



Adult Softball By-Laws

Section 1: The League

- 1.1 This organization shall be known as Knox County Adult Softball, herein referred to as “The League or the Organization.” This organization shall provide the framework in which a program of competitive and recreational softball is offered and the ideals of good sportsmanship are stressed. This organization shall be responsible for administering all the rules and regulations through the procedures set forth in this book and enforce the ideals by which Knox County Adult Softball was formed.
- 1.2 Team Name/Uniform Policy: Team names, sponsor names, and nicknames on jerseys must be in good taste and should not include references to drugs, alcohol, or have sexual, racial, or ethnic connotations. Knox County Parks and Recreation Department reserves the right to request a change or to change any team name deemed inappropriate. Teams are responsible for supplying their own uniforms. There will be 1 week of grace period for everyone to get uniforms/like colored shirts. After the 1 week, teams will have to forfeit their games if 3 or more players are out of uniform. This cannot be protested once the game starts. In other words, you cannot win a game based on protest from uniform rule.
- 1.3 Representation of Teams: Teams must have permission from churches, businesses, restaurants, etc. to represent them in the league. If a team is found to be misrepresenting a business/organization, the team will forfeit those games that have been played, as well as risk a one year suspension for all coaches and players involved.
- 1.4 All adult softball leagues will be played at Sportspark (8050 Oakridge Highway). Directions are available on our website www.knoxcounty.org/parks.
- 1.5 Registration for the adult softball league must be done online at knoxcounty.org/parks or in person at our office (2447 Sutherland Avenue). Cash, checks, and credit cards are accepted. No team is registered until they have paid. If a check is written to Knox County and it does not have sufficient funds, the individual will be charged a \$30.00 fee in addition to the league charge. This person and/or team will be notified by Knox County by mail and the Sports Operations Manager by email/phone stating that if the financial

obligation is not taken care of within 3-5 days, your team will be eliminated from the league.

- 1.6 No refunds will be allowed after the team has registered unless the league does not have enough teams to play.
- 1.7 Two forfeits will be allowed if the team makes an effort to contact the Sports Operations Manager. If on the third forfeit or if the team has failed to communicate their absences, the team will be dropped from the league.
- 1.8 The Arbitration Board will be made up of the Recreation Manager, the Sports Operations Manager, and the Umpire Coordinator. This board will settle disputes and hear protests. If a person's name appears before the Arbitration Board twice in one season, he/she will be sanctioned to one year suspension. The cost to lodge a protest is \$100.00 (cash only). A protest must be in writing and in the hands of the Sports Operations Manager by 4:00 p.m. the following day (unless the day following is the weekend; then it is required by Monday). The protest must be submitted verbally to the umpires before the last out of that half inning.

Section 2: Rosters and Eligibility

- 2.1 All players must be on a roster and registered with Knox County Parks and Recreation by the final date of open registration.
- 2.2 An adult roster will have twenty players listed. The team may have more or less depending on their needs.
- 2.3 If a player gets ejected from a game, this player will be suspended for the rest of that game plus one additional game. If this player is a member of other teams, the suspension will still stand and will not be allowed to participate. If a player gets ejected a second time in the same season, the player will be suspended for an entire year.
- 2.4 Players must be 18 years of age by April 1st of the current year.
- 2.5 Players on a team must have matching/like colored jerseys/shirts with at least a 6 inch number on the back of the jersey for every game. A one week grace period will be given to those teams that are late getting their jerseys. After this one week grace period, teams will forfeit if 3 or more players are out of uniform. A game cannot be won on a jersey issue.
- 2.6 Any player that starts or engages in a fight will be dismissed for the rest of the season. If the fight occurs during the last 2 weeks of the season, the Arbitration Board will decide on the eligibility of that person(s) for the next week.

Section 3: Guidelines for Coaches

- 3.1 All coaches that will be supervising on game day/practice must be listed on the team's roster. All coaches must also complete the Volunteer Coaches Registration Form. A maximum of 4 coaches names per team will be submitted with the team roster. Any other adult not rostered will not be permitted in approved team areas.
- 3.2 Coaches must be at least 18 years of age by January 1st of the current year.
- 3.3 All coaches shall be prohibited from using any form of tobacco, alcohol, illegal drugs, or profanity while on the playing/practice field or at any time while in contact with Knox County Leagues.
- 3.4 Coaches are to be familiar with USA/ASA rules, Knox County By-Laws, and Code of Conduct.
- 3.5 Coaches are to be on time and should set a good example for their teams and communities at all times.
- 3.6 Coaches are to be in control at all times, whether at a game or practice.
- 3.7 Coaches are to treat all players, parents, other coaches, and game management (umpires, score-keepers, field directors) with respect. Failure to do so could lead to suspensions and/or forfeits.
- 3.8 Coaches are to always dress appropriately following team dress-code guidelines.
- 3.9 Any coach found knowingly playing an ineligible player will be suspended for one game. If done a second time, the coach will be suspended for a one-year period.
- 3.10 If a coach gets ejected from a game, they will be suspended for the rest of that game, plus one additional game. If the coach has additional teams on the same/other nights, the suspension will still stand and the coach will not be allowed to participate for those other teams. If a coach gets ejected a second time in the same season, the coach will be suspended for an entire year.

Section 4: Practice Regulations

- 4.1 Once the team is registered and paid, that team may request a practice slot if one is available. Please email Jennifer at jennifer.gentry@knoxcounty.org to request a practice slot. A confirmation sheet will be signed by KCPR staff and sent to the team. This sheet must be taken with the team to the practice.

Section 5: Game Day Protocol

- 5.1 Teams must furnish one new game ball (able to read the letters on the ball) for each game. ASA approved ball stamped ASA yellow, 12-inch ball with a COR. Of .440 and compression of .375 or 52/300 shall be used in all men's leagues and all co-ed leagues.
- 5.2 Home team is determined by flip of coin. Umpires will request a plate meeting to confer with both teams so that umpires know who the representative is for each team and to discuss any rule questions.
- 5.3 Official USA/ASA rules and some local league rules will be in effect.
- 5.4 Run rules are in effect: 20 runs after 3 innings – game is over. 15 runs after 4 innings – game is over. 10 runs after 5 innings – game is over.
- 5.5 A grace period of 15 minutes will be allowed if a team does not have ten players. This is in effect for the first game only of every night of league and tournament play. If a team has 9 correct players, the game can and will start when this occurs.
- 5.6 If a team only has 9 players present, list the 9 players in the batting order and leave the 10th spot open in case someone arrives late. If a 10th player does not show up, an out will be recorded every time that spot comes up in the order. The game can still take place.
- 5.7 Games will have a one hour time limit. The inning being played will be finished if the home team is losing, but no new inning will be started. No new inning will be started on or at 58 minutes or less on the scoreboard.
- 5.8 A starter can be replaced in the line up one time. This starter can re-enter the line up but must replace the player that came in for him/her.
- 5.9 A substitute can re-enter the line up after they have been taken out one time.
- 5.10 Courtesy Runners will be allowed. 1 per sex per inning for each team in coed and only 1 for men's teams per inning (except for senior teams). If the team has already used the Courtesy Runner for the inning and they need another runner, a sub can be used or an out can be taken.
- 5.11 Players cannot wear metal cleats or spikes.
- 5.12 The count will begin at 1 ball, 1 strike in all adult leagues. One extra foul is given. After that, it is an out. Men's Senior 60 and over teams have a count of 0-0 with no extra foul.
- 5.13 All leagues (except Men's Senior Leagues) can use any bat from any association (ASA, USSSA, NSA, etc.) as long as it is not damaged/cracked/rattles and meets the eye inspection of the umpires before each game. No senior bats are allowed in co-ed or men's leagues. In senior league only, players that are 69 and older can swing senior

bats. That player must announce to the umpire at the plate that they are 69 or older before stepping into the box. If found using an illegal bat, the play is voided, runners return to the base they were at, and the player is ejected from the game.

- 5.14 Base paths are 70 feet. Pitching distance is 50 feet. Fences at Sportspark are 300 feet.
- 5.15 All pitchers will be allowed to step back off the rubber in a 6 foot box to pitch for safety purposes. If the box is not outlined, use best judgment to step back 6 feet. This is only backwards and NOT sideways. No jerking or faking when pitching. Penalty is a ball on the batter if called by umpires.
- 5.16 In co-ed play, outfielders are prohibited from playing closer than 10 feet from the dirt on a female batter. If this becomes a problem, the league will start letting all female batters walk if they choose to do so.
- 5.17 The International Tie-Break Rule (with league modifications) will be used for games that are tied at the end of regulation time (1 hour or 7 innings) for 2 innings only. The last person who was at bat when the final out was made on offense will go to second base at the start of ITB. If the score is still tied after 2 complete innings, the game will end in a tie during the regular season. If the game is a tournament game, ITB will continue until there is a winner.

Section 6: Notes and Explanations

Supplement for Co-Ed, Co-Ed Church, and Co-Ed Restaurant Leagues

- Two home runs per team per game. In excess, batter is out. "2 home runs plus" will be used, meaning the away team can hit an extra home run and then the home team can match. If either team goes over the allotted amount, then it is an out.
- Five men and five women are on the field at one time. If only 9 players show up, you can still play if the numbers are somewhat even (5 men and 4 women, 4 men and 5 women). You may bat six and six as long as it is six men and six women. The six men and six women must be present to start the game, or you will bat 10 in the lineup. Batting order must alternate male and female. Pitcher and catcher must be opposite sex. Infield must be 2 men and 2 women. Outfield must be 2 men and 2 women.
- If a man gets a walk, he automatically gets 2 bases. If he walks with 2 outs, he gets 2 bases and the female gets the option of walking or batting. If less than two outs, the female must bat.

Supplement for "C" Class League

- Four home runs per team per game. In excess, the batter is out.

Supplement for Church League C

- Four home runs per team per game. In excess, the batter is out.

Supplement for "D" Class League

- Four home runs per team and in excess of that, it will end the inning. The away team can hit an extra home run and then the home team can match. If either team goes over the allotted amount, then the inning ends.

Supplement for "E" Class League

- 2 home runs per team and in excess of that, it will end the inning. The away team can hit an extra home run and then the home team can match. If either team goes over the allotted amount, then the inning ends.

Supplement for Women's League

- 1-1 count. An extra foul will be given and after that, it is an out.
- Can bat 12 players
- Courtesy runners for pitcher and catcher and one other each inning. Must be a different player running each time.
- Pitching screen is used.

Supplement for All Men's League Divisions

- Please be aware: base stealing will be allowed in all men's division play except for the seniors.
- No base stealing in co-ed, restaurant, and women's leagues.

Supplement for Senior League

- There will be a 5 run rule per inning. Once you have reached 5 runs in any one inning, the inning is automatically over. When a team trails, they may exceed the limit until either the score is tied or the 3rd out is made, whichever occurs first. An unlimited inning will occur in the 7th inning only. If the 7th inning is not reached, then the unlimited inning will not apply.
- You are allowed to bat everyone that is on your line-up card in senior league only.
- You are not allowed to run through each base except for the 70 and over league (they can run through).
- There will be a second home plate for safety reasons.
- We will use a mat for all games for this league only. Depending on the height and arc of the ball, if the ball hits the mat or home plate anywhere, it is a strike.
- If the team plays all players in the line up and a player gets hurt, an out will be called in that player's batting position.
- Courtesy runners are allowed but not the same person in the same inning.