

Westlake Softball 2018

Revised 4/16/18



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HOTLINE

Occasionally severe weather or an unforeseen activity may result in the cancellation of games. As a service to all teams, the Westlake Recreation Department has a Hotline to inform teams of game cancellations. We urge all teams to call this number the day/night of your game so that you are aware of any developments. The message is available on weeknights after 4:30pm and 7:30am on the weekends. If games are not cancelled, teams are responsible to show up at their scheduled game time. Umpires will make the decision at the fields if it is raining after 4:30pm. Teams are to show up at the fields till a determination is made. Information/status of games will NOT be available before those times. PLEASE DO NOT CALL THE RECREATION CENTER FOR INFORMATION. The hotline number is 440-808-5710. Our website address is: www.cityofwestlake.org

LEAGUE FEES

1. Entry fees are non-refundable and non-transferable. Make checks payable to City of Westlake.
2. Non Resident Player Fee:
 - Summer \$10
 - Fall \$5

All non-residents will be assessed a non-resident player fee. Residents are not assessed this charge but must show proof of residency in the form of a driver's license, state ID or current utility bill. Player fees are non-refundable and non-transferable. This fee must accompany the contract cards. Contract cards will not be accepted without payment of non-resident fees or proof of residency.

FORFEITS

Teams may pay the game fees for BOTH teams at the time of the game being forfeited or by 7pm the following day at the Westlake Recreation Center. Penalty for not paying forfeit fee is being dropped from the league.

CONTRACT CARDS

1. Contract cards must be turned in at the Recreation Center prior to the first game the player plays in. Non-resident fees must be paid if applicable. Contract cards and Non Resident fees will NOT be accepted at the fields.
2. Rosters are limited to twenty (20) players and two (2) non-playing managers/coaches. All players and non-playing managers/coaches must be under contract. Non playing managers/coaches do not have to pay a non-resident fee.
3. **Last date to add players to your roster is September 15th for Fall Ball, June 15th Summer Ball.** Exception: a player may be signed after the last date if the arbitration board rules that the team has an emergency exist or undue hardships.
4. A player may only play on one team PER LEAGUE.
5. The player/manager must release a player before they may sign with another team. Any player released must sit out two games before they play on a team in the same division. If the released player plays in any other division, he/she does not have to sit out any games.
6. Any player who drops or is dropped off a team may not rejoin that team for the remainder of that season (including playoffs).
7. Any individual found to provide false information will be suspended from all Westlake Recreation activities.

8. Player/Manager must come into the Recreation office during regular business hours to sign the contract card releasing said player.
9. All managers are held responsible by the Westlake Recreation Department to allow only authorized players, under legal contract filed in the Westlake Recreation Department office to participate on their team. False information by any player and/or manager will result in the suspension of the player and/or manager. In addition, all games in which the suspended person participated will be forfeited.
10. Teams using ineligible players will forfeit all games in which the ineligible player(s) participated.
11. Managers are responsible to carry the teams' contract cards with them to all games.
12. Players must have a picture ID with them at the fields in case of an ID check. A player will have no more than 5 minutes or ½ innings to produce said ID.
13. Any manager or acting manager who turns in a lineup containing an illegal player will be ejected along with the illegal player.

CONDUCT

1. The manager is held responsible for the conduct of all players on his/her team. Any misconduct will not be tolerated.
2. Any physical assault upon a Recreation employee, player or official will automatically result in a lifetime suspension for all amateur sports in the City of Westlake.
3. Any verbal threat (suggesting physical harm) upon a Recreation employee, player or official will result in a two (2) game suspension and possible lifetime suspension from City of Westlake sports.
4. The umpire(s) have complete charge of the game and their decisions are final.
5. Alcoholic beverages are prohibited in all City of Westlake parks. There is to be no smoking within 50ft of the playing area.
6. All participants, fans and supporters are guests of the Westlake Board of Education and/or the Westlake Recreation Department and must conduct themselves in an orderly manner and assume all responsibility of any and all injuries.
7. This is an adult recreation program and players are asked not to bring children with them unless a non-playing adult is present to supervise. No children are to be in the dugout, unless an adult is in the dugout with them at all times.
8. Profanity is prohibited at Westlake Recreation ball fields by players and fans alike.
9. No music is allowed in the dugout. Spectators playing music in the stands will be asked to lower or turn it off if it interferes with the game.

EJECTIONS

The following penalties will be levied for ejection from a game:

1. First ejection – player must sit that game from which ejected and the next 2 games that his/her team participates in. Games canceled due to weather or other reasons do not count towards fulfillment of the suspension.
2. Second ejection – Suspension from all sports in Westlake for one year from the date of the second ejection.
3. Any player and or person ejected from the game will have 1(one) minute to gather there items and leave the park. Failure to follow through with this action will result in forfeiture of the game and possible season suspension.
4. Anyone ejected or suspended is not permitted on the bench or in uniform for the remainder of his or her suspension period. Suspended players are not to be in the dugout.
5. Players must slide or give up as long as the fielder has possession of the ball. Any attempt to knock the fielder over is not permitted. If a player is ejected for not sliding there is no two game suspension, unless the umpires deem the play flagrant. If the umpire feels that the collision was flagrant then it would be an ejection and a two game suspension. Umpires will inform the scorekeeper if the play was found to be flagrant and it will be written up as an ejection.
6. Any player who flagrantly throws his/her bat will be ejected from the game immediately. If a player throws his/her bad and it is not intentional or flagrant, the umpire will issue a warning. If it happens a second time in the same game, that player will be ejected from the game in the name of safety and will sit out the remainder of that game only. This does not count as an ejection nor does it carry a two game suspension unless the umpires feel that the bat throwing was flagrant. If the umpire deems the bat throwing was flagrant it would be an ejection and a two game suspension. Umpires will inform the scorekeeper if the incident was deemed flagrant and it will be written up as an ejection.
7. If a team starts a game with 9 or more players (Coed 10 or 12) and a player is ejected and cannot be replaced, that position in the batting order will then count as an out. This is no longer a forfeit, unless a team is at less than 8(eight) active players. In the case of a “disqualified player” (someone removed from the game for non-flagrant throwing of bat, injury, etc.) and they cannot be replaced the game will not be forfeited. The player’s spot in the batting order will be considered an out.

Game Protests

1. Manager must inform the umpire and make sure the umpire tells the scorekeeper. The scorekeeper must document the protest and put the exact game situation in writing so if protest is upheld the game will pick up at point of protest.
2. A manger’s protest must be in the Westlake Recreation Department, in writing by 5:00pm the next working day along with a \$50 filing fee. If the team wins the protest, this fee will be returned.
3. The Arbitration Board will hear the protest within 5 days.
4. The Westlake Recreation Department will not consider a protest is the above rules are not adhered to.

Protests on Eligibility

1. In seeking the identity of any player, the manager must approach the game official(s) and request an identification check. Requests for the identification of a questionable player may be made to the official(s) before end of game.
 - The player challenged must provide identification to the game official upon request. Proper ID is a driver's license or some form of photo ID
 - The scorekeeper shall then check the master roster (made from contract cards) to confirm or deny the identification check. If the photo ID information does not match the roster information, then the player is ejected and the game is a forfeit.
2. All managers are held responsible that a request by the game official for the identity of any player on their team be honored. Failure to cooperate with game official will be cause for forfeiture of the game and suspension of the player, and possibly the manager.
3. A maximum of 2 ID checks per team per game may be requested.
4. Managers may check roster eligibility with the Westlake Recreation Department office staff at any time during regular office hours.
5. There is no protest fee assessed for protests on ineligible players.
6. Protests on eligibility of a player will not be considered by the Westlake Recreation Department if the above rules are not adhered to.

Officials

1. The umpire(s) will be in charge of the game from the time they arrive until they depart. This includes prior to and after the game has been played
2. Umpires will review ground rules prior to the start of the game with the team manager/captain.
3. In all disputes, ONLY the manager or captain will be allowed to discuss any rule with the umpire(s) and only when time is called.
4. Game umpire(s) are required to make a written report on any player/manager who is ejected during a game and a report filed with the Westlake Recreation Department, otherwise the ejection or event will not be validated.
5. The home plate umpire will notify the scorekeeper of the start tie and monitor the time limit.

Uniforms

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1. It is strongly suggested that all players on a team shall wear matching uniforms.
2. All uniform shirts must have a 6inch number on the back. Duplicate numbers on the team are not permitted. Numbers are to be sealed or imprinted on and not to be drawn on with marker or ink.
3. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game – ASA rule.

4. Teams must be in uniform by week 3 of the season. The uniform rule will be enforced starting with week 3's games.
5. A team must have 8 players in uniform to start a game or it will be considered a forfeit.
6. If a player is out of uniform and can't be replaced in order to play a legal game, that player is ejected and his/her spot in the batting order is an out. If less than 8 eligible players occurs, then the game is a forfeit.
7. If teams have more than one set of uniforms, all players must be wearing matching uniforms.
8. Metal spikes are not permitted. In the event that a player is caught wearing metal spikes, they will be ejected.
9. All casts/metal braces must be properly covered and/or padded. No exposed hard surfaces may be showing.
10. In the Fall season we strongly encourage teams to have matching shirts and numbers.

Age Requirements

1. Players must be at least 17 years of age to participate. If a player is 17 during the season a parent must sign the contract card also.
2. If a player participates on a high school team they must wait until high school season is complete or forfeit any game they participated in

Schedules

Managers will be contacted concerning information regarding their first game. Schedules will be made available prior to the first day of the season.

Make Up Games

In the event of inclement weather, games may be cancelled. We will attempt to reschedule any cancelled games, however, the Westlake Recreation Department may choose to not make up some cancelled games that do not have an impact on playoff standings. Managers will be provided information concerning re-scheduled games. It is their responsibility to inform their team of any re-scheduled games.

Managers will be emailed about make up games and the web site will be updated with the same information.

Starting Times

1. All teams must be ready to play at their scheduled time.
2. As soon as a team has the minimum amount of players (8) to start, the game will begin.
3. The first game of the day/night will have 10(ten) minutes from the scheduled start time to take the field and begin play. The 1 hour 5 minute time limit starts with the first pitch.
4. No other games receive this grace period.
5. All players must be in uniform and in the dugout or playing field by the start time.
6. The umpire will give the official start time of the game to the scorekeeper at the start of the game. Both the umpire and scorekeeper are responsible for keeping track of the time limit.

Game Fees/Line up Cards

1. \$34 per game per team
2. Line-ups and game fees are asked to be turned in 10-15 minutes prior to game time. Cash only, no checks will be accepted.
3. Line up cards names must include first and last names printed clearly.

Locations

All games will be played at the site listed on the schedule. In the event of a schedule change, managers will be notified as soon as possible.

Playoffs

1. Playoffs will be conducted on the same day the division normally plays
2. The top 4 teams in each division qualify for the playoffs
3. All playoffs will be a best of 3 series.
4. A player must appear in 6 games to be eligible for playoffs.
5. For Sunday Coed, a player must appear in 3 games to be eligible for the playoffs.
6. Playoff seed will be determined by final standings
7. If teams are tied at the end of the season, the following criteria will be used to determine the division winner:
 - Head to Head competition
 - Run differential during head to head competition
 - Record vs Playoff teams.
8. There is no time limit for the semi-finals and championship game of the playoffs.

Awards

1. A sponsor plaque will be awarded to the Playoff championship team.
2. T shirts will be awarded to the Playoff championship team
3. T shirts will be awarded to the division champ team

General Playing Rules

1. Westlake Adult Softball Leagues Adhere to A.S.A rules; however, Westlake Recreation revisions take precedent over any A.S.A rule.
2. Pitching arc this year: 6' – 10'.
3. Each batter will begin with a 1 ball 1 strike count. When the batter reaches strike 2, he/she will have 1 free foul ball. A second foul ball with 2 strikes will result in a strike out.
4. A game will begin or finish with 8 players. The 9th spot in the batting order will be an out until, if at any time, the 9th player arrives. A tenth player may added when he/she arrives, but that team may not use an EP. The 10th player must be listed last in the batting order. Teams may not start or continue a game with less than 8 players.
5. Consumption of alcoholic beverages is prohibited on the playing field by players, managers or umpires.
6. Throwing the ball around the infield during an inning is prohibited. The ball should be thrown back to the pitcher after the play is over. Each extra throw before the ball is thrown to the pitcher will count as a ball on the batter.
7. Any player who throws a bat will be ejected from the game. See Page 5 Rule 6.
8. A.S.A. Home Run limits will not be enforced.
9. Any ball batted over the fence and declared to be a Home Run, the batter and any runners will cease running and return to the dugout while all the runs will be counted. The batter must touch first base before exiting the field of play.
10. No stealing in any Westlake Recreation League
11. The double first base is used as a safety measure. Half the base is white (fair territory) and half the base is orange (foul territory).
 - a) A batted ball hitting the white portion is declared fair, a batted ball hitting the orange portion is declared foul.
 - b) The batter-runner must use the orange portion on the first attempt at first base; however, should he reach and go beyond first base, he must return to the white portion.
 - c) Should the batter-runner round the base on a hit through the infield or to the outfield, he must return to the white portion.
 - d) When tagging on a fly ball, the white portion must be used
 - e) Fielder must always use the white portion of the base.
12. Time Limit: 1 hour 5 minutes. A new inning may not begin after the time limit has expired except in the case of a tie game.
13. Tie Game – all teams will play one extra inning. If game is still tied it will be counted as a tie game. It will be recorded as half a win and half a loss.

14. There is no time limit for the semi-finals and championship game of the playoffs. The semi-finals are deemed to be the winner's bracket and loser's bracket last games. The championship game includes the "if necessary" game.
15. Home Runs: When a ball is hit over the fence at Roman Park, it is the batting team's responsibility to replace it immediately with a playable ball.
16. Infield fly rule is defined as a fair fly ball, which can be caught by an infielder with ordinary effort when 1st and 2nd bases are occupied or bases loaded with less than two outs. The umpire will call infield fly and the batter will be declared out.
17. Field dimensions: Pitching rubber – 50 ft.; Base paths – 70ft
18. There is an 11:00pm curfew. A new inning may not start after 11:00pm. Any inning started before 11:00 will be finished. Games suspended due to curfew will be continued from the point of suspension at a later date.
19. A regulation game shall consist of 7 (seven) innings.
20. If a game is called for inclement weather, darkness, etc., it will be declared an official game if 4 ½ innings have been played and the home team has scored more runs.
21. If 4 ½ innings have not been completed, it will not be declared an official game and the game will be suspended at that point. It will be rescheduled and resume from the point of suspension. The umpires and scorekeepers receive ½ of the regular fee.
22. The run rule is in effect at 4 (four) innings with 15 runs and 5 (five) innings with 10 runs. The game is over immediately if the home team reaches the run limit during home half of the 4th/5th inning. If the visiting team reaches the run limit after the 4th/5th inning the home team will get its at bats.
23. The mercy rule is in effect at 3 innings. The game is over immediately if the home team is ahead by 20 runs during the bottom of the 3rd inning. The home team will get last bats.
24. Re-entry rule: Any player may be substituted and re-entered 1 (one) time, providing players occupy the same batting positions whenever in the line-up. Players may not re-enter a second time. The starting player and their substitute may not be in the line-up at the same time.
25. Blood rule: Any player, coach or umpire who is bleeding or has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. Uniform rules do not apply on a uniform change. A player may re-enter the game according to the re-entry rules.
26. Ejection/disqualification rule: If a player/coach is ejected during a game, for a non-flagrant disqualification, he/she is confined to the bench area. If the act is flagrant, the player/coach must leave the park.
27. Softballs: All leagues will use .44 core ASA approved .375 compression ball.
28. No fast pitch bats are permitted.
29. If a player is found to be using an illegal bat, the bat will be taken out of play and the player using it will be ejected from that game. The result of play, if any, will be an out as is the player's at bat. All runners will be returned to their original base.
30. If a batted ball clears a fence on a fly and is ruled a home run by the umpire, the batter must touch first base.
31. A player must appear in at least 6 games played in order to participate in the playoffs. Sunday Coed must appear in at least 3 games in order to participate in the playoffs. Fall ball 4 games.

Extra Player

1. An extra player, referred to as an “EP”, is optional. Teams can field 10 and have 12 players in the batting order. Those 12 players can interchange fielding positions as desired. All players including EP’s and WCH must be listed in the batting order prior to the start of the game. They may not be added once the first pitch has been thrown. The 13th batter will be listed as the wild card hitter, if the team wishes to use one. He must be labeled as the wild card hitter on the roster card for that game.
2. If a team begins the game with more than 10 players, that team may continue a game with one less player than it starts with whenever a player leaves the game for any reason other than ejection. (This does not apply to coed teams, see page 11). If the player leaving the game is a base runner, he shall be declared out.
3. Whenever a player who has left the game under this exception is scheduled to bat, an out shall be declared. The player who has left the game under this exception cannot return to the lineup.
4. The EPs must remain in the same position in the batting order for the entire game.
5. If an EP is used, all players must bat and any 10 can play defense. Defensive positions may be changed but the batting order must remain the same.
6. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter only 1 (one) time during the game at the same batting order position as originally indicated.

Wild Card Hitter

1. The WCH must be designated by the manager prior to the first pitch and included in the official lineup.
2. The WCH may be used a maximum of 4 (four) times per game, but he/she may not bat twice in the same inning unless the team bats around and then the WCH may bat for the same person in that inning. This counts as 2 (two) of his 4 (four) turns.
3. The WCH must report to the home plate umpire before entering the game. The umpire will then notify the scorekeeper who will mark it on the score sheet. If the WCH fails to notify the umpire and the opposing team calls attention to it, he will be called out.
4. The WCH may bat for anyone in the lineup, including the EP and the player batted for will retain his position in the field and the lineup.
5. The WCH may not assume a position in the field. He is used exclusively for hitting.
6. If for any reason the WCH cannot finish a game he cannot be replaced
7. The WCH cannot be used as a pinch hitter or runner.
8. If the manager uses a pinch hitter for the WCH, after he/she steps into the batter’s box, the WCH and the original player are removed from the game.
9. If a WCH reaches base, he may:
 - a. Run for him
 - b. The player he batted for may run
 - c. Courtesy runner may be used

Courtesy Runner

1. The last player to make an out will serve as the courtesy runner for a player.
2. Limit of 1 (one) courtesy runner per inning.
3. In the event of Coed, last out male for male and last out female for female.
4. If a runner is needed in the first inning and no out has been recorded, then the last person in the batting order will become the runner. If that player is due to hit and there are still no outs, the last player to score a run would become the courtesy runner.
5. The courtesy runner will remain in the game until they either score, are put out or the half inning is over.

Coed Rules

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- a. A team can start with 8 players total; the ratio must either be 5 (males or females) and 3 (males or females). If you are playing with only eight players then players can play any position in the field
- b. There must be 5 (five) male and 5 (five) females in the lineup at all times. (6 (six) males and 6 (six) females if the EP's are used. Exception to start game
- c. The batting order must alternate male and female.
- d. On defense, there must be:
 - a. 2 male and 2 female outfielders.
 - b. 2 male and 2 female infielders
 - c. Pitcher/catcher battery must consist of 1 male and 1 female.
- e. ASA Walk Rule: any walk to a male batter will result in a 2 base award. The next batter (a female) will bat. EXCEPTION: with two outs, the female batter has the option to walk or bat.
- f. Extra Player's (EP's) will be allowed.
 - a. If EP's are used, they must be listed on the starting lineup prior to the first pitch of the game and must be used the entire game.
 - b. Failure to complete the game with the EP's results in forfeiture of the game.
 - c. If the EP's are used all 12 players must bat and any 10 may play defense.
 - d. Defensive positions may be changed but the batting order must remain the same.
 - e. The EP's may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP's may be re-entered.
6. The manager is allowed to designate a Wild Card male (WCM) and or a Wild Card Female (WCF) instead of the WCH used in other leagues. Managers designating WCM and WCF must use them respectively for their same sex.
 - a. The Wild Card Player(s) must be listed on the starting lineup prior to the first pitch of the game.
 - b. Each Wild Card Player(s) may be used a maximum of 4 times per game, once per inning.
 - c. If for any reason the WCM or WCF cannot finish the game they cannot be replaced as Wild Cards.
 - d. The WCM and/or the WCF may be substituted into the game, however, if a manger elects to put either of his Wild Cards in the game he then loses the Wild Card.

- e. If a manager replaces the WCM or WCF with a pinch runner while the Wild Card is on base or at bat, both the Wild Card and the original player must leave the game and cannot be used again.
7. Out fielders may not come on the infield dirt to make the initial play on a batted ball.
8. In the case of injury during a game when the team is using 12 person batting orders:
 - a. The injured person and person immediately following her/him are outs when it comes their turn to bat. Game will continue.

40 & Over Men Rules

1. The batting order may consist of up to 12 men with any 10 of those players playing in the field at any given time
2. A courtesy runner may be used at any time for any player. There is no limit. Any player may be used to run, however, they may only be used once in an inning.
3. All players must be 40 or over.

