

BEDFORD PARKS & RECREATION



Adult Softball

Local Rules & Regulations

Revised 4/22/24

For general information and rules not included, enforcement and interpretation of rules will follow the current ASA/USA Rulebook. If ASA/USA rules and the local rules conflict, local rules prevail.

CITY OFFICIALS AND BEDFORD PARKS AND RECREATION DEPARTMENT STAFF

Mayor and City Council

Mayor/President of Council	Stanley Koci
Ward 1	Sandy Spinks
Ward 2	Steve Salvi
Ward 3	Victor Fluharty
Ward 4	Frank Smith Jr.
Ward 5	Jeff Asbury
Ward 6	Anthony Longino

City Manager

Michael Mallis

Parks and Recreation Director

Michael Callahan

Authority of the Parks and Recreation Department

The Bedford Parks and Recreation Department is the governing body of amateur recreational athletics offered through the City of Bedford’s Parks and Recreation Department. The Parks and Recreation Director or designee reserves the right to interpret any and all rules and situations and to require a formal hearing as a result of unsportsmanlike conduct. The Bedford Parks and Recreation Director or designee further reserves the right to insert, delete or change rules at any time and make decisions retroactive for good of all amateur recreational athletics.

REGISTRATION

1. Registration Dates (May be subject to change)

SUMMER

- Returning Registration Begins February 1
- Open Team Registration Begins February 15
- Team Registration Deadline March 31

FALL

- Returning Registration Begins July 1
- Open Team Registration Begins July 15
- Team Registration Deadline August 15

All team names are subject to approval by the Bedford Parks and Recreation Department. Once team is registered, the manager will receive general information regarding the league and an ASA/USA Banned Bats List.

- 2. **Open Registration** - Once open registration begins, teams will be accepted on a first come basis until the maximum total of teams have placed an entry or until the registration deadline. If a team is accepted after the registration deadline, a late fee will be applied.
- 3. **Returning Teams** - Teams participating in the league in the year immediately previous to the current year will be accepted with preference up to and including the open registration date announced in the informational flyer.

Returning managers and/or teams with excessive ejections, suspensions and/or disciplinary action may not be accepted.

- 4. **To Register a Team** - Managers may register one of two ways: In Person: At Ellenwood Center, 124 Ellenwood Ave, during office hours, Monday – Friday: 8:00 am – 4:30 pm; By Phone: 440-735-6570, or online: www.bedfordoh.gov. Payment can be made by cash, check, money order, MasterCard or Visa. All team names are subject to approval by the Bedford Parks and Recreation Department. Phone or online payments must be a MasterCard or Visa.

5. Adult Softball Fees

Summer Coed \$400 team registration
 Fall Coed \$350 team registration

- 6. **Individual Registration** - The following must be completed by the Roster Deadline or prior to participation:
 - A. Individual player registrations meeting the minimum requirement for the league (indicated below). Individual players are registered upon completion of the online process by which waivers are electronically signed and a confirmation email is sent. Visit www.bedfordoh.gov/departments/parks-recreation for a link to registration site.

7. Minimum/Maximum Number of Players on Roster

League	Minimum	Maximum
COED	14	24

Teams must have the minimum number of players with registration cards on file at the Parks and Recreation Department before the roster deadline.

Failure to file individual roster cards on or before the deadline may result in a late fee being assessed, or the team being dropped. All player registration cards must be on file at the Parks and Recreation Department and paid before a team or player can participate in any game or appear on any line-up. Penalty: Forfeit of game and forfeit fee assessed

8. Refund of Fees

A. 50% of the Team Registration Fee may be refunded if a team withdraws voluntarily or is dropped from the program BEFORE the entry fee deadline. Refunds will be issued to the receipted payee only (i.e. sponsors, etc.)

B. NO REFUND will be issued if a team withdraws voluntarily AFTER the entry fee deadline date, is dropped for failure to comply with rules (i.e. attending meetings, filing appropriate fees, contract cards, etc.), or if a team is dropped from the program for unsportsmanlike conduct, violating alcoholic beverage ordinances, etc.

MANAGER INFORMATION

1. Manager's Responsibilities

- A. Must attend the pre-season organizational meeting to learn about league rules, policies and procedures, and to ask any questions.
- B. Notify all team members of all playing rules, locations, game dates and playing times.
- C. Obtain game schedules from the Bedford Parks and Recreation Department.
- D. Verify that each team member has completed the individual registration process prior to participating.
- E. Keep the Bedford Parks and Recreation Department fully informed about any change of contact information. Failure to do so immediately may be cause for suspension of manager and/or player.

2. Manager's Code of Conduct - By registering a team with the Bedford Parks and Recreation Department Adult Softball League, I agree to abide by the following:

- A. I will control all players at all times before, during and after all games.
- B. I will treat all game officials with respect and professionalism.
- C. I will ensure that all team treat all game officials with respect and professionalism.
- C. I will accept responsibility for any and all indebtedness incurred by my team.
- D. I will abide by all rules and regulations set forth by the Bedford Parks and Recreation Department.
- E. I will treat all game officials with respect and professionalism.
- F. I will not allow children and/or spectators on the team bench.

PLAYER INFORMATION

1. Age Limits – All players must be 18 years of age or older.

2. Adding/Releasing Players - Players may be added and released at any point during the regular season. All teams must maintain minimum number of players required. (See "Team Roster" for minimum and maximum number of players.). ***To be eligible for play during playoffs, a player must have played in 33% of the team's regular season games.***

3. "On-Field" Player Limits

COED (Weekday and Sunday) All divisions – 9 minimum must start (4 women/5 men, 5 women/4 men) - 10 maximum (5 women/5 men) (See special COED Rules)

Scoresheets and lineups will be screened for ineligible/suspended players. All games ineligible/suspended player participated in will be forfeited and a forfeit fee will be assessed.

4. Suspended Players - Players/managers suspended by the league are not permitted to participate in any game, in any way under any condition and not permitted at any game site during the suspension. This rule prohibits umpires from accepting mutual agreements between contesting managers, regarding the use of ineligible or suspended players/managers. Since all teams are registered under the ASA/USA, information regarding suspensions, etc. may be relayed to other ASA/USA sponsored programs. This may affect eligibility for these other programs as well.

5. Players Code of Conduct - By registering as a member of a team within the Bedford Parks and Recreation Adult Softball League, I agree to abide by the following:

- A. I will accept and abide by all rules and regulations set forth by the Bedford Parks and Recreation Department.
- B. I will accept all judgments by game officials and agree to abide by all league rules.
- C. I will treat all game officials with respect and professionalism.
- D. I will control myself at all times before, during and after all games.
- E. I will accept my share of the responsibility for any and all indebtedness incurred by my team

UNIFORMS

1. All Leagues - All jerseys must be the same color, and must have a number on the back. Shirts must be worn at all times. No tank tops. It is strongly suggested that all jerseys be the same shirt style and have the same style number. It is suggested that a minimum 6" number be on the middle of the back of all uniform jerseys. ASA/USA rules (Rule 3, Section 6-D) require jerseys to contain whole numbers (0-99). A player in violation of this rule may correct the situation and move on without penalty. However, if the player cannot correct the situation the player is ineligible to participate. If the team is unable to field enough players as a result of being unable to correct the situation, the game will be forfeited, per the minimum requirement rules of the division.

2. Steel cleats are prohibited in all Divisions

EQUIPMENT

1. Bats – Bedford Parks and Recreation abides by and enforces the ASA/USA bat rules and reserves the right to ban additional bats if deemed necessary. The list of banned bats with ASA/USA certification marks is available at the Parks and Recreation Department in addition to the ASA/USA website at www.teamusa.org/USA-Softball.aspx and will be furnished to each

manager at the preseason managers meeting. ASA/USA updates the banned bats with certification marks list periodically. Managers are responsible for maintaining and abiding by the current list. Umpires will have a current list of banned bats with them at each game. A bat may be protested by the opposing team only when the bat is in the batter's box. Umpires may request to check bats at any time during the game. If it is discovered by an umpire that the bat is illegal, the game is forfeited and a forfeit fee will apply.

2. Supplemental Bat Weights – Supplemental bat weights of any kind, including the donut ring, sledge hammer, steel pipes, etc., are prohibited. The batter on deck is only permitted to use a single regulation bat for warm-up or an approved ASA/USA warm-up bat. Penalty: Ejection from that game only.

3. Game Balls – All game balls are supplied by the Parks & Recreation Department for all divisions. Umpire will determine which ball will be used.

4. Game Ball Requirements

- A. ASA/USA Approved (ASA/USA Stamp of Approval must be on the ball and legible.), 12" Ball 52-COR, 300 lb compression

SCHEDULING/DIVISION CLASSIFICATION

1. Scheduled Time - Teams must be prepared to play at the scheduled game time. Penalty: Forfeit (See Forfeit Options)

On special occasions (weddings, etc.) that may conflict with a team schedule, (except during elimination/play-off games) requests to not be scheduled must be made in writing by the manager 3 weeks in advance of the schedule being distributed and must be approved by the Parks and Recreation Department.

During elimination/play-off games, special dates and times will not be honored. All teams in all leagues must be prepared to play on a daily basis and on short notice (24 hours) throughout the week. Season guides or set days may not be followed during elimination/playoff games.

2. Season End Dates – As a guideline, regular season games for the Bedford Parks and Recreation Summer Adult Softball League should be completed by the 2nd Friday in August. This date is set as a guideline and may change in situations where there are a large number of rescheduled games, etc. Other alterations to a season may include:

- A. Eliminating make-up games that do not affect regular season championships.
- B. Limiting the number of teams that will participate in playoffs.
- C. Eliminating playoffs and naming a season champion only.
- D. Postponing playoff games to the next season. The Bedford Parks and Recreation Department will try to do everything possible to ensure that teams will be able to play the maximum number of games allowed. These dates and procedures have been put into place to be used in extreme situations only.

4. Schedules - Copies of the schedule are available at the Benander Games/Sports Data website, www.bgsd.com. A link to the BGSD website can be found at the Parks and Recreation Department's website, www.bedfordoh.gov. Schedules are also available in hard copy form at the Parks and Recreation Department office. As a courtesy, game schedules will be emailed to all managers. It is the manager's responsibility to obtain a schedule. Managers are responsible for informing team members of game dates and times. For double header leagues: Teams will flip a coin for home team in the first game of the double header, then switch home/away for the 2nd game.

PLAYOFF GAMES/FINAL STANDINGS

1. Final Standings Procedure

A. Ties for Regular Season Champion

- i) Record of won and lost against each other in regular season play
- ii) If each team has won and lost equal games, then: Total runs scored against each other
- iii) If this also remains equal, then: Most team runs for entire season Top team will receive a BYE. 2nd and 3rd Place will play each other – the winner will play the top team.

B. Any ties other than Regular Season Champion (Relating to seeding for playoffs, etc.)

- i) Record of won and lost against each other in percentage play
- ii) If each team has won and lost equal games, then: Total runs scored against each other
- iii) If this also remains equal, then: Most team runs for the entire season

*Records within ½ game will be considered a tie for Regular Season Champion.

2. **Playoff Games** - The Playoff Tournament will be played in a single-double elimination format (first round single elimination, subsequent rounds double elimination) for summer and single elimination for fall seasons. Regular season time limits will be adhered to, with the exception of the tournament championship game, which will play 7 innings or until game is completed.
3. **A "Regular Season Champion" and "Tournament Champion"** will be awarded for each division. If any games are needed to determine the Regular Season Champion, they will be played during or after the tournament. During playoff games, all teams must be ready to play on a daily basis. Season guides or set days are not always followed during the playoffs. Standings of all teams at the conclusion of the regular season play will determine seeding in the playoff brackets, which will be emailed shortly thereafter, and posted to www.bgsd.com.

SEASON AWARDS

Regular Season Champion – Plaque & T-shirt

Playoff Champion – Plaque & T-shirt

*If Regular season and playoff champion are same team, one team plaque and one shirts per participant will be awarded

UMPIRES AND SCORERS

Umpire assignments are made by the Bedford Parks and Recreation Department and may utilize a local umpire association. Umpires and/or scorers failing to enforce all Bedford Parks and Recreation Department rules and ASA/USA rules may be subject to disciplinary action.

1. Umpire's Responsibilities

- A. The umpires will be in charge of the game at all times.
- B. The umpire will review the ground rules before each game with the managers of each team. Managers are responsible for informing their players of ground rules prior to the start of the game.
- C. In all disputes, only the manager will be allowed to discuss the situation, in a respectable manner, with the umpires.
- D. The umpire is required to file an ejection report on any player or manager that has been ejected with the Parks and Recreation Department. In some cases, an additional written report may be required.
- E. Umpire shall check identification of players upon request from the opposing team manager and must note request and results on score sheet.
- F. Umpire shall inform scorer and managers of starting time for all games. The Home Plate umpire will keep the official time and is responsible for assuring that start and end times are noted on the score sheet.
- G. During playoff games, umpire(s) shall temporarily suspend play and resolve all protests at the field site. The protest and the results of this protest should be marked on the score sheet.

2. Official's Fees All Divisions/All Fields:

Teams will pay \$30 per team per game including regular season and playoff/tournament games, to be distributed as follows

Umpires receive \$40 per game; Scorers receive \$20 per game

- A. All fees are to be paid in cash to the scorer before the start of the game. If scorer is not available, payments should be made to the home plate umpire.

B. It is requested that managers pay game fees with exact change. Checks or excessive amounts of coin will not be accepted.

C. Once a game has begun and it is called due to inclement weather or field conditions before 5 innings (4 ½ if the home team is winning) have been completed, the remainder of the game will be rescheduled and resumed at the point it was stopped if possible. Umpires and scorer will keep their full game fee once a game gets started, and the Parks & Recreation Department will cover fees on any resume games.

D. If a game is played without a scorer, the umpires shall receive ½ of the scorer fee. It is the responsibility of the manager to request an adjustment before leaving the field.

GENERAL PLAYING RULES

1. Playing Field – The base distance for all leagues will be 65’.

2. Length of Games (Time Limit) – No new inning may start after the regulation time limit – 1 hour

3. Length of Games (Innings) – The scheduled length of all games will be 7 innings. Five (5) innings constitute a legal game.

4. Official Time – The umpire will keep the official time and is responsible for assuring that start and end time are noted on the score sheet. Umpires shall inform scorer and managers of starting time for all games. During the tournament championship game for each respective league teams will play 7 innings or until game is completed

5. Games cancelled due to weather that have not completed at least 5 innings (4 ½ if the home team is winning) may be rescheduled and resumed at the point they were stopped, depending on the availability and/or impact on standings. Game fees will not be returned for games that are not resumed. Unless resumed, they are not legal games and will not count in standings.

6. Games stopped because of the time limit - that have not completed 5 innings (4 ½ if the home team is winning) will count as legal games.

7. Tie games will be played past time limit by 1 inning increments to determine winner. Tie games called because of darkness or curfew will be rescheduled and resumed at the point that they were stopped.

8. Curfew - The last game of the night will start no later than 10:15 PM and all managers and game officials are instructed that in the case games are started after 10 PM, no warm-up pitches or infield practice between innings will be permitted and all batters must be ready to hit. No new inning may begin after 11 PM. Games stopped because of this curfew will be declared an official game if 5 innings (4 ½ innings if home team is winning) are completed. This is not a suspended game. If the game is stopped due to curfew before 5 innings (4 ½ innings if the home team is winning) are completed, refer to the rule regarding games cancelled due to weather.

9. Light Failure – if in the opinion of the umpires the game can be played, it shall continue. If in the opinion of the umpires the game cannot continue, it shall be resumed at a later date from

the point of interruption. Umpires are to be compensated \$5 per inning played not to exceed the total game fee.

10. Run Rules – The ASA/USA run rules apply. See ASA/USA Rulebook for clarification.

11. Slide or Give Up Rule – A runner must slide or avoid contact at any base. The runner may not attempt to knock the ball from a fielder to prevent being called out. Any runner who initiates the contact will be automatically ejected. Also, no fielder may intentionally block a base to prevent the runner from reaching the base awarded to the runner.

12. Fake Tag – A fake tag occurs when a fielder without the ball deceives a runner by impeding his/her progress (i.e. causing to slide, slow down or stop running). A fake tag is considered unsportsmanlike. Penalty: Ejection.

13. Stealing – For the safety of all participants, stealing is not permitted.

14. Free Substitution – Any of the starting players may be withdrawn and re-entered once. Player must occupy same batting position, whenever he or she is in the lineup. Starting player and substitute may never be in the game at the same time. Penalty – Ejection of illegal substitute for the remainder of that game only.

15. Optional Batting Line-Up Rule - A team may have all players in the starting (batting order) line-up. Only the specified number of players will be allowed on defense depending upon division or league. (See “minimum/maximum number of players” for each league) Each inning the manager may change the defensive players at will without having to report to the umpire or scorer of the change...if the players are already in the lineup on the score sheet. The batting order cannot be changed for any reason. Additional players may be added at the end of the batting order. Should a player be unable to bat for any reason (ejection, injury, etc.) a substitute not listed on the batting line-up may replace said player. If there is no substitute, an automatic out (AO) will be invoked.

16. Warm Ups – No infield practice is allowed for any teams in any division. A maximum of three (3) warmup pitches may be allowed between innings. To maximize use of allotted game time, teams should make every effort to hustle as much as possible.

17. Batter Count – The ASA/USA batter count rules are in effect. Further, the first foul ball hit by a batter with two (2) strikes will not result in a strike.

18. Homeruns – Each team is limited to 3 homeruns per game initially. Once a team hits three (3) homeruns, they may not hit another until the opposing team hits three (3) homeruns. Once each team then has three (3) homeruns, the “one up” rule is in effect. One (1) additional homerun is permitted again until the opposing team hits a homerun. The alternating homeruns may continue from there. This pertains only to hits that clear the fence. A violation of this rule is an out.

SPECIAL COED RULES

1. Maximum number of players to be registered for any team at any one time is 24 or special circumstances agreed upon by the Parks and Recreation Department.

2. Minimum number of players to be registered for any team at any one time is 14, including 7 male and 7 female players.

3. On Field Player Limits – COED divisions must field a minimum of 9 or a maximum of 10 players.

4. Failure to have a **minimum of 9 players** (5 males and 4 females or 4 males and 5 females) for any reason to start and finish a game will result in a forfeit.

5. Failure to have **same-gender substitute** – If a player is ejected or injured and cannot be replaced with the same gender, that player's time at bat will be an automatic out (AO) and so marked on the official score sheet.

6. Batting order must alternate genders. It is acceptable to have more than 10 players (up to 14) in the batting order however there must be equal number of male and female players and they must alternate genders in the batting order. If there are ever more males than females there is an automatic out for the missing female (i.e. short-handed 5 males and 4 females). If there are more females than males present, females may bat consecutively without penalty.

7. Walks – If the male batter walks, it is a 2-base award. The male will go directly to second base. Any runners that were on second or third will be forced in as indicated by what happens. The female must bat. In this case, the female is not awarded an automatic walk. Exception: With 2 outs, if the male is walked, either intentionally or unintentionally, the female then has the option of an automatic walk. However, with 1 out or no outs, if the male walks, he goes directly to second base and the female must bat.

8. Courtesy Runner – A courtesy runner is permitted for one man and one woman per team per game. The courtesy runner must be the same gender as the player they are replacing. The courtesy runner must also be the last player of that gender to have made an out. Once a player is replaced by a courtesy runner, that player is the only player on their team of their gender that can use a courtesy runner the rest of the game. If there is an additional injury and that player comes out of the game, and there are no substitutes available, then the injured player's spot in the lineup is an out.

9. Defensive Positions – Teams must have two (2) males and two (2) females in the outfield, unless playing short-handed. If there are only 3 outfielders only two (2) may be of the same gender. Outfielders must stay beyond an imaginary line of 50 feet from 1-2, 2-3 base paths.

10. All other Bedford Parks and Recreation Department rules apply.

SPECIAL RULES OF CONDUCT

1. Conduct/Physical Assault - Fighting, pushing, obscene language, threats, disorderly conduct disobeying the department staff, and/or officials and poor sportsmanship by players, managers, or spectators, will not be tolerated before, during or after a game. Ejection of manager/player may result. Any physical assault upon any official will automatically result in an indefinite suspension from all Bedford Parks and Recreation Department activities. Physical assault upon officials will not be tolerated and will be a basis for possible lifetime suspension from

participation. Any team involved in such conduct will be disciplined severely. This could include suspension or expulsion from league play.

2. Casual profanity is defined as language which may offend others, however to a degree not deemed serious enough to warrant ejection. If in the official's judgment any player or manager uses casual profanity, he or she may invoke the following penalty:

A. If by an offensive player, the next batter due up will be called "out". If it occurs after the third out, the first batter if the next inning is called "out". A player may be called "out" for his/her own profanity if he is the next batter or already in the batter's box prior to putting the ball in play.

B. If by defensive player, the first batter of the next inning is called "out". This is a delayed dead ball situation and does not affect any play currently in progress. If a player is ejected for his/her profanity the above "out" is not enforced on the next batter.

3. Alcoholic beverages and/or drugs are strictly prohibited at all fields or facilities, including City and Metroparks property. This includes adjacent parking areas. Individuals who violate this rule will be suspended indefinitely. Game officials may deny any player the right to participate if the officials suspect that the player is under the influence of alcohol or drugs, for the safety of all concerned.

4. No Smoking Policy - No smoking is allowed on any field of play or the players' benches per ASA/USA rule and local ordinances.

EJECTIONS

1. Ejection Process - Any player or manager ejected from a game for unsportsmanlike conduct will draw an automatic 1-game suspension from the next actual game played by their own team and may be suspended for additional time if warranted by the offense. Forfeited, postponed or rained-out games are not considered actual games played. Ejections for fighting, pushing, obscene language, threats, or disorderly conduct are not appealable. Players are responsible for their own actions. A player or manager may be ejected before, during or after any game. The ejected participant must leave the game site immediately. Any ejected player is ineligible and must sit out said number of games. Both the player and the manager are responsible that the player's name does not appear on the lineup during the suspension. Suspended players are not allowed at the game site. Penalty – forfeit of game, forfeit fee and additional suspension for player and/or manager.

2. Second Ejection - A second ejection during the season for a similar offense will in most cases, result in additional suspension.

3. Ejection from Last Game of Season - Anyone ejected from their team's last game of the season for unsportsmanlike conduct may be suspended from future participation.

4. Confirmation of Suspension - While the Bedford Parks and Recreation Department sends out letters to confirm suspensions, managers/players should not wait to receive a letter before ejected player sits out. Suspension from at least the next game is automatic.

5. Ejection – Playing in More Than One League - If a manager or player is ejected, he or she must serve his/her suspension in the league in which the ejection occurred. The manager or player is not eligible to play in any games in any division within the Bedford Parks and Recreation Adult Softball league until this suspension is served. The player is responsible for notifying manager(s) of any other team(s) he/she is a member of about his/her suspension. Penalty: Forfeit of game player or manager participated in illegally, forfeit fee, and possible additional suspension for player and/or manager 38

FORFEITS

Notification of upcoming forfeit: Forfeiting team must notify the Bedford Parks and Recreation Department during business hours 48 hours / 2 business days to not incur forfeit fees.

1. Forfeits – Shortage of Players

A. One Team Forfeits - If one team forfeits because of shortage of players or other circumstances highlighted in this rulebook, the following options may be exercised at the start of a game:

i) Both teams pay - If both teams agree to cover their share of the expense for the game, teams will be able to play a practice game, but the “forfeit” remains in effect. No penalty will be assessed under these conditions. The manager of the opposing team must agree to play and to pay for their share of the game. Game officials will notify the scorer to mark the game “forfeited-played as practice” and no additional penalty will be assessed.

ii) Forfeiting team pays - Team forfeiting may pay both team fees to cover the cost of game officials and scorer if opposing team elects not to pay their own fees. The game will be declared a forfeit with no additional penalty and a practice game may be played if both teams desire to do so.

iii) Forfeit Fee - If fees are not paid at the field as recommended above, forfeiting team(s) will be required to pay the game fees in full at the Bedford Parks and Recreation Department plus a \$50 deposit for future forfeits.

B. If both teams forfeit because of shortage of players or other circumstances highlighted in this rulebook at the start of a game:

i) Both teams pay - Each team is responsible for their share of expenses and can pay the game officials and scorers at game time. In this instance, no further penalty is assessed. Practice game may be played if both teams desire to do so. Game officials will notify the scorer to mark the game “double forfeit-played as practice” and no additional penalty will be assessed.

ii) Forfeit Fee - If fees are not paid at the field as recommended above, forfeiting team(s) will be required to pay game fees at the Bedford Parks and Recreation Department plus a \$50 deposit for future forfeits.

2. Forfeits – Unsportsmanlike Conduct

A. After 5 (4 1/2 Innings) If a forfeit is caused due to unsportsmanlike conduct AFTER 5 innings (4 ½ if home team is winning) or 30 minutes of play, fees will not be refunded to either team regardless of the reason for the forfeit. The team causing the forfeit will be required to pay forfeit fee in addition to their game fees.

B. Before 5 (4 ½ Innings) If a forfeit is caused due to unsportsmanlike conduct BEFORE 5 innings (4 ½ if the home team is winning) or 30 minutes of play, the team causing the forfeit will be responsible to pay a forfeit fee plus the game fees for both teams.

C. Both Teams - If a forfeit is caused due to unsportsmanlike conduct on the part of BOTH teams, fees will not be refunded to either team and BOTH teams will be required to pay a \$50 deposit for future forfeits in addition to their game fees.

3. Other Forfeits - Games shortened due to a player injury resulting in a forfeit due to a lack of players should be continued as a practice game. No fees will be returned to either team, and no forfeit penalty/deposit will be required.

FORFEIT FEES

1. If fees are not paid at the field, game fees must be paid in full to the Bedford Parks and Recreation Department within 1 week plus a \$50 deposit for future forfeits. Teams failing to pay within this time will be taken off the schedule. Any games on an existing schedule will be cancelled, counted as a loss for said team, and not made up. Team may be dropped from the league if necessary.

2. Failure to pay forfeit fee will result in all players on the roster being suspended from Bedford Parks and Recreation Department activities. All players on the roster are responsible for a reasonable share of the forfeit fee. However, the manager accepts full responsibility for any and all indebtedness incurred by his/her team and must pay all fees in full to clear his/her name.

3. If a team drops out of the program voluntarily, they must give written notice 48 hours in advance of their next scheduled game(s) to avoid a forfeit fee.

PROTESTS

1. Filing of Protests (On Field) - When a protest occurs during a game, it must be filed immediately with the home plate umpire before the next pitch and noted on the back of the score sheet.

2. Protest on Last Play of Game - When a protest occurs on the final play of the match, it must be filed immediately with the game home plate umpire. The protest is not valid after umpire leaves playing field. If umpire is working additional game(s) on the same field, the protest must be made within a reasonable amount of time and prior to the start of the next game.

3. Follow-up at Recreation Department - Protests must be submitted in writing to the Bedford Parks and Recreation Department within 24 hours from completion of game during the next business day. A \$5 protest fee must be paid at the time the written report is filed at the Bedford

Parks and Recreation Department. The written protest must contain the following information that is contained in the ASA/USA Rulebook:

- A. The date, time, and place of the game.
- B. The names of the umpires and scorekeeper.
- C. The rule and section of the official rules or local rules under which the protest is made.
- D. The information, details and conditions relevant to the decision to protest
- E. All essential facts concerning the matter protested.

4. Ineligible Players - The rules apply in all cases except where ineligible players are involved. (See "Protest on Eligibility")

5. Protests during playoff play (except on eligibility) must be resolved at the game site by umpires. Game officials will temporarily suspend play until situation is resolved. No protest will be considered by the Bedford Parks and Recreation Department if the above rules are not adhered to.

INCLEMENT WEATHER

At the first sign of dangerous weather, thunder, lightning; suspend the contest and have teams move to safety for 30 minutes. The umpire is to review the weather situation at the end of the 30 minutes and is to determine if the dangerous weather is still in the area. If the bad weather has moved past the area, the contest may resume; however, if the bad weather is still in the area the contest may be suspended for another 30 minutes. If at the end of the second 30 minutes the dangerous weather continues, the game must be stopped and the teams directed to leave the playing area. If the game is stopped, the status of the game is dependent to the existing rules. For example, if the game were stopped in the 5th inning, by rule, it would be a complete game. If the contest is resumed, the playing time lost shall be added to the remaining game time.