

2019 Adult Softball Rules



Division of Parks and Recreation
7335 Ridge Road
Parma, Ohio 44129
(440) 885-8148

MANAGER For Your Special Attention

1. Managers accept full responsibility for any and all indebtedness incurred by their team and further agree to abide by all rules and regulations set forth by the Parma Recreation Department and the Softball Staff.
2. Each Manager is to apprise their team of the rules contained herein.
3. It is the Manager's responsibility to control all players at all times, before, during and after all games.
4. To file in the Recreation Department every player's contract cards correctly completed with proper signatures and fees.
5. **Keep the Parma Recreation Department and the Softball Staff informed as to any changes of address, telephone numbers, team name, etc.**
6. Remind all team members that when they sign a City of Parma Softball contract card, they agree to accept all judgements by game officials and agree to abide by all league rules and City Ordinances.
7. **Become informed of all rescheduled contests.**
8. First Aid kits will be the team responsibility.
9. Each manager should have a copy of this Parma Softball Rule book with them at all scheduled games.

CITY OF PARMA
ADULT / SOFTBALL RULE BOOK

Tim DeGeeter *Mayor*
Brian Higgins *Director of Public Service*
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DIVISION OF PARKS and RECREATION

SOFTBALL / BASEBALL OFFICE

7335 Ridge Road
Parma, Ohio 44129

PHONE: (440) 885-8148

OFFICE HOURS:

8:30 a.m. - 4:30 p.m. WEEKDAYS

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PHILOSOPHY

The Philosophy we would like to institute in the City of Parma is one of safety, participation and sportsmanship. Guidelines that we will adhere to will center around these basic ideas.

We encourage active participation and family enjoyment of the City of Parma's facilities and recreation programs to service all our residents, youngsters to seniors.

We promote your involvement and participation, in that it will add to your physical and mental fitness as well as promote the spirit of the family.

TIM DEGEETER, Mayor
CITY OF PARMA

PURPOSE OF RECREATION DEPARTMENT and SOFTBALL STAFF

1. Promote amateur softball in the City of Parma.
2. To foster wholesome spectator recreation.
3. To formulate general and specific policies governing these activities.
4. To uphold the rules of the Amateur Softball Association, A.S.A.
5. To sponsor and conduct league schedules and championship playoffs for each league, where possible.

RULES GOVERNING PLAY

1. All Parma Softball will be played under the current A.S.A. rules, except as modified by local league rules.
2. The Parma Softball staff will be the authority on all playing and special rules.
3. The Parma Softball staff reserves the right to interpret any and all rules and situations. The staff reserves the right to insert, delete or change rules at anytime and may make decisions retroactive should it deem it necessary for the good of the league.
4. Any decision or suspension handed down by the Parma Softball staff will be in the best interest of the goals of the program.

MEMBERSHIP

1. When each team places an entry into the Parma Softball league by paying their entry fees, they must indicate the league and division in which they wish to play based upon ability and skill.
2. The Parma Softball staff will determine, to the best of its ability, the proper classification of each team.
3. Parma Softball staff reserves the right to revise and make adjustments of divisions at anytime.

4. Teams accepted to the following leagues must meet the following residency requirements:

Men's Adult Softball No Residency Requirements
Adult Co-Ed No Residency Requirements

All non residents must pay non resident fee of \$20.00 per non resident at time of contract validation.

FALSE INFORMATION

All managers be advised that a routine check may be made of all rosters for false Parma addresses. Players may be required to furnish proof of legal residence. Anyone found giving false information on contract roster will be suspended immediately. Games participated in will be forfeited, and the offending team may lose their forfeit fee and/or may be dropped from the league.

CONTRACT ROSTER

1. Contract roster must be properly filled out in duplicate, front and back, with players signature, and managers signature and filed at the Recreation Department, 7335 Ridge Road, before player may participate in any scheduled league game. All participants must be at least sixteen (16) years of age. (Sixteen and seventeen year olds must have parent signature on contract roster.)

2. **Failure to have minimum of ten rostered players validated prior to the first game will result in a \$25 late fee. Please Note: Validation of contract roster will be Monday thru Friday, 8:30 a.m. - 4:30 p.m. Failure to have a full complement of valid rostered players after the first week of play may result in removal of team from further play and or loss of entire forfeit fee.**
3. Managers may obtain contract roster only after team entry fees are paid. Manager's signature required for validation of contract roster.
4. No player is eligible to participate in a regular league game until the contract roster is validated.
5. All contract rosters must be signed by the manager and filled out in ink.
6. Contract roster for all players must be at every scheduled game. If a players eligibility is protested, managers have until the completion of their game to produce contract roster or the game is forfeited and all game fees must be paid.
7. Deadline for filing contract roster for additional players in all leagues is JULY 1st.
8. Teams are allowed a maximum of 20 players under contract filed in the Parma Recreation Department. (Exception to rule may be granted by Softball Staff.)
9. A player can be under contract with only one Parma Men's Adult Softball Team and or one or two Parma Adult Co-Ed Teams. (Not in the same Co-Ed League.)

CONTRACT SECURITY

1. Deadline for filing a final contract roster is JULY 1st.
2. The filing date (not the signature date) shall determine validity of all contract rosters.
3. When a player is released by his team and wishes to play on another team, an automatic fourteen (14) days waiting period shall go into effect at the time the release is filed. The player may not participate in any way with the new team in any capacity until the complete waiting period (336 hours) has expired.
4. All teams are permitted 20 players for A.S.A. tournament play.
5. Any player participating under an assumed name is automatically suspended for the remainder of the current season and the following season.

ADDITIONAL PLAYERS and RELEASES

1. Deadline for signing new players shall be JULY 1st, in all classes. All players must be properly released. Managers must file release form of the released player to the Recreation Department. All forms must be in ink.
2. Players reporting for service in the Armed Forces after player deadline may be replaced after public notice is filed with the office and approved by the Parma Recreation Department. This does not include any player who has summer reserve military obligations such as summer camp, weekend meeting, etc.

3. After deadline, no player may be added except in case of extreme emergency to be determined by the Parma Recreation Softball Staff. If player or players are added after the deadline that team will play all remaining games with nine players only. (This includes tournament games.)
4. Released player who signs with another team must remain inactive for the next fourteen (14) days from the time of release.
5. A player whose team disbands must follow same guidelines as all others.
6. RULE REGARDING DROPPING PLAYERS. A released player may play with another team in any Parma Adult league only under the following guidelines:
 - A. Player released will be offered to the last place team in the division.
 - B. If two or more teams are tied for last place, a coin flip by the softball staff will determine last place team.
 - C. If last place MANAGER can't use player he will be offered to the next to last place manager. That process will continue until a team can use the player.
 - D. If player refuses to go to a team that he is accepted by, the player will not play with any other team in this division.

(The same process is followed if the player chooses to go to any league within the Parma Softball Program.)

ADULT SOFTBALL TEAM FEES

<u>LEAGUE</u>	<u>CITY OF PARMA</u>	<u>P.A.A.F.</u>
MEN'S ADULT SOFTBALL	\$115.00	\$285.00
ADULT CO-ED / FRIDAY MEN'S	\$65.00	\$235.00

(All fees subject to change without notice.)

- Two checks are required. One to the City of Parma and one to P.A.A.F. (Parma Amateur Athletic Federation).
- A \$124.00 forfeit fee is included in the P.A.A.F. fee. This fee must remain at the original amount and must be replenished if drawn upon. This fee will be returned to each team at conclusion of season.
- P.A.A.F. fee covers A.S.A. sanctioning, team award, forfeit fee, softballs, and other expenses.

INDIVIDUAL FEES

1. All teams must pay \$20.00 for every non-resident, which must be paid prior to contract roster being validated.
2. Fees are non refundable or transferable when a player is released.

REFUND OF ENTRY FEE

After placing an entry fee, a team that withdraws may be refunded only the P.A.A.F. portion of the entry fee.

GAME FEES

UMPIRES	\$23.50 per team / umpire
1 UMPIRE / GAME	\$17.50 per team
SCORER	\$7.50 per team

(All fees subject to change without notice.)

1. All game fees are to be paid to the official scorer, when submitting the starting line-up, **(which includes first and last names and uniform number)** ten minutes before scheduled game time.
2. It is desirable that team managers should have exact fee for each game official and scorer.
3. If one (1) ball is pitched and a game is called due to weather, field conditions, power failure or other unforeseen circumstances before the game becomes an officially played game, the game officials are to receive one-half (1/2) of the regular fee. **(It is the responsibility of the manager to contact official scorer for adjustment prior to leaving the area.)**

OFFICIAL GAME

In order for a game to become an official contest, the following must be true:

1. The contest must go five (5) full innings if team “A” who had their first bats is leading; or the contest must go 4½ innings if team “B” who had their last bats is leading.

Exception: Run Rule

2. Any game that is not an official contest will attempt to be rescheduled, and begin as a new ball game. This ruling also applies to all tournament games.

In order for a game to be called prior to becoming an official game, the umpire(s), scorekeeper and team managers will all be notified and any necessary monetary exchange will take place.

GAMES HALTED BY RAIN, DARKNESS, or OTHER CONDITIONS

In the event the game is halted by rain, darkness, or other conditions, the umpire(s), two team managers, and the official scorer will all immediately assemble in the press box or other designated area until a decision is rendered by the plate umpire as to the cancellation or continuation of the game.

MEDICAL SERVICE

Be advised that any player that is injured in any game or practice session, that neither the City of Parma, the Parma Recreation Department, their employees or officers will in any way be held responsible for any injury sustained.

UNIFORMS and EQUIPMENT

1. A minimum 6 inch number must be on the uniform jerseys, (0 through 99) with participating players not having identical numbers. (This is the only uniform requirement in Adult Co-Ed League.)

2. All players must be in shorts or pants of the same predominant color. A mixture of shorts and pants will be acceptable for a game. Ball caps, visors, and headbands are optional for players and if worn can be mixed. If worn they must be of the same color and must be worn with visor in front (except the catcher defensively). Handkerchiefs do not qualify as headbands and can not be worn.
3. Deadline for uniform rule is JUNE 1st of current season. In extreme emergency, written permission may be obtained from the Recreation office, when a letter from the Sporting Goods Dealer is presented to Softball Office on a weekly basis, for extension of deadline and must be at game. **The extension will not be granted after JULY 1st.**
4. Both base coaches should be in team colors.
5. **UNIFORM RULE:** Any players out of uniform must be given an opportunity to meet the uniform rule requirements upon it's detection. **If he/she can not meet** the uniform rule requirements at that time it will be noted on the scoresheet, but the game will continue. **Immediately at the conclusion of the game,** the offended team can request that the out of uniform player's team forfeit the victory that may have been achieved. Other divisional teams may also request that the victory be forfeited. This request must be made within one week of the game in question. Situations occurring during the last week of the regular season have until the conclusion of the season.
6. All supplemental bat weights of any kind (including donut rings, sledge hammer, steel pipes, etc.) are prohibited.
7. Steel-spiked shoes are NOT permitted in all leagues.
8. **PROTECTIVE EQUIPMENT** may be used at the players discretion.
9. **ILLEGAL BATS** - Any bat not meeting the 1.20 Bat Performance Factor (BPF) will be considered an illegal bat, along with any altered bat. **Failure to comply with the above rule may result in the player using the illegal bat being suspended for a minimum one full calendar year (365 days) and forfeit loss.**

The City of Parma Recreation Department strives to provide first-rate recreational programs for *all* participants. With this in mind, safety has always been and always will be, first and foremost in our policies, guidelines and rules. The City of Parma has purchased a bat testing machine in order to provide a safe environment for all participants. Therefore, the following rules will be in effect for the upcoming season:

When choosing to protest the use of an illegal bat:

- Must notify the umpire immediately before or after the usage of the bat, which will then be immediately confiscated by the umpire for the remainder of the game.
- The team wishing to protest the use of an illegal bat will be charged the full amount of the forfeit fee (\$124.00), at which no time may this protest be withdrawn. After testing, if the protested bat is found to be illegal, the fee will not be deducted/charged to the protesting team, the team using the illegal bat will be charged the forfeit fee of \$124.00.

Illegal Bat

- Team using Bat / Loses Game
- Team using Bat / Loses Forfeit Fee
- Player using Bat / placed on immediate probation and is ineligible for participation for the next two played games.
- If individual is involved in a second infraction the player may be indefinitely suspended from all City of Parma Recreation programs.

Legal Bat

- Protesting Team / Loses Game
- Protesting Team / Loses Forfeit Fee

ALCOHOLIC BEVERAGES

Under City Ordinance 612.13 beer and other alcoholic beverages are NOT permitted in the Parks.

1. **Alcoholic beverages are strictly prohibited at all facilities at all times.**
2. Individuals who violate this rule may be subject to:
 - a. Indefinite suspension.
 - b. Subject to fine, not more than \$300.
 - c. Imprisoned not more than 90 days.
3. Managers are held responsible that all players are informed and to enforce these rules.

PLAYER LIMIT

Teams are limited to a maximum of twenty (20).

(Exception to rule may be granted by the Softball Staff.)

CONDUCT

1. **The manager will be held responsible for the conduct of all players on his team**, before, during and after all games and may be suspended for failing to control players.
2. No roughhousing or disorderly conduct on the part of the players, managers or their supporters shall be tolerated. Scorer and umpires have been instructed to report any incidents of this nature. Severe disciplinary actions such as suspensions and/or forfeits, may result from such incidents.
3. Only the manager may discuss with an official any decision, and must be done in a professional manner.

NO PLAYER, COACH or MANAGER SHALL:

Penalty for violation of any of the following rules will be just cause for ejection and or suspension of any player, coach or manager.

1. At any time lay a hand upon, push, strike or threaten an official.
2. Refuse to abide by an official's decision.
3. Be guilty of objectionable demonstrations of dissent by throwing gloves, bats, balls or any other forceful action. This will result in automatic ejection from the game.
4. Be guilty of heaping personal verbal abuse upon any official for any real or imaginary wrong decision of judgement.
5. Be guilty of using unnecessarily rough tactics in play of the game against the body and person of an opposing player.
6. Be guilty of abuse verbal attack upon any player, official or spectator.
7. Be guilty of a physical attack as aggressor upon any player, official or spectator.
8. Use profane, obscene or vulgar language in any manner or at any time.
9. For the safety of all concerned appear on the field of play at any time in an impaired condition.
10. Be guilty of gambling upon any game or the outcome of the game with any spectator, player or opponent.
11. Smoke while going on or coming off the field of play, or while on the field or on the bench.
12. Be guilty of discussing publicly with spectators in a derogatory or abusive manner, any play, decision or his personal opinion of other players during the game.
13. Mingle or fraternize with the spectators during the course of the game, but shall remain on the player's bench or on the field of play.

STARTING TIME

Starting time of all games is that appearing on the schedule. Teams **ten (10) minutes late** for the first scheduled game forfeits the game. It is the team's responsibility to be at the diamond before the scheduled time even if first game is forfeited or rained out. Forfeit time for subsequent games will be scheduled starting time.

Any team playing a double header may have up to ten (10) minutes between games.

FORFEITS

A team that forfeits a scheduled game must pay total game fees, two (2) umpires and scorer. This may be done on the field and so marked on the scoresheets or paid at the Recreation Office prior to next scheduled game. Otherwise a team may be dropped from the league. Two forfeits in succession may be subject to being suspended from the league.

BENCH and FIELD OF PLAY

1. The team listed second on schedules will be the home team and occupy the third (3rd) base bench.
2. Only team personnel under contract and in uniform will be permitted on the bench or in the playing area. Violation of this rule may mean forfeiture of the game by the offending team.
3. Bats and all other equipment must be kept in bench area or placed in an area designated as out of play.
4. No smoking is allowed on the field or the player's bench.
5. Alcoholic beverages are strictly prohibited from the field of play and all parks and facilities.

PROTEST

Protest must be filed with umpires and scorer at the point of infraction before the next pitch.

Any protests must be presented in writing to the Parma Recreation Department before 4:00 p.m. of the next business day. Manager must cite rule that has been violated from official City of Parma Rules or A.S.A. Rules and put in writing at the time the protest is submitted to the Recreation Department. A protest fee of fifteen dollars (\$15), must accompany protest letter. If protest is upheld, the protest fee will be returned.

All protests may only be filed on the following basis.

1. On a misinterpretation of the rules.
2. The use of illegal player (which also can be filed at any time prior to conclusion of last regularly scheduled game of the season). **No protest will be considered if the outlined protest procedures are not adhered to.**
3. **Ineligible player:** Ineligible players must be brought to the attention of the umpire and scorer BEFORE the conclusion of the game. **Valid City of Parma contract roster and player's driver's licenses or state I.D. must be present at each game and shown to the game officials.** In the event the identity of a player is questioned, the umpire must decide if the driver's license or state I.D. picture matches a player. It is strongly suggested that a signature of the player in question be obtained on the scoresheet and checked with the contract roster signature. Any ineligible player found participating in a game will result in a forfeit at games end.
4. Illegal player is a player whose contract is falsified. An ineligible player is a player not meeting program rules.

RUN RULE

If after two and one-half (2½) innings the losing team is the designated twenty (20) runs behind or more, and have had the same number of AT BATS as the opposing team, the game will end and will be called an official game because of the large difference in score. A fifteen (15) run rule will apply after 3 ½ innings. A ten (10) run rule will apply after 4 ½ innings.

OPTIONAL FREE SUBSTITUTE RULE

- A. **DEFENSIVE PLAYERS** Free Substitutions
- B. **OFFENSIVE PLAYERS** More than 10 players may constitute the batting order and must be set prior to the start of the game. If a suitable substitute is not available to replace an injured, or ejected player, or a player that does not take their turn at bat in the batting order, that position in the batting order will be an automatic out.
- C. **ALL PARTICIPANTS (offense and defense)** must appear on the scoresheet with first name initial and last name along with uniform number.

Defensive players only (non-batting) appear on bottom of scoresheet separated from the batting order.

***Suitable Substitute** - Legal player under contract, who is not injured, not been ejected, or has not appeared in the batting order.

COURTESY RUNNER

The player who made the LAST OUT may be used as a courtesy runner for any runner on base, LIMIT ONE PER INNING. (CO-ED: Limit one male for male and or one female for female per inning.) This rule goes into effect after the first out of the game for each team.

ONE AND ONE PITCH COUNT

1. Each batter will assume a count of 1 ball and 1 strike prior to the first pitch of each at bat.
2. After two strikes a batter is declared out when a foul ball is hit. If the foul ball is a fly ball caught in playable territory the ball remains live. Refer to A.S.A. rule.

WARM-UP (Pre-Game)

1. Batting practice is prohibited on any place other than a Softball Diamond or designated area.
2. Throwing and catching should be restricted to areas that are not used by spectators for walkways or viewing games.
3. Hitting the ball into the fences, soft toss, is prohibited, and may result in an ejection. This may be enforced by any game or city official.

UMPIRE

1. The umpire will be in charge of the game at all times.
2. The umpire will review the ground rules before each game with the managers of each team. Managers must inform their players of the ground rules.
3. In all disputes, only the manager, will be allowed to discuss the situation, with the umpire.
4. Umpires shall check identification of players upon request from the manager and must note results on scoresheet.

CASUAL PROFANITY RULE

Casual profanity is defined as language which may offend others, however, to a degree not deemed serious enough to warrant disqualification. If in the umpire's judgement casual profanity is used by any player or coach, he may invoke the following penalty:

1. If by the offensive team, the next player due to bat will be called "out". If it occurs after the third out, the first batter of the next inning is called "out".
2. If by the defensive team, the first batter of the next inning is called "out".
3. This is a delayed **dead ball** situation and does not affect any play currently in progress.

PLEASE NOTE that the casual profanity rule may be enforced and if continued may then lead to possible ejection of the offender.

EJECTION FROM GAME

(Including prior to, during and after ball games.)

1. Any player, manager or coach ejected from a game, whether or not incident is recorded on scoresheet, will draw an automatic suspension for the next two scheduled played games and may be suspended for additional time, if warranted by the offense. End of season ejection will carry over to the next season. (Forfeit, postponed, or rained-out game is not considered a played game). **Exception:** Co-Ed and Friday men's softball leagues one game suspension.
2. Any such person ejected may not be in uniform and be on the field or in the bench area during the suspension period. Players name must not appear on the line-up. **PENALTY: FORFEIT and GAME FEES.**

3. Ejected participant must leave the game site on instruction of official. Failure to comply will result in forfeiture of game. PENALTY: FORFEIT and GAME FEES.
4. Any player not fulfilling their suspension may be suspended no less than one year from the date of violation.
5. **No portion of this rule may be modified by any game official.**

HOME RUN RULE

All balls hit over the fence in a game by a team in excess of the following limits will be ruled an out.

ADULT DIVISION I	4 Home Runs
ADULT DIVISION II	3 Home Runs
ADULT DIVISION III	3 Home Runs
ADULT CO-ED	2 Home Runs

During inter league play, the lower league classification home run rule will apply.

TIE GAME

Tie Games (due to weather, etc.) may not be replayed unless they have a bearing on first place.

MINIMUM PLAYERS

See ASA Rule Book - Short Handed Rule. **Exception** Co-Ed: See Specific Rule.

CANCELLED GAMES

Notification of cancellation should reach the Softball Office one week (7 days) prior to gametime to possibly prevent loss of game fees. Notification of cancellation cannot be revoked. A cancelled game will result in a loss for the team requesting the cancellation. Once a game is cancelled it will not be rescheduled, even if the cancelled date would have resulted in a rained out game.

RESCHEDULED GAMES

It is the TEAM'S SOLE RESPONSIBILITY to become informed of the correct rescheduled time and site for any game rained out and/or cancelled..

1. Noting the information as found on "announcement boards" located in the press boxes and outside the press box of the diamonds and or web site (www.softball.parma-oh.com).
2. Calling Baseball/Softball Office during business hours.
(440-885-8148 - 8:30 a.m. - 4:30 p.m. / Monday thru Friday)

RAIN-OUT PROCEDURES

A rain-out answering phone service will be provided for all softball MANAGERS ONLY.

POSTPONEMENT REQUEST

Request for postponement of scheduled games or possible rain-dates will not ordinarily be accepted.

STEALING

Base stealing is NOT allowed in ALL leagues.

ADULT CO-ED (Specific Rules)

BALL - Twelve inch ball will be used.

OFFENSE PLAYERS and SUBSTITUTES -

10 Players - 5 male and 5 female

14 Players - 7 male and 7 female

12 Players - 6 male and 6 female

DEFENSE - Defensive positioning shall include 2 males and 2 females in the outfield. Two males and 2 females in the infield, and 1 male and 1 female in the pitcher-catcher positions. Once determining positions, the players must be stationed in fair ground (except the catcher). All outfielders must assume a defensive position on the outfield grass in fair territory. If the above rule is violated, the offensive team may take the result of the play, or have a replay with a new count on the batter.

NUMBER OF PLAYERS TO START GAME - See ASA Rule Book - Short Handed Rule.

BATTING ORDER - Any number of players beyond the required 10 may be placed in the batting order but must alternate genders. The player's name on the lineup card will indicate his/her participation in the game regardless of their physical presence at the start of the game. If any named (participating) player cannot take their turn at bat an automatic out will be recorded.

BASE ON BALLS - Any walk to a male batter will result in a two base award. The next batter (a female) will bat. Exception: With two outs, the female batter has the option to walk or bat. **All other rules will follow the ASA Rule Book and the City of Parma Adult Softball Rule Book.**

ADULT CO-ED ADDITIONAL HOME PLATE POLICY

1. In place of an actual second home plate, a chalk line will be used. A commitment line will be used and located 20 feet from this (second) home plate chalk line.
2. Defensive players can touch only the original home plate and runners can touch only the second home plate chalk line.
3. Runner must touch the second home plate chalk line or beyond, located adjacent to the right handed batter's box in order to be safe at home.
4. Runners tagged by a defensive player will not be out.
5. Should a defensive player touch the second home plate chalk line and still touch the original plate before the runner reaches the second home plate chalk line, the runner is out.
6. If the runner touches the original home plate, the runner is out and the ball remains live.
7. Once a runner passes the commitment line 20 foot marking, from a second home plate chalk line, the runner cannot return to third base.
EFFECT: The runner is called out if the runner returns, and the ball remains live.
8. If the runner has passed the commitment line, 20 foot marking, and continues running on the original foul line, and interferes with the fielder taking a throw at or in contact with the original home plate.
EFFECT: A dead ball should be declared and the runner is out.

LIGHTNING/THUNDER and INCLEMENT WEATHER/GUIDE

RECOGNITION

Since the average distance between successive lightning flashes is approximately 2 to 3 miles, any time that lightning can be seen or thunder heard, the risk is already present. Weather can be monitored using the following methods:

- **Monitor Weather Patterns** - Be aware of potential thunderstorms by monitoring local weather forecasts and by scanning the sky for signs of potential thunderstorm activity.
- **Flash to Bang** - This method is used to assess how far away lightning is striking. It is determined by counting the number of seconds it takes to hear a clap of thunder after witnessing a flash of lightning. The number of seconds is then divided by five to get the distance, in miles, to the lightning flash. Generally, a 30-second or less flash-to-bang count suggests it is advisable to move the athletes from the field to a safe shelter.

MANAGEMENT

- **Evacuation** - If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to a safe area.
- **Thirty-Minute Rule** - Once lightning has been recognized, competition shall be suspended until at least 30 minutes after the last flash of lightning is witnessed or thunder is heard. Given the average rules of thunderstorm travel, this would allow the storm to move 10 to 12 miles away from the area and significantly reduces the risk of local lightning flashes. **Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock and another count shall begin.**

2019

MAY

SUN	MON	TUES	WED	THURS	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

JULY

SUN	MON	TUES	WED	THURS	FRI	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

JUNE

SUN	MON	TUES	WED	THURS	FRI	SAT
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23 30	24	25	26	27	28	29

AUGUST

SUN	MON	TUES	WED	THURS	FRI	SAT
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31