time schedules are emailed to the respective teams. **ONCE THE SCHEDULE IS ANNOUNCED NO REFUNDS WILL BE REWARDED.**
- Any team **forfeiting two (2) games** will be required to pay a reinstatement fee of \$50 in order to continue participation in the program. **Forfeiture of three (3) games** will result in expulsion from the League.

REGISTRATION AND ELIGIBILITY

- Players must be **17 years old prior to 8/17/2020**
- **No more than 20 players** on any team roster.
- All players residing outside the Apex corporate limits must pay a **\$25 non-resident (NR) registration fee paid by Thursday, July 30, 2020 before 4pm.**
- Team managers are responsible for the enforcement of and adherence to all eligibility rules and submission of a minimum of 12 individual registration forms no later than **Thursday, July 30, 2020 before 4pm.** Please understand that after your original registration; Due to the different strengths of the divisions you are only allowed to add a maximum of three players to your roster before the deadline of **September 4, 2020 before 4pm.**
- **An eligible player in the League is one registered and playing with only one B, C or D league team**
- Any player that is in violation of above regulations will be suspended for the remainder of the season, and the team will forfeit all games he/she played in.
 - **Exception: only the player participating in more than one Town of Apex Men's League will be suspended for one calendar year; but the teams he/she has registered with will not have to forfeit the games he/she participated in.**

ROSTER CHANGES

- Teams are encouraged to submit a full 20 man roster at the beginning of the season. Should a team need to make roster adjustments after **July 30, but before September 4, they may add a maximum of three (3) players to their roster.** After **September 4,** teams must follow the exception below.
 - **Exception: Once in a season,** when forfeiture is eminent, **before September 18, 2020** a team may reduce its roster to less than fourteen (14) players and then add players filling back to a maximum of fourteen (14) players on its roster at the Program Supervisor's discretion. All waivers and non-resident fees (\$25 each) **must be signed and paid BEFORE a player is eligible.** After practices begin, a player's non-resident fees who has been dropped cannot be counted towards a newly added player's non-resident fee.
- Players added must be done Monday-Friday before 4pm to be added to the roster the same day. Players signing up after 4pm will not be added or eligible until the following day.

OFFICIALS

- ASA Umpires shall be assigned to all scheduled League games when possible.
- Home team may be requested to provide official scorekeeper in the event that a Town representative is not present.

PLAYING RULES

- **Official ASA Playing Rules** will be used except where noted below.

PLAYERS / LINE-UPS

- **ID CHECKS:** All players will be subjected to ID checks before they can play in their first game of the regular season. In addition, if the legality of a player is questioned the field supervisor can request to see a players picture ID during any game of the season or tournament. If the player does not have a picture ID on their person they can finish the game but must come into the Apex Community Center before the end of the next business day and present their identification to the program supervisor. Business days are considered from 8am until 5pm Monday through Friday (except Town holidays). If the player does not present their ID within the allotted time he/she will be considered an **illegal player and will be, along with the head coach or acting head coach, suspended from participating in the adult softball program for one calendar year and any games in which the player participated in will be considered forfeits.**
- A team failing to place at least **eight (8) eligible players** on the field at game time will forfeit the game. Starting time shall be as indicated on the playing schedule.
 - **NO INFIELD PRACTICE BEFORE ANY GAME. TEAMS MAY USE THE OUTFIELDS.**
- After the game begins, you may add a 9th and 10th player by adding to bottom of the batting order **through the third inning.**
 - NO OUT will be assessed for the missing ninth or tenth position.
 - **NOTE: Teams turning in a line-up with players not at the field: if the player is not there when his turn at bat comes up, it will be considered an out. Each at bat that the player misses going forward would also be considered an out. This includes both positional players and EP's. Once the line-up is turned in the batting order cannot be changed.**
- All leagues may make use of one or two **EXTRA PLAYERS (EP)** not DH. If an EP is used, they must be declared prior to the start of the game and be listed on the line-up sheet in the regular batting order. Failure to **complete the game with 11/12 batters** as a result of an ejected player, results in **an out being scored each time the vacated EP position comes to bat.** If **11/12** players cannot be used **due to injury or illness**, the batting position is **skipped over** with no out being given. The EP may be substituted for at any time; the batting order must stay the same.
- Teams whose line-ups are reduced due to injury may continue play as long as they field **8 eligible** players. Scorers will **skip** these positions in the batting order for the remainder of the game - no penalty is charged. An injured player may be replaced by anyone not in the current lineup. **If a runner is needed, use the last out for that team.**
- Teams whose line-ups are reduced due to ejection may continue the game as long as they can field eight (8) **eligible** players. An out will be scored each time the vacated position comes to bat.
- **COURTESY RUNNER:** Any eligible player on the official line up including substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. A courtesy runner must be reported to the plate umpire. A courtesy runner whose turn at bat comes while on base will be called out and removed from base to take their turn at bat. A second courtesy runner may not run for an existing courtesy runner except for an injury.

GAME TIME

- There will be **no grace period** for any games. A team having eight (**8**) players present at game time must begin play immediately or the umpire, after fair warning, may forfeit the game.
 - Game time is as indicated on the schedule.
 - No new innings shall be started after **60 minutes** of playing time.
 - The supervisor's timer shall be the official clock.
 - A new inning begins at the time the third out occurs in the previous inning.
- Exception:** Forfeited Game - If both managers agree, game may be started prior to scheduled game time.
- Games **tied** after 60 minutes of play or 7 complete innings shall continue play until a winner can be declared.

ADDITIONAL PLAYING RULES

- **RUN RULE:** After a complete inning (or if the home team is at the limit or reaches the limit during its at bat), the game will end when a team is ahead by: 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings.
- **BALLS & STRIKES:** All batters go to the plate with a one (1) ball, one (1) strike count on them and are allowed one foul after two strikes. The second foul will result in a dead-ball out.
- **HOME RUNS:** A maximum of **four (B-league), three (C-League) or two (D-league)** home runs (over-the-fence) will be allowed per game per team. After the limit is reached, each additional over-the fence home run will result in a dead-ball out.
 - No player shall be removed from the game for excessive home runs
 - **HIT & SIT:** When a home run is hit over-the-fence, the batter and all base runners go directly to the dugout. No appeals can be made for a runner missing a base.
 - This is a speed up rule in so that batters and runners do not take time running the bases and also keeps players/coaches from gathering around home plate to congratulate the home run hitter.
- **NO STEALING**
- Pitching distance is **50 FEET**.
- **AT NO TIME ARE CHILDREN ALLOWED IN THE DUGOUT**

POSTPONED GAMES

- In case of inclement weather, players should call the **Weather Hotline (919) 249-3348** after 4:00pm to obtain game conditions. Rain make-ups will be rescheduled for the nearest available opening. Teams must be prepared to play make-up games on weekends if necessary
- In regular season play a game called by the umpire/field supervisor shall be regulation if at 4 ½ innings (home ahead) or 5 complete innings (visitors ahead). If the game is called halfway through the 6th or 7th inning the winner will be determined by who was leading at the end of the last completed inning. The umpire/field supervisor is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril. This rule will not apply to tournament play in which all games will continue from the point of suspension as rescheduled by the department.

- When games are made up that have been partially completed, teams only have to field eight players. If in the originally scheduled game a team had any more than eight players those missing players/positions in the batting order for the makeup game will not be counted as outs. If teams have additional players at the site for the makeup game they can be placed in the lineup as substitutes.

EQUIPMENT

- Each team shall furnish all team equipment necessary for each game.
- **Game ball must be 12" OPTIC YELLOW IN COLOR, ASA STAMPED and RED STITCHED WITH 52 COR 300 compression**
 - This replaces the 44/375 ball as an approved ball for all men's adult leagues.
- Each team provides their own softballs for their turns at bat. If a team hits a ball out of play, that team is responsible for putting an acceptable ball into the game.
- All catchers are urged to wear a catcher's mask.
- The penalty for use of illegal equipment shall be forfeiture of any and all games it is used.
- **APR&CR REQUIRES THE ASA or USA STAMP ON BATS**
- **For Apex leagues a legal bat shall be determined by ASA Rules & Regulations-**
 - **See www.asasoftball.com/about/certified_equipment.asp for a listing of legal and illegal bats.**
 - Maximum weight: 38 ounces
 - Maximum length: 34 inches
 - Able to pass through an umpire's ring
 - Have a circumference that is round and smooth
 - Not be titanium
- NOTE: Should an injury occur, the bats and balls involved will only be confiscated if the coach with the injured player request that the equipment be taken. Once the equipment has been taken it CANNOT be used for the remainder of the game and it will be held by APR&CR until pending accident investigation. Please see below to find out the penalty for use of altered and/or illegal-banned equipment.
- If the legality of a bat is questioned (including whether or not it has been altered from its original manufacturer's condition) by the opposing team during a game the supervisor will, at the next opportunity, mark the bat with an APR&CR sticker tag and will place it on a bat rack hanging on the fence between the field supervisor and the teams dugout, in plain sight of the umpires, supervisor and both teams. If the challenge is during a time at bat, the batter will be allowed to complete the time at bat before the bat will be marked. The team will be able to use the bat for the remainder of the game but after each at bat where it is used, it must be returned to the rack. As soon as practical following the game, the field supervisor will turn the bat in question over to APR&CR and the Program Supervisor in charge of Adult Softball will rule, to the best of his ability, whether

the bat has been altered or is an illegal-banned bat by ASA standards. The ruling of the Recreation

Program Supervisor will be final and may not be appealed. Once the determination has been made as to whether the bat has been altered and/or is illegal-banned, it will be returned to the owner. The following guidelines must be followed precisely in order to protest an illegal / altered bat.

- When a bat is protested at the field, a \$50.00 protest fee must be submitted to APR&CR within 24 hours of the scheduled game start time for the protest to be considered valid (Saturday & Sunday not included). Checks should be made payable to Town of Apex. Town of Apex will make every attempt to rule on the bat within 48 hours after it is submitted. If the bat is found to be legal the \$50.00 protest fee will be kept by APR&CR. If the bat is found to be illegal the \$50.00 protest fee will be returned to the protesting team consistent with the Town Finance Department procedures and the bat will be disqualified from further use.
- Failure to pay the protest fee within the specified time, will prohibit the protesting team from protesting the legality of opponents' bats for the remainder of the season.
- Once protested at the field, if the team and/or coach refuse to allow the field supervisor to tag the bat and/or refuse to turn in the bat to the field supervisor at the end of the game, the team's Head Coach will automatically receive a suspension of one calendar year from the league (without the right to appeal). In addition, the game in question will be forfeited and the owner of the bat will be suspended for 3 calendar years (without the right to appeal).
- If a bat is found to have been altered, or is otherwise determined to be illegal, the team's Head Coach will receive a one calendar year suspension and the owner will be suspended from the league for three calendar years.
- A second time offender under this altered or illegal-banned bat suspension process will be suspended from the APR&CR adult softball league for life.

UNIFORMS

- All players must wear the same jerseys or shirts with numbers by **August 31, 2020**.
 - Before the uniform deadline of **8/31/20**, the jerseys being worn must have numbers on them for identification purposes.
 - It is illegal to use any tape or marker as a number.
 - Team members cannot have the same numbers
 - A team's game jersey is to be the outer-most shirt worn so that staff and opponents may correctly identify the players.
- METAL CLEATS ARE NOT ALLOWED.

- Penalty for illegal uniform/cleats: Player will not be allowed to play.
 - No out shall be awarded for vacated man in the batting order should a legal substitute not be available
- **NOTE: Jerseys are considered to be matching if the primary color of the shirts are the same, the primary color of the numbers are the same, and the team name/logo (as listed on the team roster) on the jersey is the same. The supervisor's decision in this matter shall be final.**

TOURNAMENTS/SEEDINGS

- **A Double elimination tournament** will be held at the completion of the season. In the event of a tie in the final league standings of two or more teams, the tie shall be broken by first determining which team won over the others most times in regular season play. If this results in a tie for first place, we will determine the best record for each of the tied teams against the third seed first and then the fourth seed etc., (This option will only be used to determine the 1 seed; all other seeds will be determined by the flip of a coin). If this still results in a tie for first, a flip of a coin will break the tie.
- **Tournament:**
 - Home team is the highest seed throughout the tournament. Exception is the team that wins the winners bracket, regardless of their seed, is the home team for the first championship game. If there is a second championship game, the winner of the first championship game will be the home team.
 - Home team occupies the third base dugout.
 - Run rule and time limit rule are in effect until the championship game(s).
 - Championship game(s) will be 7 innings in length (unless the run rule is reached)
 - No time limit

PROTESTS

- The only legal protest is one involving an interpretation of playing rules or the use of an eligible player.
- If a manager decides that an umpire's decision is in violation of the playing rules and intends to register a protest, he shall **notify the umpire and field supervisor immediately of protest...before the next pitched ball.** The umpire shall inform the opposing manager and the scorekeeper who shall enter the protest in the official scorebook. All protests of this nature shall be submitted to APR&CR in writing and accompanied by a **\$50 protest fee** (checks made payable to APR&CR), within 48 hours, Saturday & Sunday not included. If a protest is ruled against the umpire's decision, the fee will be refunded.
- **The scorer's table is required to stop play and notify the plate official any time an illegal player is suspected/discovered involved in a game. Play will resume if the player is declared legal; if the player is illegal, a forfeit is declared and the offending team's head coach and illegal player will be suspended from play in APR&CR programs for one calendar year.**
- The team protesting ineligible players does not have to notify the umpire at the time of game in question; however, this protest must be made in writing to the League within 48 hours after

the game in question. Protest must be accompanied by a **\$50** protest fee (checks made payable to the Town of Apex) Saturday & Sunday not included.

- If the protest of an ineligible player(s) is upheld, the protest fee will be returned and the team in question will lose by forfeiture ALL games in which said player(s) participated.
 - **NOTE:** If the legality of a player is questioned the field supervisor can request to see a player's picture ID. If the player does not have a picture ID on their person they can finish the game but must come into the Apex Community Center before the end of the next business day and present their identification to the program supervisor. Business days are considered from 8am until 5pm Monday through Friday excepting Town approved holidays. If the player does not present their ID within the allotted time he/she will be considered an illegal player and will be, along with the head coach, suspended from participating in the adult softball program for one calendar year and any games in which the player participated in will be considered forfeits.

GENERAL

- All authority not covered in these Rules and Regulations shall be invested in the Apex Parks, Recreation and Cultural Resources Department. The League will have jurisdiction over all managers and players. Amendments may be made to these rules by the League as circumstances dictate.

PLAYERS CODE OF CONDUCT

All players shall be guided by the following:

1. NO PLAYER OR COACH shall refuse to abide by an official's decision.
 2. NO PLAYER OR COACH shall be guilty of objectionable demonstration of dissent at an official's decision.
 3. NO PLAYER SHALL, other than the manager or captain, discuss with an official in any manner the decision reached by an official.
 4. NO PLAYER OR COACH SHALL be guilty of using unnecessary rough tactics in the play of the game against an opposing player.
 5. NO PLAYER OR COACH SHALL be guilty of personal verbal abuse upon any official for any reason.
 6. NO PLAYER OR COACH SHALL be guilty of physical attack as an aggressor upon any players, official or a spectator.
 7. NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS (including E-cigarettes) are allowed on town property, on which the facility for this League lies. Anyone violating this rule is subject to arrest and expulsion from the League.
- NOTE: A player suspended may appeal this suspension to the APR&CR.
Retaliation is not a point of argument concerning code of conduct.
8. **NO PROFANITY IS ALLOWED IN TOWN OF APEX PARKS.** Offending players/coaches will be subject to immediate ejection and possible suspension or expulsion from the league.
- PENALTY:** For the above unsportsmanlike acts, a player or coach shall be ejected from the game. Any time a player, coach or spectator is ejected by an official or APR&CR staff member,

they must leave the playing site immediately. That person shall be automatically suspended for a minimum of the next game the team plays in. More games can be added to the suspension at the determination of the Department. A suspended player, coach or spectator may not be present at the playing site for the game(s) in which they are suspended. Game suspensions may apply to regular season games, tournament play and, may, at the discretion of the Department, be carried over to the next season the player or coach registers for. Failure to abide by these policies may result in the team forfeiting the game and/or additional penalties.

COACHES CORNER

- The deadline to register a team is **July 30, before 4pm**. League size is limited; a minimum of 4 teams is required to have a league. Up to seven (7) teams will be assigned to each league within 3 business days of the registration deadline.
- To register a team; a minimum of 12 individual registration forms must be completed and turned in at the time of registration. Due to the different strengths of the divisions, after your original registration you are only allowed to add a maximum of three players to your roster before the deadline of **September 4, 2020 before 4pm**.
- Coaches are responsible for the completion of a registration form/waiver form by each of their players; teams must have a minimum of 12 registration forms at the time they come in to register. Coaches are also responsible for paying the team fee of \$500 and all non-resident fees (\$25 per non-resident) at the time of registration.
- Most **rain makeups** will be played at the earliest open date. Contact APR&CR (249-3402) after two workdays for date and time of your rain makeup game.
- **No players may be added after September 4**
 - Exception: APR&CR reserves the right to allow players to be added due to a possible forfeit situation. (see "ROSTER CHANGES")
- League coaches / rule meetings will be held online through emails
- Games begin the week of **August 17**
- Games will be re-scheduled on a first date availability basis.
 - Be prepared to play make-up's on weekends or week days.
 - **The APRCR reserves the right to move games to different fields if other fields are available and playable.**
- APR&CR Adult Softball Leagues will not abide by the ASA rule with regards to players wearing hats, nor will they abide by the dugout rule, players may leave their dugout during their game.
- **NO TOBACCO PRODUCTS** (including E-cigarettes) of any nature are allowed in the dugout or on the field.
- Call the **Athletic Hotline at (919) 249-3348** for game information.
- **No infield practice before any game.** Teams may use the outfield for pre-game warm-ups.

APR&CR Men's Softball Rule Recap

- **ID CHECKS:** All players will be subjected to ID checks before they can play in their first game of the regular season and whenever their identity is in question. If the player does not present their ID within the allotted time he/she will be considered an **illegal player and will be, along with the head coach or acting head coach, suspended from participating in the adult softball program for one calendar year and any games in which the player participated in will be considered forfeits.**
- **JERSEYS:** Matching jerseys are required by **August 31 games**
 - After this date, player will not be permitted to play without matching jersey
 - Before this date, players must have shirts of the same color with a unique number on the back
- **LINE-UPS:** May add up to 10 in the batting order through the 3rd inning
 - The only eligible players are those on rosters at the scorekeeper's table.
 - Starters and substitutes may re-enter the game only once
- **COURTESY RUNNER:** Any eligible player on the official line up including substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. A courtesy runner must be reported to the plate umpire. A courtesy runner whose turn at bat comes while on base will be called out and removed from base to take their turn at bat. A second courtesy runner may not run for an existing courtesy runner except for an injury.
- **GAME BALL:** Game ball must be OPTIC YELLOW IN COLOR, ASA STAMPED and RED-STITCHED WITH 52 COR 300 compression.
 - Batting team provides the balls for their turn at bat.
- **BALLS & STRIKES:** Players go to bat with a 1 & 1 count and are allowed one foul after two strikes. Second foul will be considered a strike-out.
- **HOME RUN LIMITS** (over the fence):
 - B-LEAGUE: 4
 - C-LEAGUE: 3
 - D-LEAGUE: 2
 - Each additional home run results in a dead-ball out.
 - When a home run is hit over-the-fence, the batter and all base runners go directly to the dugout. No appeals can be made for a runner missing a base.
- **TIME LIMIT:** No new inning after 60 minutes of play
- **RUN AHEAD RULE:** After a complete inning (or if the home team is at the limit or reaches the limit during its at bat), the game will end when a team is ahead by: 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings.
- **RAIN MAKE-UPS:** Will be resumed from the point of suspension.
- **BATS:** Only ASA approved and stamped bats are legal.
 - All titanium bats are illegal
 - Bats must be rung every game
- **STEALING:** Stealing is not allowed

- **SLIDE RULE:** The runner must be called out if he remains on his feet and crashes into a defensive player holding the ball.
- **PITCHING DISTANCE:** The pitching distance for all leagues is 50 feet
- **NO CURSING:** profanity will result in immediate ejection and suspension of 1 or more games.
- **NO TOBACCO PRODUCTS** (including E-cigarettes) of any nature are allowed in the dugout or on the field.
- **INJURED PLAYER:** May be skipped in the line-up with no penalty
 - May not return to the game once spot in line-up is skipped
 - May be replaced by a substitute runner
 - If no substitute available, replacement runner is the player who made the last out
- **WARM-UPS:** No infield practice before any game.
 - Teams may use the outfield for pre-game warm-up.