

HOLMEN PARK & RECREATION 2016 ADULT SOFTBALL LEAGUE RULES

Regular Rules Updated 2/23/16

HOLMEN PARK & RECREATION CANCELLATION LINE: 608-526-6312

2016 ASA Official Softball Rules will govern except as noted herein:

Important Notes & Rule Changes:

1. Courtesy Runner (New 2016 ASA rule)

- a. **Men's/Women's Games:** ASA Rule 8 Section 9B2: (All Adult Slow Pitch except Seniors) Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. Comment: Allows for all Adult Slow Pitch Divisions of Play to use a Courtesy Runner once per inning.
- b. NOTE: Any Courtesy Runner used in Coed must be gender specific.
- c. ~~ELIMINATED OLD RULE: A courtesy runner may be utilized only for an injured base runner. If a runner who advanced to 2nd or 3rd base, requests a courtesy runner, the courtesy runner would have to go "back to 1st base". (not an ASA rule).~~

2. BALLS

- a. **ASA Rule 3 Section 3E [3]: EFFECTIVE in 2014** The 52 COR/300 lb. compression 12 inch ball will be the only 12" ball allowed in Men's Adult Slow Pitch, Men's Co-ed, Men's Master's Slow Pitch and Junior Olympic Boys Slow Pitch, with the exception of Seniors. Holmen leagues adopted this rule change in 2014.
- b. **Men's League Balls:** Teams will provide game balls. HIT YOU OWN BALL. Official balls will be "Optic Yellow" A.S.A. approved 12-inch balls with a COR of 52 and compression of 300 lbs.
- c. **Women's League Balls:** Teams will provide game balls. HIT YOU OWN BALL. Official balls will be "Optic Yellow" A.S.A. approved 11-inch balls with a COR of 52 and compression of 300 lbs (ASA 2017 must be 52/300).
- d. **Co-Rec League Balls:** Teams will provide game balls. Home team provides "new" game ball, visitor provides "good" backup ball. Men hit A.S.A. approved "Optic Yellow" 12-inch balls with a COR of 52 and compression of 300 lbs. and women hit A.S.A. approved "Optic Yellow" 11-inch balls with a COR of 52 and compression of 300 lbs. Women will also be able to use A.S.A. approved "Optic Yellow" 11-inch balls with a COR of 47 and compression of 375 lbs (ASA 2017 – 11" must be 52/300).

3. Innings & Run Ahead Rules:

- a. **Men's League: Run Ahead Rule:** All games shall be 7 innings. However, the Holmen Run Ahead Rule will be enforced: 20 after three innings, 15 after four innings, 12 after five innings shall be declared the winner. No time limit will be called, with the exception of tournament games (if declared) or due to unusual circumstances. If a field does not have lights, an umpire may make decisions on time limits for safety reasons. (2015 League Meeting vote – different than ASA rules).
 - b. **Co-Rec League: Run Ahead Rule:** Games are scheduled for 7 INNINGS of play or a 55 minute no new inning time limit. No new inning can start after 55 minutes, except if the score is tied. Games will be played until a winner is declared. **However, the Holmen Run Ahead Rule will be enforced: 20 after three innings, 15 after four innings, and 12 after five innings shall be declared the winner. (2015 League Meeting vote – different than ASA rules).**
 - c. **Tournaments: Run Ahead Rule:** Games are scheduled for 7 INNINGS of play or a 55 minute no new inning time limit. No new inning can start after 55 minutes, except if the score is tied. Games will be played until a winner is declared. **However, the Holmen Run Ahead Rule will be enforced: 20 after three innings, 15 after four innings, and 12 after five innings shall be declared the winner. (2015 League Meeting vote – different than ASA rules).**
 - d. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.
4. (2013 League Vote). Men's/Women's Leagues & Tournaments: ROSTER BATTING IS ALLOWED. All players can be included in the batting lineup and this type of lineup must be declared prior to the start of the game and used the entire game. If a player cannot continue and a substitute is not available, an out will be declared for that position in the lineup.
 5. **ASA Rule 2, Section 1. Table:** EFFECTIVE 2013. All Adult Slow Pitch (Except Seniors) shall have a base distance of 70 feet. Holmen will use 70' bases for all adult leagues beginning in 2012 (Men's, Women's, Co-Rec).
 6. Bat Rule Addition: **No fast pitch bats maybe used for slow pitch softball** (Holmen rule: league meeting 2012).
 7. **2013 LEAGUE VOTE APPROVED:** 6' minimum/ 12' maximum arc: The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 12 feet from the ground. (previously in 2010 Holmen followed ASA Rule of arc maximum was 10 feet.)

8. Player/Team Eligibility

- a. All participants/players must be at least 18 years of age or a high school graduate.
- b. **ALL participants MUST sign the completed OFFICIAL TEAM ROSTER FORM on file at the PARK & RECREATION DEPARTMENT prior to initial participation.**
- c. **Players can only play on one team in the entire league on a particular night.** Players cannot play in multiple divisions; example cannot play in "A" league on one team and on a "B" league team. Use of illegal players (not on your roster) will result in the team forfeiting all games the illegal player played in. **The opposing team cannot allow a team to use an illegal player, because the use affects other teams in the standings.**

9. **Forfeits will be counted as two losses in the standings, forfeit wins will still count as one win in the standings.** (This was proposed and approved by team managers in 2008.)
10. **Men's League: Non-Resident fees per team capped at eleven paid players per team (\$220 max. per team).** The 12th+ non-resident player(s) on your roster would not have a non-resident fee. (This was approved in 2008.)
11. **Men's League Tournament will be scheduled into the last couple of weeks of the schedule on league nights.** (This has nothing to do with Kornfest Tournament, which will be Aug. 19-21, 2016.)
12. **Managers must fill-out the umpire line-up/score card (first & last names) prior to each game.**
13. **No alcohol in dugouts during games! Players may be ejected immediately, no warnings are required. (liability & insurance reasons).**
14. **Home Run Base Running: "Home Run: Touch One & Go Rule" On a home run hit over the fence base runners only have to touch the base they are advancing to and then head to the dugout and the runs will be scored.** Base runners have the option to run all bases, unless due to time reasons the umpire declares that everyone must use the "Touch One & Go Rule." Runners, who do not touch at least one base, may be ruled out on an appeal by the opposing team. ***Contrary to ASA rules where players do not have to run any bases, the Holmen league will require players to run to the next base in order to aid scorekeepers and fans who could make scorekeeping errors by seeing the batter go directly to the dugout and think it was an out due to the homerun limit.***
15. **Players must try to avoid contact or slide on a close play at any base. Sliding is not mandatory, avoiding contact is most important.**
16. ASA Legal Bats & Balls, check current list at <http://www.asasoftball.com>, click on certified equipment.



- i. **A.S.A. Bat Rules apply.** The official bat in ASA Championship Play/Holmen League must meet all of the requirements of Rule 3, Section 1 and: must bear either the ASA approved 2000 certification mark, ASA 2004 certification mark, or the ASA 2013 certification mark as shown (left), and must not be listed on an ASA non approved list, must be included on a list of approved bat models published by the ASA National Office; or must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.
- ii. For a complete listing of bats, go to the certified equipment section of www.asasoftball.com.

17. **Men's League: ROSTER DEADLINE FOR CHANGES/ADDITIONS: JULY 31, 2016.**

18. **Co-Rec League: ROSTER DEADLINE FOR CHANGES/ADDITIONS: OCTOBER 1, 2016**

19. **Men's League Information**

- a. Men's Tuesday Season begins Tuesday, May 3, 2016 and ends August 16, 2016 (playoffs). There is space for 20 teams to play on Tuesday evenings, with four time slots (6:00pm, 7:00pm, 8:00pm, 9:00pm) on fields A, B, C (C has no lights) at Deer Wood Park (500 Anderson St., Holmen).
- b. League Entry Fee: \$265 team entry fee, with non-residents paying \$20 per person additional (Village of Holmen Board requires this). Town of Holland, Town of Onalaska, City of Onalaska, La Crosse, etc. are non-residents. **Non-Resident fees per team capped at eleven paid players per team (\$220 max. per team).** The 12th+ non-resident player(s) on your roster would not have a non-resident fee. Rosters and Non-resident fees are due by May 3, 2016. Resident players must ATTACH proof of Village of Holmen residency (resident card, photocopy of drivers license, bill) to the official roster. All players must be on your official roster and have all fees paid or proof of residency provided. All players must be added at the Holmen Village Hall (421 S. Main St., Monday-Friday, 8:00am-4:30pm), you cannot add new players at the ballpark or with umpires.
- c. ***Managers: Require your players to bring you some type of proof of residency to a pre-season meeting or practices so it can be turned-in with your roster prior to first game of the season.***
- d. Registration: Entry Fee Deadline For Last Year's Teams: Wednesday, March 30, 2016. \$265 team entry fee must be paid by this date to save your spot.
- e. New Team Lottery (if needed): Friday, April 1, 2016, \$265 team entry fee must be paid by the lottery date. Teams will be notified by phone of league status.

20. **Fall Co-Rec League Information**

- a. Season begins Tuesday, September 6, 2016 and ends October 25, 2016. There is space for 16 teams to play on Tuesday evenings, at 6:00pm, 7:00pm, 8:00pm, and 9:00pm on fields A and B at Deer Wood Park (500 Anderson St., Holmen).
- b. Two divisions of play are offered 1) Competitive 2) Recreational
- c. League Entry Fee: \$165 team entry fee. Rosters are due by September 13, 2016. All players must be on your official roster. All players must be added at the Holmen Village Hall (421 S. Main St., Monday-Friday, 8am-4:30pm), you cannot add new players at the ballpark or with umpires.
- d. **TEAMS PROVIDE BALLS.** Home team provides 2 game balls (11" & 12") per game, visiting team provides 2 backup balls (11" & 12") per game. Ball specifications: Optic Yellow, ASA approved, 52 COR, 300 lbs compression, 11" for women and 12" for men.
- e. Registration: Entry Fee Deadline is Wednesday, August 24, 2016.

21. **Player/Team Eligibility**

- a. All participants/players must be at least 18 years of age or a high school graduate.
- b. ALL participants MUST sign the completed OFFICIAL TEAM ROSTER FORM on file at the PARK & RECREATION DEPARTMENT prior to initial participation.
- c. **Players can only play on one team in the entire league on a particular night.** Players cannot play in multiple divisions; example cannot play in "A" league on one team and on a "B" league team. Use of illegal players (not on your roster) will result

in the team forfeiting all games the illegal player played in. **The opposing team cannot allow a team to use an illegal player, because the use affects other teams in the standings.**

- d. Men's League: NON-RESIDENT players must have appropriate fees paid. Team Roster Forms will not be accepted without non-resident payments or with proof of residency attached for residents. If a non-resident player quits, their non-resident fee cannot be used for a different player once the first game of the season has begun. **Non-Resident fees per team capped at eleven paid players per team (\$220 max. per team).** The 12th+ non-resident player(s) on your roster would not have a non-resident fee.
- e. Players suspended for any reasons will not be eligible for play in next scheduled game at a minimum; and may be subject for review prior to any reinstatement. Use of suspended players will result in the team forfeiting all games the suspended player played in.
- f. **Village of Holmen, City of Onalaska, City of La Crosse have a mutual agreement to uphold and honor the suspensions of players from other community leagues and even open tournaments, primarily concerning major infractions due to conduct, fighting, and verbal/physical abuse of players or officials. Many umpires work in multiple league and we will honor their decisions, especially in terms of umpire abuse of any sort. The League Directors have the authority to regulate suspension decisions concerning their specific leagues.**
- g. **Men's League: ROSTER DEADLINE FOR CHANGES/ADDITIONS: JULY 31, 2016.**
- h. **Fall Co-Rec League: ROSTER DEADLINE FOR CHANGES/ADDITIONS: OCTOBER 1, 2016.**
- i. Participants must assume full responsibility for injuries incurred while taking part in the activity. NO accident insurance is provided through the Village of Holmen.

22. Equipment & Fields

a. BALLS

- i. **ASA Rule 3 Section 3E [3]: EFFECTIVE in 2014 The 52 COR/300 lb. compression 12 inch ball will be the only 12" ball allowed in Men's Adult Slow Pitch, Men's Co-ed, Men's Master's Slow Pitch and Junior Olympic Boys Slow Pitch, with the exception of Seniors. Holmen leagues adopted this rule change in 2014.**
- ii. **Men's League Balls: Teams will provide game balls. HIT YOU OWN BALL.** Official balls will be "Optic Yellow" A.S.A. approved **12-inch balls with a COR of 52 and compression of 300 lbs.**
- iii. **Women's League Balls: Teams will provide game balls. HIT YOU OWN BALL.** Official balls will be "Optic Yellow" A.S.A. approved **11-inch balls with a COR of 52 and compression of 300 lbs (ASA 2017 must be 52/300).**
- iv. **Co-Rec League Balls: Teams will provide game balls.** Home team provides "new" game ball, visitor provides "good" backup ball. Men hit A.S.A. approved "Optic Yellow" 12-inch balls with a COR of 52 and compression of 300 lbs. and women hit A.S.A. approved "Optic Yellow" 11-inch balls with a COR of 52 and compression of 300 lbs. Women will also be able to use A.S.A. approved "Optic Yellow" 11-inch balls with a COR of 47 and compression of 375 lbs (**ASA 2017 – 11" must be 52/300.**).
- v. **FREEZING SOFTBALLS IS ILLEGAL** ASA Rule 3, Section 7 Note: **The characteristics of any approved equipment cannot be changed. One example would be icing, cooling or heating equipment.** Warming devices for bats are NOT approved. The ASA considers these devices illegal. Furthermore, anyone caught doing this may be subject to Article 510, M, 06 of the ASA Code that states the following:
 - 1. **Article 510, M, 06** Any player discovered using an altered bat, including a doctored bat or a bat with additional weight shall be called out and disqualified from further tournament competition for a minimum of one year. ASA shall have the right to take possession of a bat that is, in the sole discretion of the Tournament Committee, reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and determined to be an altered bat, then the player shall surrender ownership of the altered bat to ASA; otherwise the bat shall be returned to the player. **A team that is discovered to have within its possession or control an altered bat may be disqualified from further tournament competition**
 - 2. **2009 Holmen Rule:** If in the discretion of the umpire, a team is using a frozen ball, the first time the ball is thrown out of play, if caught again it is a forfeit by the guilty team.

- b. **For Tournaments: Holmen KornFest Men's & Women's Tournaments, August 19-21, 2016.** Contact: Park & Recreation Office at (608) 526-2152 to register. Separate fee, not part of league fees. \$150 per team. Men's tournament hit your own balls. Women's tournament balls are provided.

c. BATS

- i. **A.S.A. Bat Rules apply.** The official bat in ASA Championship Play/Holmen League must meet all of the requirements of Rule 3, Section 1 and: must bear either the ASA approved 2000 certification mark or the ASA 2004 certification mark as shown (left) **or the ASA 2013 Certification mark**, and must not be listed on an ASA non approved list, must be included on a list of approved bat models published by the ASA National Office; or must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.
- ii. Beginning January 1, 2004, all bats in ASA Championship Play must pass the ASA 2004 bat standard. All bats having the 2004 certification mark will be allowed in ASA Championship Play/Holmen League. Bats that have the 2000 certification mark will not be allowed in ASA Championship Play/Holmen unless they are listed on an approved bat list on the ASA website. For convenience, the ASA website has a listing of bats that do not pass the ASA 2004 bat standard.
- iii. For a complete listing of bats that are approved in 2009 and beyond, go to the certified equipment section of **www.asasoftball.com.**



- iv. ASA Rule 3, Section 1H Altered Bat: The official bat shall not be an altered bat. The distribution of weight and length of the bat shall remain fixed at the time of manufacturing and may not be altered in any way thereafter, except otherwise specifically provided in Rule 3, Section 1 or as specifically approved by the ASA. Inserting material inside the bat, or painting a bat other than the top for identification purposes are examples of altering a bat. Laser marking for ID purposes is not considered an altered bat. Engraving ID marking on the barrel end of a metal bat is considered an altered bat. Approved bats shall not be rolled, shaved or modified to change their characteristics from that produced by the manufacturer and shall be considered an altered bat.

v. **Bat Rule Addition: No fastpitch bats maybe used for slow pitch softball (league meeting 2012).**

- d. No steel spikes are allowed. Only plastic, rubber or soft sole shoes are permitted. **Players wearing metal cleats after being warned by an umpire will be EJECTED IMMEDIATELY.**
- e. Shoes and shirts MUST be worn during game play.
- f. Any jewelry deemed dangerous by the umpire will not be allowed.
- g. Players must properly pad any brace or support used on body parts.
- h. **(2012/13 ASA Rule) All Adult Slow Pitch (Except Seniors) shall have a base distance of 70 feet. Holmen will use 70' bases for all adult leagues (Men's, Women's, Co-Rec).**
- i. The pitching rubber is 50' from back edge of home plate (Men's, Women's, Co-Rec).

23. **Weather CANCELLATION LINE 608-526-6312**

- a. In the case of rain/lightning, an official game consists of 4 1/2 or 5 complete innings of play (depending upon lead/home team). If rained out before 5 innings, the game will not count in the standings.
- b. Cancelled games will be made up if possible, (depending on field availability, availability of umpires, and number of cancelled games during the season), but not guaranteed.
- c. Weather cancellations: when in doubt report to the field. The officials will make decisions in most cases at game time. Messages will also be left on the **Park & Rec. cancellation line at (608) 526-6312** after 4:30pm.

24. **Game Time**

- a. Teams should arrive at least 10 minutes prior to their scheduled game time and manager must fill out umpire lineup card.
- b. **GAME TIME: The time listed on the schedule is the start time; umpires should start the game exactly at the scheduled time.**
- c. Each team must have a minimum of 8 players to start a game. Anything less will be an automatic forfeit.
- d. For a game that started with the legal number of players: if someone gets hurt or leaves the game due to an emergency. The game may continue with less than 8 players provided no available legal players are present.
 - i. If a player cannot continue because of an injury or emergency circumstances and/or a substitute is not available to take his/her batting position, that position in the batting order will be erased with the next scheduled batter due up to bat. That player will be unable to re-enter the game.
- e. Teams starting with 8 or 9 players may add players arriving late to games into the line-up in the last position of the batting order at any time during the game, but may only bat up to a 10th batter (EP may not be used in this case).
- f. Teams may use a MAXIMUM of 10 PLAYERS in the field.
- g. Teams will be required to "hustle" on and off the field between innings conserve time. It is IMPORTANT that team managers consistently encourage their players to hustle. NO LIGHTS ON FIELD C!
- h. **Forfeits will be counted as two losses in the standings, forfeit wins will still count as one win in the standings.** (This was proposed and approved by team managers in 2008.)

25. **General Playing Rules (if not stated in Holmen rules, ASA rules apply)**

- a. Each game will have only one umpire. Umpire decisions are final unless over-ruled by the League Commissioner.
- b. Home and away teams will be listed on the official schedule.
- c. **Innings & Run Ahead Rules:**
 - i. **Men's League: Run Ahead Rule:** All games shall be 7 innings. However, the Holmen Run Ahead Rule will be enforced: 20 after three innings, 15 after four innings, 12 after five innings shall be declared the winner. No time limit will be called, with the exception of tournament games (if declared) or due to unusual circumstances. If a field does not have lights, an umpire may make decisions on time limits for safety reasons. (2015 League Meeting vote – different than ASA rules).
 - ii. **Co-Rec League: Run Ahead Rule:** Games are scheduled for 7 INNINGS of play or a **55 minute no new inning time limit. No new inning** can start after 55 minutes, except if the score is tied. Games will be played until a winner is declared. **However, the Holmen Run Ahead Rule will be enforced: 20 after three innings, 15 after four innings, and 12 after five innings shall be declared the winner. (2015 League Meeting vote – different than ASA rules).**
 - iii. **Tournaments: Run Ahead Rule:** Games are scheduled for 7 INNINGS of play or a **55 minute no new inning time limit. No new inning** can start after 55 minutes, except if the score is tied. Games will be played until a winner is declared. **However, the Holmen Run Ahead Rule will be enforced: 20 after three innings, 15 after four innings, and 12 after five innings shall be declared the winner. (2015 League Meeting vote – different than ASA rules).**
 - iv. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

- d. You can advance on a caught foul fly with the risk of being put out.
- e. **No** bunting, chopping or **stealing (stealing is a 2004 ASA rule, but not adopted by the Holmen league, due to using only one umpire for officiating games).**
- f. The ball must be hit or contact made before a runner can leave the base. If a runner leaves early, it is an automatic out.
- g. **The back edge of the mat will constitute the back edge of the batters box. (New 2007 ASA rule) Batters box dimensions 4' wide x 7' long. Comment: Prior to 2007, batters box was 3' x 7'.**
- h. THROWING BATS - with the safety of all individuals involved the following ruling will go into effect: **Throwing of bat will be ruled an automatic out. Intentional Throwing of Bat will be ruled an automatic ejection.** THIS IS A JUDGMENT DECISION BY THE UMPIRE. NO PROTESTS WILL BE ALLOWED!
- i. **Home Run Base Running: "Home Run: Touch One & Go Rule" On a home run hit over the fence base runners only have to touch the base they are advancing to and then head to the dugout and the runs will be scored.** Base runners have the option to run all bases, unless due to time reasons the umpire declares that everyone must use the "Touch & Go Rule." Runners who do not touch at least base, may be ruled out on an appeal by the opposing team. **Contrary to ASA rules where players do not have to run any bases, the Holmen league will require players to run to the next base in order to aid scorekeepers and fans who could make scorekeeping errors by seeing the batter go directly to the dugout and think it was an out due to the homerun limit.**

26. Batting Orders/Starting Lineups

- a. Managers must declare which type of line-up they will be playing with prior to the start of the game.
 - i. STANDARD, Use of 10 players in batting orders NO EP.
 - 1. Teams starting with 8 or 9 players may add players arriving late to games into the line-up in the last position of the batting order at any time during the game.
 - 2. Once a team has batted through the order, an 11th batter may not be added.
 - ii. An EXTRA PLAYER referred to as an "EP" is used where:
 - 1. All eleven (11) players must bat and any ten can play defense. Defense positions can be changed, but the batting order must remain the same.
 - 2. The "EP" may be substituted for at any time and re-entered only once, provided players occupy the same batting positions whenever in the line-up.
 - 3. If the EP cannot continue because of injury or emergency circumstances and/or a substitute is not available to take her/his batting position (see substitution W-4), that position in the batting order will be "erased" with next scheduled batter due up to bat. That player will be ineligible to re-enter the game.
 - 4. *NOTE* Once this erased position goes through a complete batting order that position/spot cannot be filled with another player-reverting back to the standard use of 10 players.
 - 5. ** PLEASE NOTE: The designated hitter is a baseball term used to designate a substitute for a starting player (usually the pitcher) that only bats. THIS IS NOT AN AVAILABLE OPTION.
 - iii. **(New 2013 Men's/Women's Leagues & Tournaments: ROSTER BATTING IS ALLOWED. All players can be included in the batting lineup and this type of lineup must be declared prior to the start of the game and used the entire game. If a player cannot continue and a substitute is not available, an out will be declared for that position in the lineup.**
 - iv. **Co-Rec League: ROSTER BATTING (All players can be included in the batting lineup) IS ALLOWED, PROVIDED YOU CAN NEVER HAVE TWO MEN BAT IN CONSECUTIVE ORDER IN THE LINE-UP (cannot have more men playing than women).**

27. Co-Rec League Positioning

- a. There are no limits to the areas where players may position themselves on the field in fair territory.
- b. However, with Ten Players: 5 females and 5 males: 2 males and 2 females in both the infield and outfield, and 1 male and 1 female as pitcher and catcher. Nine players: Must have 5 females, and 4 males and the pitcher/catcher remains same as above. Eight players: Must have 4 females, 4 males, and the pitcher/catcher remains same as above. (The legal infield/outfield combination with 8 players is 2 males-1 female or 2 females-1 male.)
 - i. Exception: With Ten, Nine, or Eight players at any time, you must have at least 3 males with 1 playing outfield, 1 playing infield, and 1 playing either pitcher or catcher.

28. Obstruction

- a. GENERAL DEFINITION: A fielder, who is not: (1) in possession of the ball, (2) in the act of fielding a batted ball, or (3) about to receive a thrown ball, which impedes the progress of a runner or batter-runner who is legally running bases.
- b. Above rule, also applies to the CATCHER.
- c. When obstruction occurs (in judgment of the umpire), the umpire will signal DELAYED DEAD BALL and let play come to a "live" natural conclusion. At the conclusion of play, the umpire will assess the play and judge if the base runner or runners have safely reached the bases THEY NORMALLY SHOULD HAVE REACHED. If the umpire feels they have, the obstruction will be waived. If not... the umpire will signal DEAD BALL, and award the appropriate base advancements.
 - i. EXAMPLE: Batter hits a deep fly over center fielder's head, between 1st & 2nd base the batter-runner is "blocked" by the second baseman (without the ball) and progress is slowed down. As a result the batter-runner only reaches third safely. The umpire judges the batter would have scored and awards home.

- d. The base runner or runners ARE NOT ENTITLED to DELIBERATELY RUN INTO/CRASH INTO THE FIELDER. In such cases, the guilty base runner would be subject to CONDUCT POLICY.
- e. Please refer to current ASA rulebook for details concerning OBSTRUCTION.

29. Interference

- a. GENERAL DEFINITION: Is defined as the act of an OFFENSIVE player or TEAM MEMBER, which impedes, hinders or confuses a defensive player attempting to execute a play. Defensive players must be given the opportunity to field the ball ANYWHERE on the playing field.
- b. TYPES OF INTERFERENCE (most common): base running, batter, on-deck batters, coaches, or spectators.
- c. When interference occurs (as outlined above), the ball is dead, someone must be called out and all base runners return to the last base touched at the time of the interference.
- d. All interference calls are in judgment of the umpire.
- e. The coaches, batters and on-deck batters box AREAS (even if not marked) are not "sanctuary" areas. Players/coaches MUST make room for plays to be made.
- f. Please refer to current ASA rulebook for details concerning INTERFERENCE.

30. Appeal Play

- a. GENERAL DEFINITION: Is a play that the umpire cannot make a decision on until requested by manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field (third out situations only). The defensive team has "left the field" when the pitcher and all infielders have clearly left their normal fielding positions and have left fair territory on their way to the bench area.
- b. Three Most Common Appeals: missing a base, leaving a base on a caught fly ball before the ball is touched, batting out of order.
- c. In all games, an appeal can be made during a "live" ball by touching the base missed or left to soon on a fly ball, or by tagging the runner committing the violation, if he/she is still on the playing field. The umpire should then make a decision on the play (out or safe).
- d. Runners may advance during a "live" ball appeal.
- e. In all games, a "dead ball" appeal can be made once time out has been granted. Any infielder, with or without the ball, can make a verbal appeal on a runner missing a base or leaving a base to soon on a fly ball. The umpire should then make a decision on the play (out or safe).
- f. Runners may not advance during a dead ball appeal.
- g. BATTING OUT OF ORDER:
 - i. May be appealed by the defensive team while the batter is at the plate.
 - ii. The offensive team may correct a wrong batter at the plate with no penalty.
 - iii. Once a batter has completed his/her turn at bat and before the next pitch, appeal may be made by the defensive team only. PENALTY: Proper batter will be declared out.
- h. Please refer to current ASA rulebook concerning details on APPEALS.

31. Batters Box

- a. Since batter's boxes are generally not provided (marked) for league play, the umpire must use good judgment and the benefit of the doubt must go to the batter.
- b. The back edge of the mat will constitute the back edge of the batters box. (2007 ASA rule) Batters box dimensions 4' wide x 7' long. (Prior to 2008, batters box was 3' x 7')**
- c. In judgment of the umpire, if one or both feet of the batter are "clearly" outside a reasonable batters box area (outside, and not touching lines... if provided) when contact is made with the ball, the batter will be declared out.
- d. A batter touching home plate or the mat with his/her foot while making contact with the ball will be declared out.
 - i. The batter is out whether the ball is hit fair or foul.

32. Tag On A Hit Ball

- a. Base runners may legally advance on a "tag-up" fly ball or pop-up situation once the fielder has made contact with the batted ball (does not have to be caught). Runners that leave early are subject to an appeal play.
- b. Runners may tag/advance on a caught hit ball. Foul ball dropped; ball is dead and strike to the batter.

33. Infield Fly

- a. GENERAL DEFINITION: Is a fair fly ball (not including a line drive) which can be caught with ordinary effort by an infielder, pitcher, or catcher when FIRST & SECOND or FIRST, SECOND & THIRD bases are occupied, BEFORE TWO ARE OUT. Any outfielder that positions him/herself in the infield on the play shall be considered an infielder.
- b. When it seems apparent that a batted ball will be an infield fly, the umpire shall IMMEDIATELY declare "INFIELD FLY- THE BATTER IS OUT" (if near the foul lines... THE BATTER IS OUT IF FAIR).
- c. The ball is "live" and runners may advance at their own risk.

34. Chopping/Bunting

- a. No bunting or chopping a pitched ball allowed.

- b. Batter called for bunting or chopping the ball will be declared out and any base runners must return back to original base.
- c. DEFINITIONS: A bunt is a tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield. A chopped ball hit occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air.

35. Courtesy Runner (New 2016 ASA rule)

- a. **Men's/Women's Games:** ASA Rule 8 Section 9B2: (All Adult Slow Pitch except Seniors) Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. Comment: Allows for all Adult Slow Pitch Divisions of Play to use a Courtesy Runner once per inning.
- b. NOTE: Any Courtesy Runner used in Coed must be gender specific.
- c. ~~ELIMINATED OLD RULE: A courtesy runner may be utilized only for an injured base runner. If a runner who advanced to 2nd or 3rd base, requests a courtesy runner, the courtesy runner would have to go "back to 1st base". (not an ASA rule).~~

36. Avoiding Contact/Sliding

- a. **Players must try to avoid contact or slide on a close play at any base. Sliding is not mandatory, avoiding contact is most important.**
- b. **AT NO TIME MAY A BASE RUNNER FLAGRANTLY RUN, BLOCK, ROLL and/or CRASH into a fielder.** Persons will be penalized to the maximum degree.
- c. We ENCOURAGE base runners to slide WHEN IT IS APPROPRIATE and NOT TO SLIDE when it isn't! (The majority of softball injuries are related to sliding).
- d. PLAYS AT THE PLATE WILL NOT REQUIRE AN "AUTOMATIC SLIDE" SITUATION. HOWEVER... Persons may not make ANY attempt to jar a fielded ball or break-up a play AT ANY BASE. Base runners must slide directly to the base they are advancing to OR avoid any contact beyond incidental by running "around" (and remain within the required baselines) a fielder attempting to make a put-out.
- e. NO "ROLL SLIDES" ARE ALLOWED AT ANY BASE OR HOME PLATE. In addition, a base runner may not jump, hurdle or leap to avoid an attempted put-out at any base or home plate. PENALTY: Concerning Roll-Slides, the runner will be called out if deemed flagrant (possibly ejected). Concerning JUMPING/LEAPING/HURDLING to avoid a put-out, the runner will be called out. All calls are in judgment of the umpire.
- f. FIELDERS (in particular, CATCHERS): Remember that you must not OBSTRUCT any base runner. This means... stay clear from the base runner UNLESS YOU ARE: In possession of the ball attempting to make a putout or in position, and have a reasonable chance to receive a thrown ball.
- g. BASE RUNNERS- It is encouraged to slide on a close play at the plate. Managers should instruct on-deck batters to assist runners coming home on "stand-up or slide" situations. Many of the problems experienced at plate, stem from the lack of team communication.

37. Awards of Bases

- a. Most Common Awards (bases given to runners):
 - i. Obstruction= Umpires judgment of how many bases the base runner(s) would have advanced.
 - ii. Fielder comes in contact will ball through detached equipment (catches ball with cap, throws glove at ball, etc.). AWARDS: IF batted ball= 3 bases. IF thrown ball= 2 bases
 - iii. When ball is in play and is OVERTHROWN into OUT-OF-PLAY areas= 2 BASES. **The award is governed by the POSITION of the runners when the ball left any fielder's hand.** EXCEPTION: When a fielder loses possession of a ball (such as an attempted tag) and the ball rolls into dead ball area, RUNNERS would be awarded ONE BASE from the last base touched at the time the ball entered out-of-play.
 - iv. OVER THE FENCE= HOME RUN!
 - v. A fair batted ball that rolls over, under, or through a fence = the ball is dead and all base runners are awarded 2 BASES from the time of the pitch.

38. Substitution

- a. A player who starts a game may leave the game and re-enter in the same position he/she occupied in the batting order.
- b. A player who does not start a game (sub) may enter the game and leave the game and re-enter... as long as the re-entry is in the same position of the batting order (treated the same as a starting player).
- c. If a player (starter or sub) leaves a game TWICE, he/she will not be allowed to re-enter again.
- d. EXCEPTION to W-3, If a player has been removed from the game twice (played twice), and a player on the field becomes injured and is unable to continue in the game, the twice removed player may go into the game for the third time and complete play...provided that there are no eligible substitutes on the bench. Both managers must approve this extra substitution.

39. Double First Base

- a. When using the double first base at first, the following rules should be enforced:
 - i. A batted ball hitting any part of the white portion is declared fair, a batted ball hitting the colored portion is declared foul.
 - ii. Whenever a play is being made in the batter-runner, the defense must use the white portion and the batter-runner the colored portion. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter- runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion. NOTE: The batter-runner is out when there is a play being made at first base and the

batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base.

- iii. On any force out attempt from the foul base, the defense and the batter-runner can use either the white or colored portion. NOTE: This includes overthrows.
- iv. When tagging up on a fly ball, the white portion must be used.

40. **Homerun Limit**

- a. **MEN'S & WOMEN'S:** A limit of 7 over-the-fence homeruns will be used. All balls hit over the fence by a team in excess of the limit of 7, the batter is ruled out immediately.
- b. **CO-REC:** A limit of 3 over-the-fence homeruns will be used.
- c. *Any fair fly ball touched by a defensive player which then goes over the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.*

41. **Pitching/Balls & Strikes**

- a. **2013 LEAGUE VOTE APPROVED: 6' minimum/ 12' maximum arc: The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 12 feet from the ground. (previously in 2010 Holmen followed ASA Rule of arc maximum was 10 feet.)**
 - i. Limited pitching arc is **12' maximum** and 6' minimum. Pitched balls judged not to meet the minimum or exceeding the maximum arc limit will immediately be declared an "ILLEGAL PITCH" (umpire will say "illegal" loud enough for everyone to hear) by the umpire. The batter still has the right to swing at the pitch with the risk of being put/called out.
- b. Home plate, including the black border and the mat, will constitute the strike zone. (3 balls, 2 strikes)
- c. Three (3) BALLS & two (2) STRIKES count limit will be utilized.
 - i. 3 Balls= batter is awarded 1st base. 2 strikes= batter will be called out.
 - ii. A rubber mat (strike mat), placed 24" behind the plate (from point of apex), will be utilized to designate strikes.
 - iii. Foul ball on the SECOND strike= batter will be called out/strike out.
 - iv. **(2006 ASA rule) If the defensive team legally catches a foul ball or foul tip, regardless of height, when the batter has a count of zero strikes, the batter is out. Comment: This would affect a batter with a count of zero strikes and fouls or foul tips a ball that does not go higher than his/her head and is caught by the catcher. If caught, the umpire will call the batter out. With one strike, the batter would be declared out even if the ball is not caught. Deleted are the words "not higher than the batter's head".**
- d. A legal pitched ball, which strikes/hits any part of the PLATE and/or MAT, will be called a strike.
- e. If a catcher touches a pitched ball, prior to it striking the ground, a ball will automatically be called.
- f. Illegal pitches will be called a ball to the batter UNLESS the batter attempts to hit (put into play) the ball.
- g. ILLEGAL PITCH
 - i. Most common ILLEGAL PITCH judgments:
 - 1. Pitched ball does not meet LEGAL ARC requirements.
 - 2. Pitched ball not delivered in an UNDERHAND MOTION.
 - 3. Pitch delivered with excessive speed.
 - ii. An illegal pitch will be declared immediately (upon detection) by the umpire.
 - iii. An illegal pitch call ONLY protects the batter from a CALLED strike. An Illegal pitch will be called a ball UNLESS the batter attempts (legally swings) to hit the CALLED ILLEGAL PITCH. In this instance, play is live and the illegal pitch waived (example: illegal pitch called, batter "pops-up" to the Shortstop who makes the putout... BATTER IS OUT).
 - iv. REMEMBER: An illegal pitch call, IS A JUDGMENT DECISION OF THE UMPIRE. NO PROTESTS or APPEALS.
- h. PITCHER/RUBBER/BASES (Pitchers Plate)
 - i. ASA BOOK RULE- The pitcher shall take a position with BOTH feet firmly on the ground and with ONE or BOTH feet in contact with the pitchers plate. The pivot foot must remain in contact with the pitchers plate throughout the delivery. PENALTY: ILLEGAL PITCH
 - ii. Please refer to current ASA rulebook concerning details on PITCHING REGULATIONS (SLOW PITCH)

42. **Forfeit**

- a. Teams not meeting the required number of players to start a game at the time the umpire announces game time, WILL FORFEIT THE SCHEDULED CONTEST. If BOTH teams lack required numbers, a DOUBLE forfeit will be declared. Forfeits will be posted as defeats in league standings.
- b. UMPIRES WILL NOT work any practice games. Players present may practice up to 15 MINUTES prior to the next scheduled game. EVEN IF BOTH MANAGERS AGREE to "mix or match" available players in order to play a legal game... THE GAME WILL STAND AS A FORFEIT or DOUBLE FORFEIT and the UMPIRE will not work any practice game. AS WITH ANY PLAY, participants also practice at THEIR OWN RISK!

- c. **Forfeits will be counted as two losses in the standings, forfeit wins will still count as one win in the standings.** (This was proposed and approved by team managers in 2008.)

43. Conduct/Fighting

- a. Any player who physically attacks or attempts to strike a game official WILL BE BARRED from any further play for a 3 to 5 year period from the time/date of the incident. Police will also be notified.
- b. FLAGRANT CRASHING INTO A FIELDER (catcher or any other fielder) will be automatically ejected from the game in progress and the next scheduled game at a minimum. Officials may increase this penalty based on severity.
- c. A team, player, or players, which persist to make a game a "FARCE/JOKE" through deliberate actions, deemed inappropriate for adult play (game delays, pranks, lack of hustle, etc.) may be subject to a 1-3 game suspension from play. The penalty period will be established by the official, appropriate league representative (if any), and Park & Recreation Director. Game officials reserve the right to make decisions deemed necessary to maintain the integrity of the program and report such incidents to the Director.
- d. Team sponsors will be notified about conduct deemed inappropriate for adult recreational play and in some cases will be asked to write a letter of reinstatement for individuals/teams that show habitual problems.
- e. **No alcohol in dugouts during games! Players may be ejected immediately, no warnings are required. (liability/insurance reasons).**

44. Language

- a. **Bad language and conduct will not be tolerated. Players may be ejected immediately, no warnings are required.** There are many children at these games, please have your players be good role models. Keep games fun and recreational.
- b. Umpires have discretion to immediately eject participants for DEROGATORY REMARKS, PROFANITY, OBSCENE GESTURES, THREATS, OR PHYSICAL FORCE directed toward any game official, other players, or spectators. Profanity whether directed at an opponent, a game or department official, or merely at one's self WILL NOT BE TOLERATED and could mean immediate ejection and probable suspension.
- c. FOUL LANGUAGE/SWEARING directed toward an umpire will not be tolerated; the person/persons/teams involved WILL BE IMMEDIATELY EJECTED from the game and asked to leave the park. If ejected parties do not leave the park, the game will be stopped and officially ruled a forfeit. IF BOTH TEAMS create problems...the contest may be declared a double forfeit.
- d. Person/persons/teams ejected from a game will automatically be suspended from play in the next scheduled league game or tournament game (cancellations will not apply as a penalty date).
- e. UMPIRES must report ejected parties to the Park & Recreation Director.
- f. Umpire decisions are FINAL, NO APPEALS/PROTESTS ALLOWED

45. Standings

- a. Standings will be determined by league Win-Loss record (least number of losses, if unequal number of games between teams).
 - i. 2 Teams Tied: Criteria – a) Head to Head record, b) Head to Head, runs scored/allowed ratio, c) Runs scored allowed ratio in all games.
 - ii. 3 Or More Teams Tied: Criteria – a) Record against tied teams, b) runs scored/allowed ratio against tied teams, c) Runs scored allowed ratio in all games.
- b. League trophies or plaques for 1st and 2nd place league teams (A & B Divisions).
- c. **Forfeits will be counted as two losses in the standings, forfeit wins will still count as one win in the standings.** (This was proposed and approved by team managers.)
- d. Managers must report discrepancies in win/loss records to the Park & Recreation Department at 608-526-2152.

46. Tournaments

- a. **League Tournament will be scheduled into the last couple of weeks of the schedule on league nights.**
- b. **Holmen KornFest Men's & Women's Tournaments, August 19-21, 2016.** Contact: Park & Recreation Office at (608) 526-2152 to register. Separate fee, not part of league fees. \$150 per team. Men's tournament hit your own balls Women's tournament balls are provided.

47. Rule Format/Rule Revisions

- a. Individuals who wish to suggest or recommend a rule/format revision or an amendment to existing rules, may do so by sending your request to: Holmen Park and Recreation, 421 S. Main St., Holmen, WI 54636 or call the Director at (608) 526-2152.
- b. **League Rules Meeting: (if needed) NO MEETING IN 2016.** At this time, decisions on playing rules, league procedures, and equipment will be discussed and voted on. All players, managers, or officials are welcome to attend the meeting.

48. Umpires

- a. This section will only serve as a general reminder to game officials of their basic requirements, duties and responsibilities.
- b. All umpires are required to register with ASA (\$65.00) and attend the annual pre-season ASA clinic in La Crosse (Date: TBA or take ASA test (available from Holmen Park & Recreation office)).
- c. **Umpires should arrive at the site at least 15 MINUTES prior to game time. At this time, check bases, rubber, and the general playing area checked for any "problems" (glass, rocks, broken fencing, etc.).**
- d. UMPIRES HAVE FINAL JURISDICTION OVER THE FOLLOWING DECISIONS:

- i. Cancellation of games at the site, extent of warm-up, regulation game ball/bats, **Cancellation Line: 608-526-6312**
 - ii. Removal/ejection of players/teams (due to conduct, language, drinking, etc.)
 - iii. ALL JUDGMENT CALLS (balls/strikes, safe/out, etc.)
 - iv. Official game-time, line-ups, and official score. Pin lineup/score cards on the bulletin board in the supply garage.
 - v. Any other decisions which MUST be resolved at the site
- e. Umpires must complete accident reports when warranted. Reports must be completed in detail and posted on the bulletin board in the supply room or dropped-off at the Village Hall (drop box in front of Village Hall also available).
- f. **Bloodborne Pathogens** - Due to the prevalence of HIV and Hepatitis B umpires will have authority to ask participants to leave the game due to bleeding and/or open wounds or excessive blood on uniforms. They will determine when and if they may return depending on the bleeding stopping, blood clean-up, and the wound properly covered. Officials are not responsible for treatment of injuries.

ASA Non-Approved Bat List

February 13, 2008

Effective immediately bats of the following models are not approved for use in ASA championship play:

ASA Non-Approved Bat List

Manufacturer Bat Name

Anderson Techzilla Reborn
 Anderson Rocketech reloaded
 Boombah Cannon
 Combat Anaconda Original
 Combat B1 Da Bomb
 Combat B1 Da Bomb COMBAT
 Combat Gear Virus
 Combat Uncensored
 Combat VIRSP3 Lady Virus
 Combat Virus
 Combat Virus Enhanced
 Combat Virus Players Series
 Demarini Dark
 Demarini DXEVO-Yellow Barrel EVO
 Demarini Juice
 Easton SCN2 Synergy + CNT
 Easton SCN10BH Synergy+ Helmer Model
 Easton SCX2 Synergy
 Easton SCX23 Synergy Plus
 Easton SCN4 Stealth Comp CNT+
 Easton SCN6 Stealth Comp CNT+
 Easton Synergy 2
 Easton Synthesis
 Louisville Slugger FPC305 Catalyst (-8)
 Louisville Slugger SB34 Genesis
 Louisville Slugger SB72N TPS
 Louisville Slugger SB72N Nexus
 Louisville Slugger SB105 Catalyst
 Louisville Slugger SB304
 Louisville Slugger SB305 Warrior XXL Balanced
 Louisville Slugger SB404
 Louisville Slugger SB405 Warrior XXL End Load
 Louisville Slugger SB82N Nexus
 Mattingly Beast Unleashed
 Miken Freak Plus
 Miken MS Freak
 Miken MSMM Maniac 585
 Miken MSTC T22C6
 Miken NRG600 Pro-Series 600 Maxload-MSNRGM-6
 Miken NRG600 Pro-Series 600 MSNRGM-6
 Miken Orange Recoil DFR 180
 Miken Orange Recoil DFR 250
 Miken Ultra
 Miken Ultra(Maxload)
 Miken Ultra II
 Miken Ultra II Advanced
 Mizuno Blur Advanced Series
 Mizuno Wrath-120
 Mizuno Wrath 2 120
 Nokona Tomahawk

ASA Non-Approved Bat List

Manufacturer Bat Name

Rawlings Liquidmetal Plasma Fusion 120 SBLMPFU
 Rawlings Plasma SBLMP 120
 Rawlings Rush 120
 Rip-It Elite Senior RESR1 (SP Version Only)
 Schutt Schutt+
 Worth ASY 120(Asylum)
 Worth EST9
 Worth Launch 510
 Worth MAX 120
 Worth MAY 120(Mayhem)
 Worth Mayhem M7 120(M7120)
 Worth Mayhem M75 120
 Worth Mayhem M7JH
 Worth M7JH
 Worth Mayhem Reload(JH120)
 Worth Mutant 120
 Worth Mutant JH 120
 Worth PST 120
 Worth PSTOC(PST)
 Worth QUESTFP
 Worth SBWK(Wicked)
 Worth SBWKA
 Worth WIC 120(Wicked)
 Worth Wicked (Wicked SP Version Only)
 Worth WWSC Wicked Composite (SP Version Only)
 Worth WWSCA
 Worth XEST9X
 Worth XGold
 Worth XPST4
 Worth XRed
 Worth XWICKX (Wicked SP Version Only)

For a complete list of bats that are approved go to the certified equipment section of www.asasoftball.com

ASA Non-Approved Bat List with Certification Marks

2/16/2015

Bass	Quake		Combat	VIRSP3 Lady Vins		Easton	SCX2 Synergy	
Easton	SCX2 Synergy 2		Louisville Slugger	FP136		Louisville Slugger	FP1368	
Louisville Slugger	FP1369		Louisville Slugger	FP305 Catalyst (-8)		Louisville Slugger	SB304	
Louisville Slugger	SB34 Genesis		Louisville Slugger	SB404		Louisville Slugger	SB73V TPS Voltage	
Miken	MSF Freak		Miken	MSU Ultra		Miken	MSU2 Ultra II	
Miken	MSUM Ultra Maxload		Nokona	Tomahawk		Schutt	Red/Silver Schutt Bat	
Worth	EST9		Worth	QESTFP		Worth	SBWK(Wicked)	
Worth	SBWKA		Worth	WWSC Wicked Comp. (SP Only)		Worth	WWSCA	
Worth	XEST9X		Worth	XGold		Worth	XPST4	
Worth	XRed		Worth	XWICKX Wicked (SP Only)				

For a complete list of approved bats go to the certified equipment section of www.asasoftball.com
Last Updated: April 11, 2014