



## Adult Softball Shenanigans

### **General Rules:**

- Teams must be a minimum of 9 players.
  - 9 players on the field and batting roster.
  - No minimum gender requirements.
  - No maximum number of players for each team
- If a player is injured and you don't have a replacement, you may finish with 8 players.
  - You will take 1 out per missing player.
  - If you have less than 7 players, you then forfeit the game.
- If you play a game with 7 players, then you will take an out for the 2 missing players.
- All players must be 16 yrs. old or older.
  - Must be able to provide verification (Valid State ID).
  - If verification cannot be provided, then the player may not play.
  - Parent/Guardian must be present/designated for each game.
- A player can only play for 1 team per season.
- All players must be paid and registered with Lancaster Parks and Recreation Department.
- 2 substitution players may be used for up to 2 games
  - If a substitution player is needed for more than 2 games in the season, they must register with The Lancaster Parks and Recreation Department.
    - Registration will be discounted by the cost of a team shirt.

### **Time Limit:**

- One hour
  - No new inning can start after 50min with the game capped at 1 hour.

### **Scoring:**

#### **Win the inning, win the point:**

- Each inning is worth one point.
- Team with most runs in that inning gets the point.
  - Last inning is the only exception, every run counts as a point
- Game points will be awarded for specific "extras"
  - Game points will be added to the total score not to an inning.

#### **Home Run/Grand Slam:**

- Targets are placed randomly throughout the outfield. Hitting one of these targets equals a homerun.
- Runners on base will also advance home.

### **Grand Whammy:**

- Hitting the ball past the row of flags placed in the outfield results in an out.
  - Center Outfield Distance 200ft.
  - Any runners on base will also be out.

### **Tie Breaker:**

- In the event of a tie game one player from each team will compete in a Dizzy Bat Race.
  - One player from each team will stand next to home plate. (Batter's box area)
  - Players will stand a bat upright and place forehead onto small grip section (handle) of the bat.
  - Umpire will signal "Go" and players will spin/run around the bat for a 10 second count.
  - At the end of the 10 count the Umpire will signal "Run" and the player will run to the respective base. (left side to 3<sup>rd</sup> base & right side to 1<sup>st</sup> base)
  - The player that tags their base first will win a game point to break the tie.

### **At Bat:**

#### **Ball 4:**

- Ball 4, batter SPRINTS to first.
  - Can advance/steal as many bases as possible once tagging 1<sup>st</sup> base.
  - To get the player out after tagging 1st base, players' flag needs to be removed.

#### **Foul Balls:**

- If a fan catches a foul ball the batter is out.
- 1<sup>st</sup> and 2<sup>nd</sup> foul balls will be called as a strike if the ball is not caught for the out.

#### **Strike:**

- 3 Strikes - batter out, still applies.

#### **No Bunting:**

- Bunting is prohibited and results in an automatic out.

### **Base Running:**

#### **Stealing Bases:**

- Batter can attempt to steal first base during a pitch.
  - Pass balls and wild pitches.
  - Getting a runner out for stealing bases requires the infielders/defense to remove a flag from the runner's belt.
    - Flag belts will be provided for teams at each game by the Lancaster Parks and Recreation Department.

## **Extras:**

### **Game Point Opportunities:**

- Walk up Performance Music
  - Each batter must have a walk-up song during their 1<sup>st</sup> at bat.
  - No explicit lyrics
  - Up to 10 seconds of music
  - Team provides speaker
  - All team members must participate to be awarded a game point.
- Team Dance
  - Team must perform a dance during game play while taking place out on the field. (Playing defense)
    - Team must signal the Umpire for a team time out before the 3<sup>rd</sup> out of the inning.
    - All team members must participate in the dance out on the field.
      - Dance must be a minimum of one minute and not to exceed two minutes.
    - No explicit lyrics
    - Any runners on base must stay on base.
      - Stealing bases are not permitted during this time.
    - Umpire will award one game point

### **Lancaster Parks & Recreation Designated Nights:**

- Catch the ball with anything except a glove
  - For one inning the team uses anything but a glove to field the ball.
    - Examples:
      - Backpack/Gym bag
      - Ball cap
      - Grocery bag
      - Laundry basket
      - Fishing net
    - Umpire will give one game point at the end of the inning.
- Theme night
  - Team plays while dressed in costume based off the theme.
  - All team members must participate to be awarded the game point.

## **EJECTION:**

- Use of the “F bomb” results in immediate ejection from the game with a mandatory 2-week suspension.
- Any suspension will apply to all leagues that players participate in with Lancaster Parks and Recreation.
  - If ejection happens and there are not 2 weeks remaining in the season, it will carry over into the next league/season of participation.
  - If that player’s team has a bye or a game cancellation during the suspension period, the suspension will carry over to the next week of play.
  - If a player is suspended a second time during the season for any reason, they will then be suspended from participating in other leagues/seasons for one year from the date of their suspension.
- If a player is ejected from the game, you may replace that player with a legal substitute.
  - That player must be ready to play immediately. There is no grace period. Play must continue quickly.
- If you have 7 players and one is ejected, you may not play one player short.
  - If you don’t have a legal sub, you forfeit the game.
- If a player is ejected, there will be a suspension.
  - Length of suspension to be determined by Lancaster Parks & Recreation Supervisor/Coordinator.
- Alcohol usage
  - No person shall take any alcoholic beverages into our parks, either for sale to others or have in his/her possession for his/her own use or for the use of others.
  - Nor shall any person give away or dispose of any alcoholic beverages in any of our Parks.
  - No intoxicated person will be allowed to participate or be in our parks.
  - Any player/team caught breaking this rule will be dismissed from the league.
    - In addition will not be able to participate in any of our leagues/seasons for a period of one year from the date of dismissal.