



**UNIFIED GOVERNMENT OF  
WYANDOTTE COUNTY/KANSAS CITY, KANSAS  
PARKS AND RECREATION DEPARTMENT  
5033 STATE AVENUE  
KANSAS CITY, KANSAS 66102  
(913) 573-8330 FAX (913) 573-8328**

**2010 ADULT FAST PITCH SOFTBALL RULES & REGULATIONS**

**ENTRY INTO LEAGUE**

These rules & regulations are accepted by any team requesting entrance into any Parks & Recreation League upon payment of required fee. Any team violating these rules can be subject To immediate suspension from our league and denial of entrance in the future. Any extenuating Circumstances not covered in the rules will be handled by the Parks & Recreation Office.

**PRACTICE TIME**

Practice time can be reserved by calling the Parks & Rec office at 573-8330. Reservations will be made by calling beginning at 8:00AM on Monday mornings. Once you have phoned in you reservation, you can come to the Parks & Rec office at 5033 State Avenue to pick up you practice permit. Teams may reserve on practice field per week & fields will be reserved for no more than a two hour period.

**\*Phone in field reservation will begin April 3, 2009**

**TEAM ROSTERS & CONTRACTS**

All Men's, women's and co-ed teams may register up to 18 players. Each team manager must turn in a team roster consisting of name, address & phone # of each player. Each player must sign roster verifying they agree to the stipulations listed. Rosters should be turned in to scorekeepers prior to first game. **PLAYERS MAY NOT PLAY ON MORE THAN ONE TEAM IN A LEAGUE. IF A PLAYER PLAYS ON MORE THAN ONE TEAM, BOTH TEAMS WILL LOSE BY FORFEIT.**

**RAINED OUT GAMES**

In case of rain or wet field conditions, all managers will be responsible for notifying their team members of the game situation. All managers should call the rainout number at 573-8398 for information regarding the status of your game. We will list parks as to whether the games will be played or postponed. Parks & Recreation will have the sole authority to reschedule all rained out games at their discretion.

Parks & Recreation will attempt to make a decision by 4:00PM on weekdays & 2 hours prior to the scheduled game times on Sunday.

**UNIFORMS**

Players must wear a shirt that has at least a 4 inch number on the front or back. All team shirts must be the same color (blue, yellow, white, green, gray – can be different shades). No player will be allowed to enter the game unless they are wearing a shirt with a number.

## **PLAYING RULES**

1. All games will be governed by ASA rules except where they have been modified by Parks & Rec.
2. The scorekeeper shall be the official representative of Parks & Rec and have sole authority to declare a forfeit pertaining to uniforms and number of players.
3. Any player who plays with one team in any league game is ineligible to play for any other team in that league during that league season. Games will be forfeited in which ineligible players play. If a team does not have enough players, it cannot use players from another team, even if their opponent agrees.
4. Metal spiked shoes are not allowed in slow pitch leagues. Violation of this rule is an automatic forfeit. No one is allowed to play without shoes.
5. A. Teams are required to have at least 8 registered players at the scheduled starting time. If the visiting team has less than 8 players at the scheduled start time, that team is allowed to bat. If there is no member of the visiting team to bat in the 8<sup>th</sup> spot in the order when it is his/her turn to bat, the game becomes a forfeit at that time. If the visiting team cannot field 8 players when they take their place in the field, the game becomes a forfeit at that time.  
B. Teams will not be penalized with an out(s) if they do not have 9 players in the lineup.
6. All regularly scheduled games will be of 7 inning duration with the following exceptions:
  - A. There will be a 1 hour 15 minute time limit on all fast pitch games. The scorekeeper is the official timer. If a player is injured the scorekeeper will "stop the clock" and resume when the injury timeout is completed.
  - B. The scorekeeper will notify the umpire to call the game if the run spread is 8 after 5 innings.
  - C. There will be no warm up between games. The 1 hour 15 minute time limit begins when the scorekeeper tells the home team to take the field.
  - D. If rain or light failure occurs, any game that is stopped before 2 full innings will be replayed from the beginning. If the game is stopped in the 3<sup>rd</sup> inning, game will continue from that point. If 5 innings have been completed, it will be counted as an official game.
  - E. The scorekeeper will be the official timer and his/her decision on time limit is final.
7. The umpires are in charge once the game starts.
8. The bench area is for players, coaches, scorekeeper & bat persons. Everyone else should be in the bleachers.
9. **PROTESTS** must be made to the scorekeeper prior to the end of the game and must be accompanied by a \$25 cash protest fee. The protest must be specific concerning a rule or participation by an ineligible player. Judgement calls cannot be protested. A written protest must be submitted to Parks & Recreation within 48 hours. If a protest is upheld, the \$25 protest fee will be returned.

## **TEAM & PLAYER CONDUCT**

The UG's Parks & Recreation softball leagues are organized mainly to provide wholesome, active recreation for all concerned. Sponsors, managers, players and spectators all play an important part in the results obtained. Smoking on the field, drinking, profanity, gestures of poor sportsmanship and general bad behavior will not be tolerated. At no time are players allowed to smoke or drink alcoholic beverages on the playing field or in the dugouts during games. **We request your cooperation and support in this matter. A PLAYER WHO IS EJECTED FROM A GAME WILL NOT BE ALLOWED TO PLAY IN THE NEXT GAME IN THAT LEAGUE. A SECOND EJECTION WILL RESULT IN A SEASON LONG SUSPENSION. SUSPENSIONS MAY BE APPEALED TO PARKS & REC STAFF.**

## **SCHEDULE**

**All teams will play a 10 game schedule. In all leagues, the winner will be determined by overall record. In case of ties, the following tiebreakers will apply.**

**2 teams tie:**

- a) Winner of most games**
- b) If teams split, total run differential of all games.**

**3 or more teams tie:**

- a) Best won/loss record against the teams that are tied**

## **AWARDS**

**Team(trophy/plaque) & individual(t-shirts) awards will be given to 1<sup>st</sup> place team in each league. The 2<sup>nd</sup> place team will receive a team(trophy/plaque) award only.**