

Newport Parks and Recreation

Men's League Rules

General League Rules

1. Age: Competitive: Players must be at least 18 years of age by the first scheduled league game. Players ages 16 to 18 are permitted with signed parent/guardian consent and signed liability waiver. No exceptions!

2. Player/Team Restrictions: Players are restricted to playing with one team. There will be a team roster limit of 18 players. Substitutions must occur within the limit of twelve (12) on the batting order.

3. Eligibility: A player who is not on the team roster and plays in a game is an ineligible player and may be suspended for at least one game. Any protested game that such player took part in will be an automatic forfeit loss.

4. Adds/Drops: Coaches must always officially add a player or drop a quitting or injured player from the team roster. Failure to do so could result in eligibility problems. New players must sign the roster at the Newport Recreation Center, and must have played in at least 4 regular season games in order to be eligible.

5. Game Times: Schedules of game times will be available at the Recreation Center and on the website. If the schedules can reasonably accommodate variations without affecting the overall fairness of the schedule, then it may be altered. Coaches must make a written request for exceptions when they register their team. Once the schedules have been printed, there will be no schedule changes except where both coaches agree to a rescheduled day or time.

6. Rained-Out Games: Rained-out games will be rescheduled when possible. Game day status of possible rainouts may be obtained by calling the Parks and Recreation Department at 265-7783 after 3:00 p.m.

7. Coaches' Responsibilities:

a. Coaches will take every measure to ensure that players arrive on time for games, conduct themselves as good sports and follow all rules and regulations.

b. Player Supervision: A coach is charged with the responsibility of his/her players conduct before, during, and after games. No team member will violate city, state or federal laws. Specifically, alcohol consumption is prohibited on or around the playing field. No player will engage in violence, threats of violence, abusive language, or in any way hinder the playing of the game. Offenders face ejection from the game, league, and/or field.

c. Control of Fans: A coach is expected to control any spectator who is unruly or distracting when that spectator is involved with that coach's team.

d. Meetings: Coaches or their representatives are expected to attend all league meetings.

e. Roster Maintenance: A coach is responsible for submitting an official league roster and for keeping it current using the add/drop procedure and for submitting the fees prior to the deadlines. Teams are required to keep up-to-date copies of their roster and produce them upon request from league officials.

8. Team Conduct: A code of conduct applies to all teams and players who participate in the softball programs offered by the City of Newport. By their participation, players imply that they will abide by this code upon registering for the league.

a. Unsportsmanlike conduct will not be tolerated before, during, or after a game, on the field, off the field, or in the stands. Infractions will result in ejection from a game, suspension for the remainder of the season, or permanent suspension from City sponsored leagues.

b. The Parks and Recreation Department has the authority to remove any person from City ball fields for drunkenness, obnoxious or threatening behavior, disturbing the peace, or failure to properly supervise their children. Contact with the police department will be made if necessary. No fees will be refunded when a player has been ejected for the remainder of the season.

Men's League Rules

(ASA Rules with the below Newport Rules)

- 1. 9-Player Rule:** A team may start or finish a game with no less than 9 players. No more than 12 players may be in the batting order.
- 2. Late Arrivals:** If a team starts the game with less than 12 players and others arrive late, they may be added to the bottom of the batting order and may be substituted anywhere defensively, subject to the rules stated above.
- 3. Players Leaving:** If a player has to leave a game, their position in the batting order must be skipped over, but the team may not add a 12th player and must still field at least 9. If an injury occurs and the player count drops to 8, the game will continue. If a player is ejected and the player count drops to 8, the game will automatically end.
- 4. Line-up Exchange and Scorebooks:** Lineups will be exchanged as soon as possible before game time. Both teams should keep a scorebook. The official scorebook will be kept by a Parks and Recreation staff member. Once games begin, the batting order cannot be changed.
- 5. Time Limits:** No new inning will begin 1 hour and 15 minutes after the start of the game. The score will stand after a complete inning is played and will not be rescheduled. If teams are not ready to play within 5 minutes of the start time, the game will be declared a forfeit with no exceptions and will not be rescheduled.
- 6. 12-Run Differential Rule:** A difference of 12 runs at the bottom of the 5th inning will end the game.
- 7. Count:** Batters come to the plate with a 1-1 count. After 2 strikes, a second foul ball will be an out. If a player hits a disallowed home run after two strikes, they will be out.
- 8. Home Run Rule:** Teams hitting 3 over-the-fence home runs can only hit another after the opposing team hits three. The opposing team may hit four, but then must wait for the other team to hit one before an additional home run will count. An out will be declared if a disallowed home run is hit.
- 9. Official Ball:** ASA approved, Men's 12" .52 Core / 300 Compression.
- 10. Bats:** ASA approved.
- 11. Shoes:** No steel cleats.
- 12. Halo Rule:** A pitchers box will be marked on the infield around the area of the pitching plate. The "halo" will be an area that will extend two feet on each side of the plate and extend no more than three feet above the pitcher's head (will be umpire's judgment). Any ball that is hit in the air that doesn't touch the ground prior to reaching the front edge of this area will be an automatic "DEAD BALL." DEAD BALL = AUTOMATIC OUT. No runners will be allowed to advance and will be made to return to the last base legally touched prior to the pitch. The pitcher is not protected if the ball is hit outside of the Halo Zone.