



ADULT SOFTBALL RULES AND REGULATIONS

Revised 2/24/2016

****Changes for 2016 are highlighted in green****

The following rules and regulations will govern play in all City of Sun Prairie Recreation Department's Adult Slowpitch Softball Leagues for the season. It is the responsibility of all managers and players to know and understand these rules and regulations.

I. FIELD CONDITIONS

- A. Since we will attempt to play scheduled games whenever possible, rainouts will not be determined during the day unless it's very obvious the field is unplayable. Do not assume that games will be canceled. If games are not canceled by 4:30 p.m., it will be up to the softball supervisor's/umpire's discretion at game time at each site if games will be played or not played.
1. Check the cancellation line at 608-825-0950 and press 1 for softball updates

II. PLAYER/TEAM CONDUCT "Player" means player, manager, coach or sponsor.

- A. It shall be the responsibility of the manager to control the actions of his/her players at all times - before, during and after games. It is also the manager's responsibility for all of the following:

1. To make sure that each player's info on the team roster sheet is correctly completed and filed in Recreation Department office.
 2. To notify and inform players of all local playing rules and procedures.
 3. To ensure that all players respect the game officials and supervisors at all times.
 4. To remind team members that all players voluntarily agree to accept all judgments by game officials and agree to abide by all league rules.
 5. To keep the City of Sun Prairie's Recreation Department informed about any change of address, phone number, email or new manager.
- B. Only official members of a team are to sit on the bench; this includes players, managers, coaches, sponsors and batperson. Unless participating in the game, players should confine themselves to the team bench or immediately behind the fenced dugouts.
- C. Unsportsmanlike conduct of any type or infractions of the following rules could mean ejection from the game and/or disciplinary action after a game with the possibility of a suspension. If an incident or ejection occurs reflecting the following situations, a participant infraction form will be filled out by the softball supervisor/umpires and submitted to the Recreation Programs Coordinator.

1. Derogatory remarks, profanity, obscene gestures, threats of physical and/or verbal abuse or force directed toward any game official, department employee, other players or spectators, will not be tolerated.
 - a. If verbal or physical threats are made towards umpires, the guilty player will immediately be ejected from the game and may be suspended for the remainder of the season.
 - b. If physical contact is made with an umpire, the guilty player will immediately be ejected from the game and may be suspended for the remainder of the season.
2. Smoking will not be permitted on the field or in the team bench area.

NEW FOR 2016: Alcoholic beverages are permitted for consumption by players of legal drinking age. No glass is permitted. No alcohol is allowed on the playing field. Alcohol is allowed in the dugout.

3. Balls and strikes shall not be disputed.
 4. Plays occurring during the game shall not be disputed.
 5. Intentionally running down a player in a game will result in an immediate ejection and possibly further action.
- D. The manager shall be the only person to confer with the umpire on a disputed play. Such conference shall be kept at a minimum and be conducted in a sportsmanlike manner. Constant harassment or intimidation will not be tolerated.

- E. Any player ejected from a game will be suspended for the remainder of that game and the team's next game, including league playoff games (players may be suspended for additional games if unsportsmanlike conduct continues after the ejection is made). If a player is ejected with no substitute to replace that player, an out will be assessed each time that player goes to bat after the ejection.
 - 1. An ejected player will be required to sit outside of the field/dugout area for the remainder of that game as well as the following game that they are suspended.
 - 2. The player will also be placed on probation, which means any act demeaning to the program causing a second ejection or further disciplinary action will cause that player to be suspended for the remainder of the season.
 - 3. **If one team has 3 or more ejections in a season, that team will not be allowed to return the following season.**
- F. If a player is ejected during the last game of the season, the suspension and probation period will carry over in full to the next softball season.
- G. The Recreation Programs Coordinator will determine the length of suspension in severe cases. This includes unsportsmanlike conduct or violation of local rules. This action may also carry into the next softball season.

III. TEAM ELIGIBILITY AND REGISTRATION

- A. Resident teams will consist of no more than 5 non-residents not living or working fulltime in Sun Prairie. In addition, any person who pays real estate property tax within the city of Sun Prairie is considered a resident.
- B. Minimum age is 16 years of age to play.
- C. Team rosters are limited to 18 players.
- D. **Team rosters are frozen at 4:30 p.m. on Friday, JUNE 17th.** No player may be added after this time. If a player is unable to play due to a legitimate injury or medical reason, contact the Recreation Programs Coordinator immediately.
- E. **ALL PLAYERS MUST BE ON THE TEAM ROSTER SHEET PRIOR TO THE START OF THE GAME IN ORDER TO BE ELIGIBLE TO PLAY.**
- F. The Recreation Department office has adopted the following rule for use of ineligible players on any team in a game in the adult sports program:
 - 1. **The game will be declared a forfeit.** In addition, the following consequences may occur:
 - a. The team may be dropped from the program.
 - b. A letter may be sent to the sponsor advising them of the situation and/or why any action has been taken.
 - c. All players of the team may be pulled and these participants shall be prohibited from playing in that particular Recreation Division activity for a period of 1 calendar year. **EXCEPTION TO c.:**
 - i. A player who can prove he/she was not present or left the game because the ineligible player was present will be allowed to play on another team - subject to the league rules for adding players.
- G. Players wishing to be released from a team must receive a written release from their manager. A player will need to submit a request for release to the Recreation Department office and must be signed by both the player and manager. If a manager does not release a player as requested, the Recreation Programs Coordinator may grant the release if extenuating circumstances are involved. After a release, the player is free to play on another team as long as the deadline for adding players has not passed. Releases will be granted through the second game of the season.

IV. LOCAL GAME RULES

- A. The official Softball Playing Rules as adopted by the International Joint Rules Committee on Softball and the Amateur Softball Association (ASA) shall govern play in all leagues with the exception of local rules stated on these pages.
- B. Two competing teams or managers may **NOT** agree to alter any rules.
- C. Two umpires are assigned when possible to all games, but if there is only one umpire, the game must be played.
- D. Only official softball bats as outlined in the ASA rulebook are allowed. Titanium bats or Titanium alloy bats are not allowed. Also, bats listed on the banned bat list provided by the ASA are not allowed.

- E. Team listed **second** on the schedule is the home team and occupy the first base bench. They will keep the "official book" for the game played.
1. If the home team cannot keep the "official book", the visiting team has the option to keep the "official book". If no book is kept, no protests of the game will be allowed to be made.
- F. Teams must have at least 8 players to start and continue a game at all times.
- G. Balls and strikes consist of the following:
1. Three balls constitute a walk.
 2. A strikeout will be: two called strikes, two swings and miss, two foul balls or any combination of these.
 3. The strike zone will include any white or black part of home plate (includes front, sides and back parts of plate) and the black mat attached to the plate. If a pitched ball hits the plate or mat, a strike will be called.
- H. There will be an unlimited arc on all pitched balls, but a minimum of 6 feet.
- I. All games are 7 innings unless time limit or run rule takes effect.
- J. Runner may **NOT** leave their base until contact has been made with the ball. No courtesy step or leading off.
- K. **FOR SAFETY REASONS: 1st Base – Runner MUST touch the orange part of the base on a run through. They will be called out if they take the white part of the bag (see note below). This is not an appeals play.**
- NOTE: The runner **will not** be called out if they touched white to avoid a collision.
- L. **FOR SAFETY REASONS: HOME PLATE – Runner MUST touch the BLACK MAT when crossing home plate. Catcher will always take home plate. *This is an appeals play. See below for exceptions.**
1. If the catcher takes the black mat instead of home plate, the runner **will not** be called out. The run will count.
 2. If runner takes white to avoid a collision, they **will not** be called out. The run will count.
 3. If the runner takes home plate instead of the black mat, the run will not count until they touch the black mat. The play will continue to be live and the runner can be tagged out/force out until the runner touches the black mat or the ball is pitched to the next batter.
- M. **Commit Line for Women's League Only:**
1. There will be a chalk line drawn half way between 3rd base and home plate (Approximately 30 feet from either base).
 2. Once a runner has touched or crossed the line, the runner must continue to home plate and cannot return to 3rd base.
 3. This will create a force out at home plate so the catcher or other defensive player only needs to tag home plate, not the player. There will be no sliding at home since it is a forced out situation.
 - a. Exception: If catcher taking home plate would impede the runner, the catcher may tag the runner to avoid a collision. If the catcher causes a collision, the runner will be safe. It will be the umpire's discretion.
 4. The runner may return to 3rd base safely after crossing the line if the batted ball goes foul or another rule requires the runner to return to 3rd (bat out of order, illegal bat, ball out of play, time out, etc.).
- N. All base paths will be 65' in length. Pitching rubber will be at 50 feet on all diamonds.
- O. Warm-ups:
1. Warm-up pitches will be as follows:
 - a. At the beginning of the game, pitcher will get 5 warm-up pitches. When a pitcher relieves another, they will get 3 warm-up pitches. Not more than one minute may be used for these pitches so the games can stay on schedule.
 - b. **At the beginning of each half inning, the pitcher will be limited to ONE warm-up pitch.**
 2. Infield warm-ups will be allowed once the umpire(s) are present at the game site before the first scheduled game each night and between other games as time permits. **NO INFIELD WARM-UPS WILL BE ALLOWED BETWEEN INNINGS.**
- P. Batting-Order:

1. A courtesy runner may be used to replace an injured player who has reached base safely and is unable to run the bases. The injured player may remain in the game defensively and have a courtesy runner each time they reach base.
 - a. **Courtesy Runner:** Must be in the batting order and will be the player who made the last out. (In coed, the courtesy runner must be male for male, female for female). If the courtesy runner situation arises in the first inning and no outs have been recorded, the courtesy runner will be the last batter listed in the batting order.
 - b. **Prior to each game, in the presence of the umpire, teams must indicate which players have prior injuries that require a courtesy runner for that game. The courtesy runner must be used each time they reach base safely.**
 - c. A player who is injured during the game may also have a courtesy runner for the remainder of the game. If the injured player chooses to leave the game, their position in the batting order is left vacant and no penalty is assessed
 - d. The Courtesy Runner Rule supersedes the Re-Entry Rule listed below in section Q.
2. If a player is ejected with no substitute to replace that player, an out will be assessed each time that player is up to bat after the ejection.
3. Teams may choose to bat any number of players desired over the minimum allowed. (Example: if 14 players come, you could choose to bat 10,11,12,13 or 14 players. If 12 batted, 2 players would serve as substitutes.)
4. **Unlimited Batting Order:** Use of this rule is optional for each team. Teams must decide before each game whether they will use the rule or not. Once a team elects to, they must use it for the entire game.
 - a. Until the leadoff batter is up for the 2nd time, teams may add any number of players to the lineup at the bottom of the batting order. Exception: A team may add a 9th or 10th player at any time during the game, also to the bottom of the order.

Q. Re-Entry Rule:

1. If all players are not listed in the batting order, a starter may be replaced by a substitute.
2. The starter may re-enter at a later time but must return to the same spot in the batting order.
3. The substitute not listed in the batting order must come out of the game and cannot re-enter under any circumstances.
4. If a starter has re-entered once, that player may be substituted for again but cannot re-enter a second time under any circumstances. The same substitute cannot come back in the game if they were already taken out of the game.
5. If you list more than 10 players in your batting order, the re-entry rule can apply to defensive positions only. An example would be that if batter #12 is replaced by #2 in the field, this is legal but the players must remain fixed in their original batting order.

R. Free Substitution Rule (Optional):

1. Any player listed in the batting order may play any defensive position in the field at any time in the game with 10 players being the maximum number on the field at one time. This includes the pitcher.

S. Appeal Plays (as stated in ASA rule book)– Dead Ball Appeal:

1. Once the ball has been returned to the infield and time has been called by the umpire, any infielder (including the pitcher or catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The plate umpire should acknowledge the appeal, and the administering umpire should then make a decision on the play. No runner can leave their base during this period, as the ball remains dead until the next pitch.

T. Tie Breaker:

1. If a score is tied after 7 innings, the 8th inning will begin using the following procedure:
 - a. The visiting team will place a runner (the last batter from the previous inning) on 2nd base. The visiting team has 3 outs to score as many runs as possible.
 - b. After 3 outs, the home team will bat, again starting with the last batter on 2nd base.
 - c. Whichever team scores the most runs will be declared the winner.
 - d. If the score is still tied at the completion of an inning, additional innings will be played using the tiebreaker method until a winner is declared.

U. Time:

1. Games will be scheduled one hour apart, beginning at 6:00 p.m. unless noted otherwise or where make-ups and playoffs occur.
2. There will be no grace period. PLEASE be on time and ready to play as soon as the game prior to yours is finished. A forfeit will be called if a team does not have at least 8 players at the start of the game.

3. The "plate" umpire's time will be the official time.
4. The last scheduled game of the night must start no later than 9:20 p.m. In the event this does not happen, the game will be rescheduled for the next available makeup night at the earliest available game time.
5. City sponsored softball games shall be permitted to continue until 10:20 P.M. In the event that the game is not completed by 10:20 P.M., the teams shall be permitted to complete the inning that they are playing in at 10:20 P.M. In no event shall a new inning begin after 10:20 P.M. After 10:00 P.M. all softball game participants and spectators shall leave the City Park within ten (10) minutes from the time the game is completed or terminated by the game umpire.

V. Time Limit:

1. **All games will have a 55 minute time limit. No new inning will start after the time limit unless the game is tied.**
 - a. Tie game procedures see: IV. Local Rules, Section T. Tie Breaker on page 5 of these rules.
2. If the home team is batting and leading in score when the time limit expires, the game will be called immediately.
3. If the visiting team is batting when the time limit expires, they must finish the half inning. If the visitors are then leading, the home team must bat.
4. The 55 minute time limit supersedes the legal game requirement of 4 ½ or 5 innings (i.e. a game may be called after 3 or 4 complete innings at the time limit and ruled an official game).
5. In playoff games, the time limit will be waived.

V. **RUN RULES**

- A. **15 RUN RULE:** After a legal game (4 ½ or 5 innings), if either team has the lead or takes the lead by 15 or more runs the game will be called. If the visiting team goes up by 15 runs in the top of an inning, the home team must bat.
 1. If the visiting team is batting and ahead by 15 runs when the time limit expires, they must finish the half inning, and the home team must bat. No new inning will be started after the time limit.
 2. The 15 run rule will be waived during play-off games.
- B. ****NEW FOR 2016**:** **HOME RUN RULE:** Teams will be limited to six (6) over the fence home runs per game. Each subsequent home run will be an out.
 1. On a fair batted ball hit over the fence for a home run or four base error, the ball will be called dead and the batter and all runners are credited with a run. **The batter and runners are not required to run the bases. They can run the bases if they choose or they can simply walk off the field.**

VI. **INCLEMENT WEATHER, RAINOUTS AND RESCHEDULING OF GAMES**

- A. Any game not having completed 4 ½ or 5 innings depending on who was leading and getting rained out or canceled due to the weather, will not be considered an official game. These games would then be rescheduled and played from the start.
- B. Games may be **temporarily halted by lightning**. When play is suspended, it will be umpires discretion to decide if a game will resume within 15 minutes of a storm. Safety of the players will be of utmost importance when an approaching storm is spotted.
 1. Any game that cannot resume play due to the weather and is a legal game (4 ½ or 5 innings) will be called. If the game is beyond 5 innings and is in mid-inning, the score will revert back to the last complete inning. Any runs scored in the partial inning will not count.
 2. If the game is beyond 5 innings and the game is tied, it will be postponed and rescheduled to be played from the exact point when the game was stopped, **so long as an official book has been kept and details were documented.**
- C. **If the 6 p.m. games are canceled due to the weather, all games for the evening are canceled even if the weather improves later in the evening.**
- D. Once games are officially canceled, the rescheduling of games normally will be done within 24-48 hours. Make-up schedules will be emailed out to the team managers.

E. **Cancellation procedure:**

- We will have two “make-up weeks” built into the season for men’s and women’s teams. These will be around the midway point of the season as well as the end of the season. Teams will play on their regularly scheduled day during these make-up weeks (unless otherwise decided by both teams and approved by the Recreation Department). Co-ed make-up games will be put on the end of the season. Team managers will be notified of make-up game schedules. **Make-up games will be played at the regularly scheduled times if an entire night is rained out. If part of a night is rained out, games may be moved to a different time or diamond in order to play on as few diamonds as possible. If we need more make-up nights, Mondays will be used ONLY IF NECESSARY TO GET GAMES IN.**

1. The team manager will be contacted by email regarding your make-up game. **No make-up games will be scheduled on Memorial Day, May 30.** If you do need to check on a make-up with the Recreation Department office please do so after 1:00 pm the next business day.

VII. **GROUND RULES**

- A. All equipment must be kept behind the fence. This includes bats, gloves, etc.
- B. The on-deck batter must be inside their circle.
- C. You may reach over the fence or imaginary line to catch a ball.
- D. Any batted fair ball that rolls foul and goes under or through the right or left field fence will be a double (applies to untouched balls only).
- E. Any ball hit to the outfield and bounces over the fence will be a double.
- F. An over thrown ball past 1st or 3rd base will be awarded as a double to the runners.

VIII. **EQUIPMENT**

- A. In addition to titanium and titanium alloy bats, any bat on the ASA banned bat list will NOT be allowed in league play.
- B. One new game ball will be furnished by the umpires for each game. Balls will not be furnished to teams. Additional balls needed for any game will be the best available used balls. All home run and foul balls must be turned in to the umpire.
- C. Players are encouraged to wear the same colored shirt with a number. Shorts may be worn by players. All clothing worn by players must be deemed appropriate. If any item is judged as obscene, the player must remove it before they can play. Example: Profane language, inappropriate images, etc.
- D. Athletic shoes must be worn by all players. All players are encouraged to wear rubber softball cleats for their own safety.
 1. **USE OF METAL SPIKES IS ABSOLUTELY PROHIBITED.**
- E. Headbands and/or bandannas are allowed to be worn by a player as long as they are not judged obscene.
- F. Ball caps are considered optional equipment and may be worn by any number of players as long as they are not judged as obscene.
- G. Casts (plaster, metal or other hard substance in its final form), exposed jewelry such as wrist watches, bracelets, large loop type earrings and neck chains, or any other item judged dangerous by an umpire, may not be worn during the game as stated in the ASA rule book.

- IX. **BLOOD RULE** – A player, coach or umpire who is bleeding or who has blood on their uniform 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 considered reasonable is left to the umpire’s judgment. The umpire shall:

- A. Stop the game and allow treatment if the injured person would affect the continuation of the game.
- B. Immediately call a coach, trainer or other authorized person to the injured player.
- C. Apply the rules of the game regarding substitutions, re-entry and shorthanded player if necessary. Once the player has the blood stopped, covered, or clothing changed, they may re-enter the game without penalty.
 - 1. Responsibility for care of the athlete rests with the team, **not the umpires**. The City of Sun Prairie provides first aid kits at each scorebooth, including disposable gloves and miscellaneous supplies. We must all be concerned with blood and follow recommended procedures for everyone's personal safety.

X. LEAGUE STRUCTURE

- A. Men's and Women's Leagues play 14 games. Co-ed leagues play 10 games.
- B. League Alignments - Leagues will be limited to 8 teams per league. There will be no odd number of teams in any one league unless the league has less than 8 teams. Leagues will need a minimum of 6 teams or it will be cancelled (unless otherwise decided by all teams involved). Should we have a waiting list (that would make more than 8 teams), teams will only be added if the total would be 10 for the league so that we can keep an even number of teams. This is **ONLY** if space/time allows. Ideally, we want every league to have 8 teams and we will do our best to make that happen.
- C. Championship/Playoffs:
 - 1. All leagues will have 1 champion at the end of the season.
 - 2. Tuesday & Thursday Men's Leagues will have a 1st half and 2nd half champion. The 1st half and 2nd half champions will play 1 game at the end of the season for the overall championship for that night. This is due to those nights having two separate leagues (upper and lower). Teams will be moved up or down at the halfway point if necessary to keep balanced league play. This will be determined by the Recreation Department. Any moves will be made to keep both leagues in one night to 8 teams. For example, 1 for 1, 2 for 2, etc.

Playoffs/ championships will be determined based on win-loss record. If a league has an uneven number of teams or an uneven game schedule, the fewest number of losses may determine standings. If two or more teams are found to have the same overall record, we will use the tie-breaker procedures described below.
- D. Tie breakers to determine standings for 1st will be used as follows for three or more teams:
 - 1. Head to head competition (win-loss)
 - 2. Run differential in head to head competition (total runs scored vs. total runs given up = run differential). Team with greatest run differential will be the higher team, etc. If three teams tie, the team with the greatest run differential receives a bye in the playoff. If four teams tie, a simple draw will be used to determine playoff pairings.
 - 3. If teams are still tied after the above criteria is met, head-to-head match up will be used as final tiebreaker.
- E. Official win-loss records will be emailed to team managers.

XI. PROTESTS

- A. An "official" scorebook must be kept in order for a protest to be entered. (See local Rule IV-E.) Take note, it could be the following Monday.
- B. Any protest involving an umpire's judgment will not be accepted. Protests will only be accepted involving a playing rule interpretation.
- C. A protest on a playing rule interpretation must be made to the umpire at time of play. When such protest is lodged, the manager is to request the umpire to enter protest in the scorebook kept by the home team.
- D. A formal protest must contain the following information:
 - 1. Date, time and place of game.
 - 2. The rule and section of the Official Rules or local rules under which protest is made.

3. The decision and condition surrounding the making of the decision.
 4. All pertinent facts involved in the matter protested.
- E. Protest on rule interpretations must be made in writing to the Recreation Programs Coordinator within one working day of the protested game.
 - F. In the event the protest is upheld, the game in question will be rescheduled and resumed from the point of protest.
 - G. The Recreation Department reserves the right to reject any protest that in its judgment had no direct effect on the subsequent play or in the final results of the game.
 - H. Protests on player eligibility must be made within one working day of the game in question. Do not lodge player eligibility protests with umpires. Individuals questioning player eligibility status must provide adequate proof of ineligibility.

XII. FORFEITS

- A. A team shall lose a game on forfeit:
 1. If a team does not appear or appears with less than eight players at the scheduled game time. This will result in a score of 7-0. If both teams are unable to field eight players, a "no contest" is called and both teams receive forfeits.
 2. No team will be awarded a game on forfeit unless it has at least eight players on the playing field at game time. The only exception to this is for forfeits that are called in to the Recreation Department office **prior to 4:00 p.m.** on the day of the game. The opposing team will be contacted and will not have to show up for the game to be awarded the win. **A manager contacting the opposing manager without contacting the Recreation Department office is not sufficient. If a team forfeits prior to 4:00pm, the score will be 7-0.**
 3. If a team quits in defiance of an umpire's decision.
 4. If a team uses an ineligible player, all games in which an ineligible player participates will be forfeited.
 5. Does not heed umpire's warning or if a manager does not have control of players.
 6. If a team walks off the field and stops play before an "official game" is played.
- B. Teams forfeiting two or more games in a season may be :
 1. Dropped from the schedule for the rest of the season
 2. Moved to a lower league the following season
 3. Not allowed to enter as a team in the following season.

XIII. COMMENTS/MISCELLANEOUS

- A. All comments regarding officials or field conditions should be made in writing. When a complaint is lodged, the Department will make a check of the situation and if warranted, take proper steps to improve the situation.
- B. Contact the Recreation Department Office if you have questions or comments on the rules and regulations or the general operation of the leagues.
- C. Any matter not covered by these general rules and regulations will be left to the discretion of the Recreation Programs Coordinator.

XIV. UMPIRES

- A. As official representatives of The City of Sun Prairie Recreation Department, the umpires are in total charge of the game and as a result, have complete authority in the conduct of the contest. They will start the game on time, keep the game moving with decorum, acquaint the team manager with the ground rules, enforce the rules and regulations governing the game, warn players or managers who violated any rules, and eject them if deemed warranted.

XV. BALL DIAMOND RESERVATIONS

- A. **Preseason:** All teams will be allowed to reserve one practice time per week from mid-April until the start of the season. Fields will be available on a first come, first served basis for reservations.

2016 ASA Banned Bat Information/Guidelines

Enforcement:

AT THE START OF EACH GAME: All bats to be used during the game must be brought out and placed along the dugout fence. Umpires will check all bats that will be used during the course of the game for eligibility. Any bats that are determined illegal will be disqualified from use without penalty. Any bats that are questionable or undistinguishable will also be disqualified. Any bat that is disqualified should be considered illegal for the remainder of the season, unless it can be re-certified and bear the re-certification stamp prior to its next use. The umpire's decision is final on bat eligibility and this decision cannot be protested.

FOR ALL GAMES:

First offense: Any player caught using an illegal bat will be called out; the bat will be removed from the game and should be considered illegal for the remainder of the season.

Second offense: If any player on your team is caught for a second time during the same game using an illegal bat, the player will be called out and ejected from the game and suspended for the next game.

Third offense: If any player on your team is caught for a third time during the same game using an illegal bat, your team will forfeit the game immediately and the player using the bat will be suspended for the next game.

IF THE BAT IN QUESTION IS NOT LISTED ON THE BANNED BAT LIST, IS NOT AN ALTERED BAT, COMPLIES WITH ASA BAT STANDARDS AND HAS AN ASA STANDARD SEAL IT SHALL BE ALLOWED TO BE USED IN GAME PLAY.