



2012 Adult Softball By-Laws

2012 CALENDAR

July 9 - 12	Phone calls made to teams that participated last Season
July 16 - 19	Sign Your Team Up On The Day You Are Wanting To Play
July 16 - 19	Fees Due The Day You Sign Your Team Up
July 30	Begin Practice
July 30	Schedules released
August 6	Season Begins
August 2	Rosters and Contracts Deadline
October 15 - 25	Knox County End of Season Tournament
Late March	Next Season Spring Sign-ups 2013

215-GAME (4263) For Rain-outs

FEES

-We register teams and not individuals so the amount is \$275.00 per team per night depending on how many nights this team plays.

- End Of The Season Tournament is an additional \$100.00 to enter.

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, nicknames on jerseys must be in good taste and should not include references to drugs and alcohol or have sexual, racial or ethnic connotations. Knox County Parks & 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. Knox County Parks and Recreation will have 1 week of a grace period for everyone to get uniforms (matching shirts). **After the 1 week, teams will have to forfeit their games if 2 or more players are out of uniform.** Our league had this rule in the fall of 2011 and it worked really well.

- 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 the 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 in person. No team is registered until they have paid. If a check is written to Knox County and it has non-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 phone stating that if the financial obligation is not taken care of within the time frame allowed (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 Sports Operations Manager. If on the third forfeit, 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 Deputy Director, 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 or 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 would be required by Monday. The protest must be submitted verbally to the umpires before the last out of that half inning.

SECTION 2: Rosters & Eligibility

- 2.1 All players must be on a roster and be registered with Knox County Parks and Recreation by the date indicated on the calendar above.
- 2.1 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 has additional teams on the same night or other nights, the suspension will still stand and this player will not be allowed to participate for those other teams. If a player gets ejected a second time in the same season, that player will be suspended for an entire year.
- 2.4 Players must be 18 years of age by April 1 of the current year in the Spring Season and July 1 of the current year in the Fall Season.
- 2.5 Players on a team must have matching jerseys 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 2 or more players are out of uniform.**

- 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 season.

SECTION 3: Guidelines for Coaches

- 3.1 All coaches that will be supervising on game day or at practices must be listed on the TEAM's roster. All coaches must also complete the Volunteer Coaches Registration Form. A maximum of 4 (four) 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 before January 1st of current year.
- 3.3 All coaches shall be prohibited from using any form of tobacco, alcohol, or illegal drugs as well as any form of profanity while on the playing field or practice field, or at any time while in contact with Knox County Leagues.
- 3.4 Coaches are to be familiar with ASA Rules as well as 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 and field directors) with respect. Failure to do so could lead to suspensions and/or forfeits.
- 3.8 Coaches should always look the part by dressing appropriately, following team dress-code guidelines as well.
- 3.9 Any coach found knowingly playing an ineligible player will be suspended for one game and the second time for a one year period. The ineligible player will be suspended for two weeks and if this occurs again in the same season, this player will be suspended for an entire year.
- 3.10 If a coach gets ejected from a game, this coach will be suspended for the rest of that game plus one additional game. If this coach has additional teams on the same night or 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, that coach will be suspended for an entire year.

SECTION 4: Practice Regulations

- 4.1 Once the team is registered and paid in the league, that team may request a practice slot if one is available. A conformation sheet will be signed and must be taken with the team to the practice.

SECTION 5: Game Day Protocol

- 5.1 Teams must furnish one new game ball for each game in all leagues. ASA Approved ball Stamped ASA yellow or white 12 inch ball with a COR. of .440 and Compression of .375 shall be used in all men's leagues and all co-ed leagues.
- 5.2 Home team will be determined by the flip of the coin from the umpires at home plate before each game. (Reason for this is – umpires need to know who the representative is for each team.)

- 5.3 Official ASA rules will be in effect and some local league rules will also be in effect.
- 5.4 Run rules are in effect – 20 runs after 3 innings is game, 15 runs after 4 innings is game and 10 runs after 5 innings is game.
- 5.5 A grace period of 15 minutes will be allowed if a team does not have ten players. If a team has 9 correct players, the game can and will start when this occurs. This is in effect for the first game only of every night of league and tournament play.
- 5.6 If a team only has 9 players present, list the 9 players on the batting order and leave the 10th spot open in case someone comes in late. If that player does not show up, it will just be an out in that spot and the game can still take place.
- 5.7 Teams will have a one hour time limit on all games. Inning being played will be finished if the home team is behind but no new inning will be started unless game is tied.
- 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 he\she.
- 5.9 A substitute can re-enter the line up after they have been taken out one time.
- 5.10 Players can not wear metal cleats or spikes.
- 5.11 The count will be 1 ball and 1 strike as the player steps up to the plate in all adult leagues. An extra foul will be given and after that it is an out.
- 5.12 Please look at approved bat list on ASA website for 2012 (tennesseesoftball)
- 5.13 Base paths are 65 feet. Pitching distance is 50 feet. Fences at the Sportspark are 300 feet.
- 5.14 All pitchers in all leagues will be allowed to step back off the rubber in a 6 ft. box to pitch for safety purposes.
- 5.15 In Co-ed play, outfielders are prohibited from playing no 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 chose to do so.

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 an out.
- Five men & five women in the field at one time. If only 9 players show up, you can still play if the numbers are somewhat even, example: 5 men and 4 women or 5 women and 4 men. You may bat six & six as long as it is six men & six women. The six men and the six women have to be present to start the game or you will bat 10 in the line up. Batting order must alternate male and female. Pitcher and catcher must be opposite sex. Infield must be 2 males and 2 women. Same for the outfield.
- If a Male gets a walk, he automatically gets 2 bases.
- If a Male gets a walk with 2 outs, he gets 2 bases and the female gets the option of walking or batting. **The key is with 2 outs!!! If less than 2 outs, the female has to bat.**

SUPPLEMENT FOR “C” CLASS LEAGUE

- (4) Four Home Runs per team per game. In excess, **batter is out.**

SUPPLEMENT FOR CHURCH LEAGUE C

- (4) Four Home Runs per team per game. In excess, **batter is out.**

SUPPLEMENT FOR “D” CLASS LEAGUE

- (2) Home Runs per team and in excess of that, **it will end the inning.**

SUPPLEMENT FOR “E” CLASS LEAGUE

- 0 Home Run per team and in excess of that, **it will end the inning.**

SUPPLEMENT FOR ALL MEN’S LEAGUE DIVISIONS

**Please be aware Base Stealing will be allowed in all men’s division play.

*** NO Base Stealing allowed in **Co-Ed, Restaurant or 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. (*Voted on in Fall 07 – Limit of 5 runs per inning per team, except when a team trails by more than 5 runs they may exceed the limit until either the score is tied or the 3rd out is made, whichever occurs first.*) A catch up inning will occur in the 7th inning **ONLY.** *If the 7th inning is not reached, then a catch up inning will not apply.* The 7th inning is defined as the inning in which the time expires, the 7th inning or an extra inning resulting from a tied score.
- You are allowed to bat everyone that is on your line-up card.
- You are allowed to run through each base.
- There will be a second home plate for safety reasons.
- There will not be a mat used for any games.
- If team plays all players in the line up and a player gets hurt, an out will be called in that players’ batting position.