



MEN'S LEAGUE SOFTBALL BY-LAWS

Revised 7/2022

Wamego Recreation Department Softball leagues are designed solely for the recreational values derived by the players, managers, coaches and spectators from the sport of softball. Players will conduct themselves at all times according to the rules of the game.

1. Official guide of play for Wamego Recreation Department Softball Leagues is the current USSSA Softball Rule book, unless superseded by the following Wamego Recreation Department Softball By-Laws:
2. **ROSTERS:** All players must be listed on the team roster and submitted prior to the team's first game. Players may only be rostered on one men's slow pitch softball team. Additions to the roster must be made by week 4. A non-rostered player after week 4 is an illegal player. Any game in which he plays will be deemed a forfeit.
3. All players must be at least 18 years of age and out of high school at the start of the season.
4. Players are to remain in the dugout when their team is batting. Batters, runners, on deck batter, and coaches are the only team members allowed out of the dugout. Keep all equipment in the dugout. If a live ball strikes the batting teams equipment outside of the dugout, it shall be deemed a dead ball and all runners will return to last base touched.
5. Due to safety, only team players are permitted in the dugouts. Children attending the game are not allowed in the dugout or on the field.
6. **BASES:** Safety bases will be used at first base for all adult softball league play. Any close play at first base, the runner must use orange side of bag. The defender must always use the white side of the bag.
7. **BALLS:** Teams are responsible for providing softballs while they are batting. All softballs must be stamped USSSA approved, blue stitched softballs. The softballs must be optic colored and fairly clean, as determined by the judgment of the umpire. Men must use a Classic M or Classic Plus. For more details regarding usage of softballs, please read the USSSA bi-laws or contact the WRD.

8. **BATS:** Only USSSA approved bats are allowed (must have new or old USSSA stamp on bat) Bats must be free from obvious damage.
9. **LINE-UP:** Line-up cards must be turned in to scorer's table **before** scheduled start time. Batting order must consist of ten batters minimum, 12 maximum. If a team has less than 10 players on their line-up, an out will be issued in the tenth batter's spot. Teams may play defense with a minimum of 9 players.
10. **DEFENSIVE POSITIONS:** defensive positioning shall include any arrangement of shifts, including a five-man infield.
11. **SUBS:** Teams may 'pick-up' sub players that are rostered to another team only if their team has below ten players at game time. Teams can only have up to two (2) subs playing at one time. Teams picking up players must inform the opposing captain and umpire during the captains meeting prior to the game. **First sub players can only play the catcher, second sub player may only play right field and must bat at the bottom of the line-up.** If a team's rostered player arrives late, they will **replace** any pick-up player during a dead ball on defense and will bat in the spot of the sub player. Game starts will NOT be contingent upon teammates finishing on another field that they are subbing in on.
12. **Warm Up:** Both teams must be ready to start play by their designated game time. No on field warm up time will be allotted past scheduled start times. If games are running behind schedule, games will start immediately following the previous game. There is ample space to warm up between fields while waiting for your scheduled game to begin.
13. **Teams must start with NINE PLAYERS to start.** If neither team can field nine players at game time, a double forfeit will result. Teams must have at least **nine (9)** eligible players present when taking the field, or forfeit will result. If one team doesn't have at least nine players present at game time, and the opposing team does have the minimum of nine players present, the legal team with nine players will have two options presented by the umpire:

Option 1: choose visitor and win by forfeit, or
Option 2: choose home and allow game to start

If the team with at least nine players chooses Option 2, the visiting team will take their turn at bat (top of 1st inning). When that at bat is over, the visiting team must have nine players present to take field or forfeit will result.
14. Late arriving players may enter the game defensively after any dead ball or assume their position in the batting order. Teams playing with nine players will be accessed an automatic out each time the 10th spot in the batting order is due to bat.
15. **Lineup:** Teams may bat extra batters up to 12 total. Extra players may rotate in defensively. A minimum of ten spots must be filled on the lineup card. If only nine players are available, an automatic out will be awarded in the tenth batter's spot.

16. If your team has to forfeit by not having enough players to play, **YOU MUST NOTIFY THE TEAM YOU ARE PLAYING AGAINST** via phone call, email, or text, **along with contacting the WRD**. If you do not contact the WRD prior to game time you forfeit all rights to play in the post season tournament for that particular season or lose the right to any awards if no post season play is scheduled.

NO CALL NO SHOW = NO TOURNAMENT PLAY!
Rec Office Monday - Friday (8:00 AM- 4:00 PM) Call: 785-456-8810
Rec Cell (Anytime) Call/Text: 785-456-5147

17. Games will have a 55-minute time limit. Games that are tied after seven innings **OR** 55 minutes will continue until a team has won the game.
18. **RUN LIMIT:** Teams are allowed up to Eight Runs (8) per half inning played up to the end of the 4th inning. There are no run limits past the 4th inning.
19. **RUN RULE:** If any team is ahead by 15 runs at the end of 3rd inning **OR** 10 runs at the end of the 5th inning the game will end and scores recorded at that point.
20. **HOME RUN RULE:** there will be a Five (5) Homerun Limit, +1 Up Rule. The batter is ruled out for any hit in excess. 1 Up Homerun Rule, both teams start with limit of 5 homeruns. If one team hits 5 homeruns they have to wait on the other team to hit 5 or 6 homeruns before they can hit another. From there on it is one (1) homerun up. If game time has expired or game has reached the bottom of 7th inning (including extra innings), the HOME team can only tie opposing team but may not go one up.
21. When an over the fence homerun is hit, the batter and all base runners may go directly to dugout. **THE BATTER DOES NOT HAVE TO TOUCH FIRST BASE.**
22. **Courtesy Runner:** Each team will be allowed (1) courtesy runner per inning. If the courtesy runner's batting position comes up while they are still on base, an out will be awarded and the next batter in the lineup will bat.
23. **Injury:** An injured player who leaves the game may re-enter. No players with active bleeding or blood-soaked clothing will be allowed to re-enter the game.
24. **Pitch Count:** Batters start with a 1/1 pitch count. Three pitched balls = walk, two pitched strikes = out. All foul balls will count as a strike if not legally caught. There are no courtesy foul balls, third strike foul = out.
25. **Protests:** Judgment calls by the umpire are not grounds for protest. Whether a batted ball was fair or foul, a pitched ball was a ball or strike, a base runner was safe or out, or when any other situation is completely within the umpire's scope to make the decision, will not be accepted for consideration. Only the team captain may approach the umpire to discuss a call or formally protest. Games will continue with the ruling on the field after a protest is made. Protest will be recorded in the scorebook and reviewed by the Recreation Administration. A determination will be issued within 48 hours to both teams.

26. **Unsportsmanlike Conduct:** consistent arguing, belittling, or foul language used towards the Umpire or the other team will result in a warning. Upon a second offense the player will be ejected from the game. The players position in the batting order will be an *OUT*. Any player ejected must leave the complex field area immediately. A \$20 fee will be administered to the player ejected that they will have to pay before playing in any Wamego Recreation sport. Any threatening actions or words toward an Umpire, Supervisor, or Rec Staff member will result in immediate expulsion from all Wamego Recreations programs for one year.
27. **Inclement Weather:** In the event of inclement weather, report to the field unless notified of game cancellation by Recreation Department Staff. Make up games will be played depending on field availability. Any game in progress will be deemed a complete game if four (4) full innings have been completed.
28. WRD will do most of their communicating with team captains through email.
29. TIEBREAKERS RULE FOR TOURNAMENT SEEDING:
 1. Head-to-Head
 2. Fewest runs allowed (all games)
 3. Fewest Runs allowed (in games involving tied teams)
 4. Most Runs scored (in games involving tied teams)
 5. Coin Flip by Recreation Supervisor
30. NO ALCOLHOLIC BEVERAGES ARE PERMITTED on city property!
31. Smoking signage has been placed around the complex to denote where smoking is allowed.

Revised 7/5/22