

**LAWRENCE PARKS AND RECREATION DEPARTMENT**  
**Men's, Women's and Coed Softball League**  
**Constitution and By-Laws**

I. OBJECTIVE:

- A. To provide an opportunity for interested men and women to play softball in an organized manner.
1. This program is designed with recreation in mind, stressing fair play and sportsmanship, and giving adequate time and place to pursue softball as a leisure activity.

II. MANAGEMENT AND AUTHORITY:

- A. The general management of this league shall be vested with the Adult Sports Supervisor and final authority with the Lawrence Parks and Recreation Department.

III. SPORTS SUPERVISOR AND BOARD OF GOVERNORS:

- A. The Sports Supervisor shall be an employee of Lawrence Parks and Recreation Department.
- B. Three (3) Lawrence residents shall be asked to meet and serve as the Board of Governors (as the case may arise) along with the Sports Supervisor.

IV. RULES OF PLAY:

- A. Official guide of play for City League is the current A.S.A. Softball Rule book, unless superseded by the following City League Softball Rules:

V. PLAYER ELIGIBILITY AND TEAM ROSTERS:

- A. TEAM ROSTERS: Rosters must be signed by the players and turned into Lawrence Parks and Recreation along with the team entry fee by the registration deadline prior to a team participating in the City League Softball program.
1. A team shall consist of an unlimited number of players. All players must sign roster, and be on the roster before participating in a game, or game can result in a forfeit.
  2. A player who signs a roster with a team is the property of said team for that season or until the team disbands or releases the player.
  3. All players become free agents at the end of the playing season.
  4. A player can play on only one Women's League and one Men's Church League team, (one Coed team each night, one Coed Friday and one Coed Sunday team,) and one Men's League team each night Sunday through Friday. **Any protested game played with the use of an ineligible player, will result in a forfeit. The offending player(s) and team will be put on probation for one year. Any reoccurrences within that period will result in team and/or players being suspended with no refund.**
  5. Should a player refuse to play for the team whom they are under contract, their manager may release participant, hold participants contract, or turn player over to the Sports Supervisor.
  6. Team manager MUST come to the Sports Office and release team members. Managers cannot release players over the phone. To release a player, manager must come to the office in person.
  7. New players (those who have not signed a City League roster) may be added to a team at any time during the softball season.
  8. A player may be released and switch team **ONE TIME** during the season.
  9. A player released from any team may not be added to another team's roster after the team has played half their games.
  10. Minimum Age Limit – 16 years old as of June 1.

B. CHURCH LEAGUE QUALIFICATION:

1. League Intent:
  - A. To give Lawrence Religious Organizations another means of meeting and fellowship.
2. League Rule:

- A. All players must be church members of said Church.
- B. Church member – one who regularly attends the religious services of the sponsoring church or congregation.
- C. If a team cannot get enough members from their church, they can combine with only one other church to form a team. This will be regarded as a dual sponsor and team name should have both sponsoring churches listed. One team cannot have members from more than two churches.

## VI. PLAYER CONDUCT

- A. The City Softball leagues are designed solely for the recreational values derived by the players, managers, coaches and spectators from the sport of softball. Players will conduct themselves at all times according to the rules of the game.
- B. Any person(s) ejected from the game shall leave the facility and / or Park immediately. Failure to do so will warrant a forfeiture of the game by the umpire. The coach or manager shall be responsible for actions by his / her players and spectators and for informing them of all rules. Badgering or taunting the opponents, officials or spectators is prohibited.
- C. Unsportsmanlike conduct: A player who is ejected from the game for unsportsmanlike conduct will be penalized as follows:
  - 1. The first ejection, must miss remainder of the game and leave the park grounds immediately. Player who is ejected may not stay in dugout, bleacher or parking lot area. Exception: If the misconduct ejection occurs after the game is completed, the player will be suspended for the next scheduled game.
  - 2. The second ejection, automatic two game suspension. \*\*So stated to mean the next (2) two scheduled league games and to include all other leagues until two games in league which suspension has transpired.
  - 3. The third ejection, automatically disqualifies the player from further competition for a minimum of one year from the time of the incident.
- D. Striking an official before, during or after a game will result in a minimum of (2) two year's exclusion from any Parks and Recreation Department sponsored program (first offense). Second offense will result in indefinite exclusion from Parks and Recreation programs.
- E. Any player or representative of a team that verbally or physically harasses an official or opposing team players before, during, or after a game will receive a minimum of (1) one year probation and players team same degree of penalty.
- F. Any player or players who strike another player (including a player who strikes back after being struck) will be penalized as follows:
  - 1. First offense: Ejection from game and two game suspension, also players and player's team a minimum of one year probation.
  - 2. Adult Sports Supervisors and Governors discretion as the case may warrant.
- G. Game umpires have the authority to recommend longer suspensions should player or team actions clearly go beyond sportsmanlike conduct ethics.
- H. A player has a right to appeal the decision to the Board of Governors. The Board of Governors in turn will review the case.
- I. The Parks and Recreation Department reserves the right to disqualify any player, coach or team who does not follow the rules of the league.

## VII. PLACEMENT OF SOFTBALL TEAMS:

- A. A team is considered to be the same team that participated in the previous year if at least five (5) members are on the current team roster.
- B. Teams in any league finishing in first place will be required to move up to the next league. Other teams may be moved up as well when grouping to form the correct competitive leagues.
- C. Teams which finish the season with at least a .500 record will not be allowed to drop down a league or division which the team participated in during the previous year. Please place your team in the division that your team will be most competitive.

- VIII. \*LEAGUE AWARDS: Team t-shirts will be awarded to the league champion in each division. League champions will be determined by win / loss records. If two teams have the same record at the end of the season, the tie will be broken in the following manner:
- A. Head-to-head win / loss record
  - B. If teams split head-to-head meetings, the total runs scored by the teams in both meetings will be computed. The team with the greater number of runs scored will receive the higher place finish.
  - C. If the teams are still tied, the fewest runs given up against the team you are tied with will decide the higher place finish.
  - D. If there is still a tie, the placement will be decided by a coin toss at the league office. Should three (3) or more teams be tied for a place finish, the tie will be broken by computing the win / loss record in head-to-head competition with the other tied teams. Should the win / loss records show that the teams are still tied, then the methods mentioned above (B, C or D) will be used to break the tie(s).
- IX. LEAGUE SCHEDULES:  
All league schedules are made up by the Sports Supervisor. If a team in the Parks and Recreation softball leagues and is also in an outside tournament the team is expected to fulfill its obligations to play all City League scheduled games. It is the responsibility of the team's manager to review his or her schedule before entering outside competition. EXCEPTION: A team entered in District, or State A.S.A. tournament play will not be eliminated from A.S.A. competitive play.
- X. UNIFORMS AND TEAM REGULATIONS:
- A. All players who play in a game MUST have a shirt or jersey, recommended same color, but not mandatory.
  - B. If a cap is worn, it must be baseball style cap or visor. Bandanas are legal headgear, but must be worn around head. No other style is permitted during a game including plastic baseball caps.
  - C. All exposed jewelry must be removed. If a player fails to do so, the player is ejected from game.
  - D. Each team will be required to keep the official score book while at bat. The score book will change dugouts every ½ inning. Any team or player of the team that knowingly manipulates the score, batting orders, etc., will be the cause of that team being banned from the league for the remainder of the playing season. Husbands, wives, etc., in the stands are not allowed to keep the official score book. Score keepers must be in the team's dugout during the game.
  - E. Any player drinking beer or alcoholic beverages while participating in a City sponsored league game or tournament will result in the game being forfeited immediately by the umpires. Players cannot have alcoholic beverages at the diamond and cannot go to the parking area to drink between innings or anytime during a game. **NO EXCEPTIONS!**
  - F. According to City codes, alcoholic beverages are not allowed in City Parks. Cereal malt beverages (3.2 beer) can be consumed in park areas such as shelter houses, but not on or around ball diamond areas, or in public parking lots. Cereal malt beverages are not allowed within the Holcom Sports Complex and Clinton Lake Softball Complex. No glass bottles of any kind will be allowed.
- XI. POSTPONEMENTS:  
Rainout Information: Information is available by calling 832-7999 mailbox #1123, or by visiting our web site at [www.lprd.org/conditions/asconditions.shtml](http://www.lprd.org/conditions/asconditions.shtml). Field condition information is not available until after 4:30 P.M. during the week and 11:00 A.M. on weekends. Umpires have been instructed to make field condition decisions if inclement weather occurs after 4:30 P.M. Umpires will then contact the Sports Office and notify as soon as possible and our office will make information available on recorded messages.
- A. The reschedule information is made available by calling 832-7999 mailbox #1124 after 1:00 the next day following any cancellation and on Monday for weekend games. This information will remain on the recording for 48 hours after which it can be obtained by logging on to our web site at [www.lprd.org/adultsports/reschedule.shtml](http://www.lprd.org/adultsports/reschedule.shtml) or by checking the bulletin board in the Community Building Gym at 115 West 11<sup>th</sup> Street. The Sports Office will make every attempt to keep rescheduled

games on the same nights of the week that the various leagues and divisions normally play. However, the number of teams involved and the space available dictates to us our ability to do so. Therefore, rescheduled games may fall on any night of the week. Rescheduled games will be not rearranged or rescheduled to meet an individuals particular need. Teams that cannot make scheduled game time will be required to forfeit the game(s).

- B. Forfeited games rained out will NOT be rescheduled.

## XII. STARTING TIME AND FORFEITURES:

- A. Game Times: - 6:15 PM, 7:15 PM, 8:15 PM and 9:15 PM, Monday through Friday. Sunday games begin at 1:00 PM through 10:00 PM. Game time is starting time. \*However, if one team does not have (8) players, a 10-minute grace period can be given at the discretion of the other team's manager; with the understanding that the 60 minute game clock has started. If both teams are short of 8 players, both teams will have up to 10 minutes to field their eight players or will forfeit. The game will begin as soon as the teams have eight players. Teams not ready to play at game time, or after a 10-minute grace period if granted, will forfeit.
- B. Officials will use their watch or time piece as the games official timing device.
- C. A team must have at least (8) players in the score book or on the field to start and continue the game.
- D. 8 player rule – Team starts with 10 players; if a player is injured during a game with no substitutes, team can continue with 9 players without assessing any automatic outs. The player who left the game will be scratched off the batting order with 9 players. If another player is injured, teams may continue as above with only 8 team members. Teams may not continue playing with less than (8) players.
- E. Teams who use the (EH) or Extra Hitter will be allowed to continue a game with as few as (8) players. Example: Teams begin with (EH) 11 players on batting order, (2) players collided in outfield and must leave due to injuries; team can continue play with (9) players, the game is not canceled because the team does not have (11) players using EH or (12) players, (Coed only). Example: If team begins with (9) players, as additional players arrive teams can add to batting order up to (11) or coed (12). Coed start with (10) ten can add up to (12) twelve. No penalty assessed to teams with adding players. Remember that Lawrence Parks and Recreation softball leagues allow games to begin with (8) eight players. Coed must have equal number men and women (example: 4 & 4, 5 & 5, 6 & 6), when using eight, ten and twelve players.
- F. Forfeit Fee – forfeit fee will not be collected with entry fee. \*If a team forfeits during the season, a representative of the team must go to the Sports Office, 115 West 11<sup>th</sup> Street, and pay the \$10.00 forfeit fee **within 48 hours**. If the team does not pay, the game officials will be notified and the team will not be allowed to play their next scheduled game. If teams are not able to play and inform the Sports Office within (48) hours of game time, the forfeit fee will be waived by our department. A team that has (2) two forfeits becomes automatically disqualified from further league competition without any refund and will be placed on probation when signing up for future Adult Sports programs, until forfeit fee(s) is / are paid.

## XIII. LENGTH OF GAME:

- A. Official starting time will be designated by the plate umpire. Starting time is to be placed on the score book by the umpire. Please do not waste time getting organized, your time is game time.
- B. League Games – A game shall consist of seven (7) innings or a (60) minute time limit and no new inning shall start after time limit. Five (5) innings, or 4 ½ if home team is ahead shall constitute an official game. If game is postponed before it becomes official, game will be rescheduled and will start over.

**\*2008**

- C. **Maximum Run Rule – A game shall be called if a team is ahead by 20 or more runs at any time after the end of three (3) innings or 2 ½ if home team is ahead, 15 or more runs at any time after the end of four (4) innings or 3 ½ if home team is ahead and 10 or more runs at any time after the end of five (5) innings or 4 ½ if the home team is ahead. Rule also in effect for Coed leagues.**
- D. Coed – an inning will be ended by three (3) outs or when batting order has been run through once. If the last person in the batting line-up is walked (intentional or not) the next hitter (in

the line-up) will be allowed to bat until an out or hit is recorded. No inning can end with a walk if the batting order has completed one turn at bat. \*If the last batter gets on base safely, the defensive team only needs to get the ball to any base preceding the runner to end the inning. All runs crossing the plate before this will count.

#### XIV. PROTESTS

##### A. Legal Protest

1. The only legal protest is one which involves an interpretation of playing rules or a team's use of an ineligible player to participate in a game who is not on the team roster.
2. A protest based on an official's judgment is not valid and officials shall not accept protests of this nature, nor shall our office.

##### B. Process of Protesting

1. The protesting manager shall immediately notify the officials that he or she is protesting. This must be done before the next pitch is made to the batter. (EXCEPTION: player eligibility, must notify official before completion of game.)
2. A protest form is available at the Sports Office (115 West 11<sup>th</sup> Street). This shall be filled out and returned to the Sports Supervisor within forty-eight (48) hours of the protested incident. Accompanied with the protest must be a \$25.00 security fee. If the protest is upheld, the security fee will be returned and the game replayed from the point of protest. If the protest is not upheld, the fee will be forfeited to league funds. (A team must have been represented at the league rules meeting in order to protest a game).  
EXCEPTION: Team using an ineligible player will automatically forfeit the game in which the ineligible player participated.

#### XV. ADDITIONAL GAME RULES AND SPECIAL RULES FOR SLOW PITCH:

- A. Tennis shoes or rubber cleated softball shoes must be worn; no metal spikes by any player will be allowed.
- B. Only regulation softball bats will be allowed.
- C. Pitching distance will be 50 feet for men, women and coed. Base paths are 65 feet for men, women and coed.
- D. A pitchers ball can have a 6-foot minimum arc and no more than a 12-foot arc from the ground.
- E. No bunting or "chopping" of the ball is allowed during a Slow-pitch game. The ruling is an automatic out.
- F. No defensive player may play in front of the pitcher until the ball is struck by the batter.
- G. The official LPRD league ball must be a **core 44 or below** with an A.S.A. or USSSA certified stamp on the ball. Men must use a 12 inch ball and women must use an 11 inch ball. Coed men will hit 12 inch ball, women will hit at 11 inch ball when batting.
- H. Each team will hit their own ball. Home team is designated by the first team listed for each game on your schedule.
- I. EXTRA HITTER (EH): The EH can be used for the entire game. The EH may rotate into and out of a defensive fielding position during the game. The original EH may also re-enter the game under the standard re-entry rule.
- J. PLAY: During the ball game, the ball must be returned to the pitcher, it may not be thrown around the field after each out.
- K. Some leagues are structured with over-the-fence Home Run limits per team which are as follows: (All home runs hit excess of these limits, batter is ruled out.)
  - Class A – Five homeruns are allowed
  - Class B – Three homeruns are allowed
  - Class C – One homeruns is allowed
  - Class D – No homeruns are allowed

#### XVI. SPECIAL RULES FOR COED PLAY ONLY:

- A. Players: Team on the field must consist of 5 men and 5 women with no designated positions

on the field. If EH is used or added, team must consist of 6 males and 6 females.

- B. Game can be started with 8 players (4 of each sex).
- C. Men and women must alternate in the batting order.
- D. A.S.A. rule 8, Section 1C3 (Coed), the ball is dead. Any walk to a male batter (intentional or not) will result in a two base award. The next batter, a female will bat. **EXCEPTION: With two outs the female batter has the option to walk or bat.**
- E. Each batter in Coed will begin with a 1 ball and 1 strike count with one foul ball allowed when they reach two strikes.
- F. In Coed, all outfielders must be in the grass until ball is hit. Penalty for moving in front of grass prior to ball being hit is as follows:
  - 1. Batter may elect to allow play to stand.
  - 2. Batter may elect to replay the pitch.
- G. Teams which have (10) players, four (4) players must play in the outfield (on the grass) for all batters prior to ball being hit. Teams that have (10) ten players must have a maximum of (4) four infielders, and infielders must play on the infield area for all batters until the ball is hit, either foul or fair.

\*NEW RULE 2008