

City of Mercer Island  
2011 Co-Ed Supplemental Softball Rules

**1. Player Registration & Eligibility**

- a. All roster information must be completed and all players must sign the roster to be eligible to play.
- b. All rosters must be received by the Recreation Coordinator BEFORE the first game.
- c. Any team that doesn't submit a roster before the first game will forfeit all games until roster is received.
- d. Roster will be frozen immediately after the 3<sup>rd</sup> game. After such time no players may be added.
- e. All players must be 18 yrs of age or older
- f. Coaches and Managers are responsible for ensuring that all players understand and abide by these rules.

**2. League Play**

Official ASA Rules Shall Govern play, with the following exceptions stated in the City of Mercer Island Supplemental Softball Rules.

- a. Home team is responsible for the official score book and must provide a new 12" ball to the umpire. The visiting team must provide a good/usable back up ball.
- b. A game shall be considered complete if a team leads by 10 runs after five innings.
- c. Teams must start and finish with a minimum of 8 players participating. If at any time a team has less than 8 players the game will be considered a forfeit.
- d. There will be unlimited substitution of all players listed in the batting order (up to 20).
- e. A player will start with a 0-0 count. No Courtesy foul; if a player has 2 strikes and hits a foul ball the batter is out.
- f. Each team may use 1 courtesy runner per inning. Runner must be the last out
- g. A game cut short for any reason will be considered a complete game after (5) innings.
- h. No new inning will start after 1 hour and 10 minutes. If at the end of this time, the game is tied it will be played until tie is broken. International tie breaker will be applied to all subsequent innings- start with last batter on second and no outs. (Any game, without a game following may be extended to 1 hour and 30min- darkness allowing)
- i. Metal Cleats are not allowed
- j. A team shall not have more than 20 players on their roster.
- k. A 10 minute grace period will be allowed for teams running late.
- l. Progressive homerun rule: One (1) progressive. An out will be the penalty for each homerun that places them (2) ahead of the opponent.
- m. "Casual profanity rule" unsporting language muttered out of frustration will be penalized by outs.
- n. Stepping in to the batter's box with an illegal bat will be a dead ball Out.
- o. No stealing

**3. Rainouts**

**In case of inclement weather, the decision on field playability will be made at 2pm and the rainout line will be updated by 4pm by the Parks Maintenance Staff.**

- a. It is the responsibility of the team manager and players to check the Rainout line which will be updated by 4pm.
- b. Call 206.275.7894 or visit [www.mercergov.org/fieldconditions](http://www.mercergov.org/fieldconditions)

NOTE: Do not call the Recreation Coordinator to ask about field conditions, or to complain about the rain. It is not my decision. All Park Maintenance Decisions are final.

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**4. Weather or Darkness shortened games:**

- a. Upon the decision of the umpire: games shortened due to darkness or rain will be considered complete if the game has passed the 5<sup>th</sup> inning.
- b. If a game is shortened in the middle of an inning the score will be recorded as of the last FULL complete inning. If the score was tied the game will be finished at a later date- with the teams responsible for agreeing on a time & date. Game will pick up where it was left off. (Please recorded position of runners and outs)

**5. Player & Team Suspension**

- a. Any Player ejected from the game will face a minimum suspension of the next 2 games. Suspension will take place immediately.
- b. Any player or coach who physically abuses an official or player will be suspended for a minimum of 1 year.
- c. The Recreation Coordinator will determine additional suspensions for player conduct- including unsportsman like behavior or conduct detrimental to the league.
- d. Any player ejected for the 2<sup>nd</sup> time- will be suspended for the remainder of the season.
- e. An ejected player must leave the park immediately, or the game will be a forfeit.
- f. A team playing with a suspended player will forfeit all games that player played in.
- g. Alcoholic beverages are strictly prohibited. Anyone violating this rule (player or spectator) is subject to a fine under City Ordinance. Game forfeiture and suspension may result.
- h. To file a protest the coach must inform the umpire that a protest is being filed and the reason. The umpire must sign the scorebook and record the incident. A protested game must be declared before the next pitch following the incident. Rule interpretations are determined by the umpire's judgment and cannot be protested. The Recreation Coordinator must receive a formal protest in writing and a \$100 check deposit by 5pm the next business day. If not received in 24hours the protest will be void. If the protest is granted the \$100 deposit will be refunded, should the protest be rejected the \$100 will be forfeited.

**6. Playoffs & League standings**

- a. The following methods will be used to determine league standings:
  1. Team with the best record will advance to playoffs
  2. Between tied teams, the following criteria will be used:
    - a. Head to Head
    - b. Run differential between tied teams
    - c. Coin flip

**GAME FORFEIT PROCEDURES**

1. Forfeited games shall be declared in the following cases and scored 7-0:
  - a. Forfeits will be called by the umpire on the field.
  - b. If a team fails to appear on the field within 10 minutes after the scheduled game time.
  - c. A team has players that are not officially on the roster.
  - d. A team participates in a game without having first turned in a completed roster form.
2. If a team forfeits two (2) games in a season without proper notification shall be dropped from the league and the remaining games declared a win for the opposition. (NO REFUND)
3. Other cases subject to forfeit will be followed as stated in the Official Rule Book.
  3. If a team forfeits after 1:00 pm, they are subject to a \$35 umpire fee payable to the City of Mercer Island. Fees must be received by the next game day. Failure to comply with this ruling will result in the team being eliminated from further play. In addition, this team will receive low priority in joining the league the following season.

**WINNING TEAM: Submit scores immediately to [Softball@mercergov.org](mailto:Softball@mercergov.org)  
Please Include:**

League-teams- final score- time of game, and any issues during the game.