



**CLIVE PARKS AND RECREATION
1900 NW 114TH STREET
CLIVE, IA 50325**

WEATHER HOTLINE: (515) 830-1234

**LEAGUE CONTACT: JON GIBBS
E-MAIL: jgibbs@cityofclive.com
OFFICE: (515) 867-5091**

CLIVE SOFTBALL LEAGUE RULES

Men's League & Coed League

All softball games will be played in accordance with the Amateur Softball Association of America (ASA rules) with the exception of any rule changes specifically stated as follows:

1. **OFFICIAL SCORE & SCOREBOOKS:** All teams are required to keep their own scorebook. Home team's book/scoresheet is official for each game. The umpire will converse with you each half inning to double check scorebook and scoreboard are correct. Umpire operates scoreboard from behind home plate area.
2. **BEER/ALCOHOL:** Single serve canned beer is allowed. You may bring in your own beverages, provided no glass and single serve beer. **ALCOHOL MUST STAY OUTSIDE THE DUGOUTS.** Please do not delay or hold up games to drink. The Campbell Park Concession Stand does sell a variety of 16 oz. canned beer and seltzer products.
3. **STRIKE ZONE & MAT:** (2020 CHANGE) Strikes will be called by using a mat strike zone located on the ground, hugging the corners of the plate to approximately 50" behind the plate. A pitched ball, with proper arc, landing anywhere on the mat or on the plate is a strike. Proper pitch arc must be a minimum of 6 feet from the ground and a maximum arc of 10 feet from the ground.
4. **PROFANITY & SPORTSMANSHIP RULE:** The umpire has the authority to assess ONE OUT per play/event against the offending team for the use of casual profanity and/or poor sportsmanship. This includes arguing out/safe, fair/foul. Please don't make this a problem. Player and/or team suspensions have been issued and will continue to happen if this becomes a problem.
5. **ROSTER & BATTING ORDER:** A team will be comprised of 10 players. Teams may bat as many players as they want. A team may start a game with eight players. No outs will be assessed. Late players may be inserted into the game by asking umpire for time and inserting them at the end of the lineup. However, if a team has less than eight players because of injury, ejection, or has to leave, the game will be a forfeit. Teams may continue to play with eight players.
6. **GAME TIME IS FORFEIT TIME.** The umpire's watch is the official time. Umpire will operate the manual scoreboard to assist players in knowing time and score. If your team forfeits a game without notifying the Recreation Office 24 hours before game time you will need to pay \$35.00 before you will be allowed to play your next game. More than two forfeits in one season or if entire team "no shows" without notifying the Recreation Office will result in immediate release from the league with

no refund of fees. Forfeit fees are to be paid to the Clive Parks & Recreation Office before your next game.

7. **GAME LENGTH & INNINGS:** Games will be seven innings or 55-minute limit. **If the score is tied after seven innings or 55 minutes, the game will be played with the batter beginning with a 3–2 count (no courtesy foul) — the game will continue until a winner is declared.** In the event a game is called due to rain, 4 complete innings constitute an official game. If 4 innings are not completed, the game will be rescheduled and started from the beginning.
8. **WARMUP PITCHES:** Five warm-up pitches will be allowed in the first inning and two warm-up pitches will be allowed between innings. Infield ball or throwing the ball around the horn will only be allowed during the first inning.
9. **BASE LENGTHS & PITCHING PLATE:** We will use 70-foot base paths and a 50-foot pitching distance.
10. **STEALING:** No stealing allowed in any league or division.
11. **STARTING PITCHER RE-ENTER:** A starting pitcher may re-enter as a pitcher unless they have been removed for pitching with excessive speed.
12. **ON-FIELD PLAYERS (OFFENSE):** The only players that are allowed on the field while on offense are the base coaches, the batter, the on-deck batter, and any base runners. It is the responsibility of the manager to keep all other persons from this area. For their safety please keep children out of the dugout.
13. **STARTING COUNT:** The batter will start their at-bat with a 1 ball, 1 strike count. No courtesy foul will be allowed after the second strike.
14. **PITCH ARC:** The pitch must have a minimum arc of six feet from the ground and a maximum arc of 10 feet from the ground.
15. **HOMERUNS:** All Leagues – 3 homerun max per team (including homeruns hit by women). Over-the-fence home runs will be ruled an out for the batter after the limits are met. Home runs do not have to be run out or touch 1st base.
16. **APPROVED SOFTBALLS:** .52 COR, 300 Compression ball with ASA stamp/logo. Teams must supply and hit their own softballs.

Men's Leagues

A 12" ball with the ASA logo is required; maximum MSP-44 is the rating number. Red-stitched and flight restricted.

Coed Leagues

Men will hit 12" ball as outlined above.

Women will hit 11" ball as outlined above.

- All Leagues: Yellow optic cover, red-stitch will also be allowed. No super-dupers or Thunder Advanced!
- Balls may be purchased from the Campbell Park Concession Stand (Both 11" & 12" available)

17. **MERCY RULE:** 15-run rule after five innings.

18. **COURTESY RUNNER:** Any eligible player on the line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. Any courtesy runner used in Coed must be gender specific. If the courtesy runner is on base when their turn at bat takes place — that courtesy runner is OUT!
19. **SLIDE RULE:** If there is a play at a base you must slide or avoid contact (avoid contact at all times when the defensive player has the ball or is receiving the ball). No running over or crashing into another player. When a defensive player has the ball or is about to catch a thrown ball and the runner remains on his feet and crashes into the defensive player, the runner will be declared out. If the act is determined to be flagrant the offender shall be ejected. We encourage the use of sliding pants.
20. **RESCHEDULING OF GAMES:** Clive Parks & Recreation Department reserves the right to make any changes necessary and will do everything possible to re-schedule postponed games.
21. **CLEATS:** Plastic screw-in cleats, metal spikes and metal-tipped soccer shoes are NOT permitted.
22. **UNIFORMS:** It is recommended but not a rule that all commercial league uniform shirts will include team name, number and be the same color.
23. **JEWELRY:** If a player is wearing jewelry that may cause injury please take it off until after the game (watches, dangling earrings and necklaces).

COED PLAYING RULES

1. **ROSTER:** Coed teams must have eight players to play (four male – four female). If more males are playing an out will be called in the female batting order. Example: nine players (five male and four female) — no outs will be called if you have more female players than male. If a player is injured, nine can play with no automatic outs.

Extra Players: Teams may play with 10 players. Eleven players will not be allowed to play. Teams may bat as many players as they want as long as the batting order consists of male/female.

2. **DEFENSIVE POSITIONS:** There shall be two males and two females in the outfield, two males and two females in the infield and one male/one female in the pitcher/catcher position.
3. **SCORING LINE (Coed Leagues only):** In an effort to eliminate tags and collisions between men and women, a scoring line will be used for coed leagues only. A scoring line will be chalked 8 feet from the back tip of home plate. The scoring line is for use by the offensive player only. All plays at home plate are force plays. If an offensive runner's foot is touching the scoring line in any way, or past the scoring line, before the ball reaches the catcher's glove at home plate, the runner is safe. **Note:** Runners who use the regular home plate will be called out, even if no play is made.

All plays at home plate are force plays. If an offensive runner's foot is touching the scoring line in any way, or past the line, before the ball reaches the catcher's glove at home plate, the runner is safe.

4. **COURTESY RUNNERS:** USA Softball rules now allow one courtesy runner for each gender in each inning.
5. **COMMITMENT LINE:** A line will be placed 32 feet and 6 inches from 3rd base. Once the runner's foot touches the commitment line, or is past the commitment line, the runner may NOT re-cross it

in the direction of 3rd base — the runner must continue towards the scoring plate. Violations will result in an out.

6. **APPROVED SOFTBALLS:** .52 COR, 300 Compression ball with ASA stamp/logo. Teams must supply and hit their own softballs.

Coed Leagues

Men will hit 12" ball as outlined above.

Women will hit 11" ball as outlined above.

- All Leagues: Yellow optic cover, red-stitch will also be allowed. No super-dupers or Thunder Advanced!
 - Balls may be purchased from the Campbell Park Concession Stand (Both 11" & 12" available)
7. **BATTING ORDER:** Batting order must alternate male/female. If a team has more female than male players — no outs will be assessed when teams bat 2 females back to back. (Example: 12 players are playing — batter #11 and #12 are females — no out will be assessed between them.)
 8. **WALK RULE:** A walk to a male batter will result in a two-base award. The next batter (a female) must bat if there are fewer than two outs; with two outs, the female batter has the option to take a walk or bat. If there is ever a runner on 2nd and 3rd base with 1st base empty and a male batter is walked to 2nd base, runners will advance one base only. If runner is on 3rd base alone and a male batter is walked to 2nd, the 3rd base runner cannot advance. All runners should properly touch all bases.

TEAM PLAYING REGULATIONS

1. **ROSTERS & ADDITIONS:** There will be no switching or exchanging of players after they are on the roster or have been added to the roster by an Add-A-Player form. If a player drops from a team, they are not eligible to play for any other team in their league for the remainder of the season.
 - No player is allowed to play on more than one team within the same league in Clive in the same season. Violation of this rule will result in individual suspension and/or game forfeiture.
2. **UNIFORMS:** It is recommended but not a rule that all commercial league uniform shirts will include team name, number and be the same color.
3. **JEWELRY:** If a player is wearing jewelry that may cause injury please take it off until after the game (watches, dangling earrings and necklaces).
4. **CLEATS:** Plastic screw-in cleats, metal spikes and metal-tipped soccer shoes are NOT permitted.
5. **LEAGUE TIEBREAKERS:** In the event of identical league records, head-to-head competition will be used to determine the winner. If the teams split the head-to-head games, the team with the highest run differential in the head to head games shall be declared the winner. If tie remains, the team with the most total runs throughout the season will be declared winner.
6. **STANDINGS & SCORES:** Please visit www.clivesports.com for Schedules, Scores, and Standings. Scores are typically updated online by no later than the following day.
7. **DOUBLE 1ST BASE RULE:** The orange portion of the base may only be utilized by the offensive player and the white portion by the defensive player. Exception: On extra base hits or balls hit into the outfield when there is no play being made at the double base, the runner may touch the white portion.

8. **BLOOD:** A player, coach or umpire who is bleeding or who has blood on his clothing shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered is left up to the umpire's judgment.
9. **APPROVED BATS:** All bats must be ASA approved with a CLIVE Sticker. We will honor bats from the Urbandale, Waukee, and WDM leagues. Bats must have a sticker on them. It is the responsibility of the Team Manager to ensure all bats are legal. [Click here](#) for a current listing of all Non-Approved bats.

TEAM ROSTER FORMS

1. Each player must read and complete the information requested on the team roster (name, address and signature). If roster is incomplete, the team will not be accepted into the league.
2. Players wishing to be added to a team after the rosters are turned in must complete a separate Team Roster Form to be attached to originally submitted roster. This completed form must be turned into the concession stand or supervisor prior to playing.
3. Limit of 18 players to a roster. All players must be 18 years of age and out of high school. Teams may add a player until the midway point of the regular season, per season.
4. Roster Protest: If a team or the Department has a question about a player's eligibility, the following procedures must be followed:
 - A. Player in question must be protested upon recognition and before the game ends.
 - B. Notify the umpire, opposing team manager, and supervisor on duty.
 - C. Player must produce a legal picture I.D. to the supervisor and must sign his/her name on a sheet of paper.
 - D. Signed sheet will be turned into the Recreation Office the following working day. If name does not appear on roster, if they use another name or if signatures do not match, the team will forfeit the game.

GAME PROTEST

1. Game protests must be clearly and definitively stated to the umpire, the opposing team manager, and supervisor on duty before the next inning starts and before the end of the game.
2. If no decision can be reached in (1) above, the protesting team must submit a written protest to the Parks and Recreation Office within 24 working hours of the scheduled start time of the protested game. Protests will be decided on by a committee consisting of Umpire-in-Chief, Recreation Supervisor, and one of the following two (Player Representative, Parks and Recreation Director).
3. Game protests will be accepted regarding rule interpretations only. Judgment calls are not open to protest.
4. Game protests will be considered only when the play in question had a "Significant Effect" on the outcome of the game.

CAMPBELL RECREATION AREA PARK RULES

1. **BEER/ALCOHOL:** Canned beer may be brought into the park. No liquor. No player shall possess or consume beer on the playing field or in the dugouts.
2. **SMOKING:** Smoking is prohibited on playgrounds and in park shelters located on City property, including adjacent areas within 50 feet of playgrounds, park shelters, concessions stand, ball fields and sand volleyball courts. (In compliance with the Iowa Smokefree Air Act)
3. All animals must be under control by owner and on a leash.
4. All litter must be disposed of in trash receptacles. Please be considerate!
5. Park curfew is 10:30 p.m. Lights out — time to move on!

RULES OF CONDUCT

1. Each manager will be held responsible for the conduct of his/her team players and is responsible to see that all rules are observed. The manager must maintain complete control of him/herself and his/her team members at all times; this includes before, during, or after a game and any time involved with the softball program. The key to a successful program is in the hands of the manager and, in turn, his/her players. Good leadership will ensure a good program.
2. Umpires and their decisions will be respected and not interfered with at any time. Unsportsmanlike conduct, disrespect, vulgarity, or profanity will not be tolerated at any time. Any manager or player removed from a game for breaking Rules of Conduct will receive an automatic one game suspension to be served in the next consecutive game. A longer suspension may be given by the Recreation Supervisor, depending on the severity of the offense or frequency of misconduct. Any player or manager that is ejected from a game in this manner must leave the park.
3. A game will be forfeited in the event a team fails to respect the official's authority or decisions; one warning will be given prior to such action. If a team receives a forfeit win or a loss, this will count as a game played. A report will be submitted to the Recreation Supervisor whose disposal of the matter is final.
4. In any discussion on the playing field with an official, only the manager (or designated manager) will be permitted to enter the discussion. Any other players approaching the official or questioning calls will be subject to ejection for unsportsmanlike conduct.
 - A. Unsportsmanlike conduct will not be tolerated.
 - B. Threatening of an official will have an automatic removal for the season.Personal harassment of official (umpires, scorekeeper, supervisor, director) may be cause for either the team or individual to be suspended from league play. A player does not have to be in the game for this rule to be in effect. He/she could be a spectator of a team. Teams are responsible for their own spectators.
5. Any manager or player that is involved in a fight or making physical contact with an umpire, staff, or another player shall be suspended from all Clive Parks and Recreation Programs for one calendar year.