

**KAUKAUNA RECREATION DEPARTMENT
16" SOFTBALL GENERAL AND LEAGUE RULES**

Revised: April 25, 2023

I. Player Eligibility

1. **Age:** Players must be at least 18 years old.
2. **Residency:** Rosters may include an unlimited number of resident and non-resident players. Players living within the corporate city limits of the City of Kaukauna are resident players. Property owners that pay taxes to the City of Kaukauna are also considered residents for Recreation Department purposes. All others are non-residents.
3. **Roster Additions/Changes:** Players may be added to your roster by notifying the Recreation Office in person. A player may change teams provided he has the notified his original team. There is a seven (7) day waiting period to change teams.
4. **Single Team Limitation:** A player may only play on one (1) 16" softball team per evening.

II. Fees

1. **Participation Fees:** Fees are established by the Recreation Department with approval of the Health and Recreation Committee.
2. **Non-Resident Fee:** All non-resident players must pay an additional non-resident player fee.
3. **Payment:** All fees must be paid in full at the time of registration in order for a team to be eligible for participation. Tax is included in the fees.

III. Leagues/Divisions

1. **Leagues:** 16" Leagues are available on Wednesday evenings.
2. **Divisions:** If participation warrants it, a second division will be created

IV. Player Conduct

1. **Misconduct:** Any flagrant misconduct directed toward an umpire by a player will eliminate that player from any further participation in that game. Further penalties will result depending on the degree of misconduct.
2. **Smoking and alcoholic beverages are prohibited on the playing field. Alcoholic beverages are prohibited on the player's bench.**

V. The Field

1. **The Official Field:** shall have fifty (50) foot base lines and a pitching distance of 40 feet.
2. **Home Plate Extension:** It is required that a mat be installed which is twenty-three (23) inches wide and fifty (50) inches long starting from 3 inches in front of home plate back. Any pitch that lands on any portion of the mat or home plate will be called a strike.
3. **Batter's Box:** The batter must start without any part of his foot outside of the lines of the batter's box. The batter will be given the lines of the batter's box which are 3 feet x 7 feet inside measurements. Any batter that has his entire foot outside the batter's box or touching home plate when he hits the pitched ball will be called out and the ball is dead. Base runners may not advance.
4. **Bunt Line:** A three foot line is drawn parallel to and three feet from the base line starting at a point halfway between home plate and first base. The batter/base runner may run outside the three-foot line to avoid a fielder attempting to field a batted ball. The ball is dead and the batter/base runner is out when in the opinion of the umpire, interferes with the fielder taking the throw at first.
5. **Safety Base (Double First Base):**
 - A. A batted ball hitting the white portion is declared fair and a batted ball hitting the orange portion is declared foul.
 - B. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner must use the orange portion. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white or orange portion.
 - C. The batter-runner must use the orange portion on the first attempt at first base; however, should he reach and go beyond first base, he must return to the white portion.
 - D. Should the batter-runner round the base on a hit to the infield or the outfield, he must return to the white portion.
 - E. When tagging up on a fly ball, the white portion must be used.

VI. The Equipment

1. **Shoes:** are required - NO metal cleats.
2. **Game Balls:** shall be provided by the Recreation Department.
3. **Bats:** Bats deemed "Non-Approved" by the Amateur Softball Association of America (ASA) shall be deemed illegal and prohibited from use in all KRD softball leagues. Current List can be found at: http://www.softball.org/about/certified_equipment.asp

VII. The Game

1. **Game Time:** A game must start at the scheduled time.
2. **Minimum Lineup:** A team may start with a minimum of eight rostered players.
3. **Regulation Game:** Shall consist of 8 innings. However, in the case of rain, a completed game will consist of 5-1/2 innings provided the home team is ahead, otherwise 6 innings will constitute

- a completed game. If a game is not completed because of rain the game will be rescheduled from the beginning.
4. **Time Limit:** There is no time limit in 16" Softball.
 5. **Mercy Rule:** : **If either team trails by fifteen (15) or runs after five (5) complete innings, OR ten (10) or more runs after six (6) complete innings, the game is called. The home team will not be given last raps if they are ahead.**
 6. **Free Substitution:** Free substitution for any position will be allowed. However, the original batting order as submitted to the scorekeeper must be maintained.
 7. **Standings Ties:** In the event of a tie for first place, a playoff game will be scheduled to break the tie.
 8. **California Rules for Tie Games: Beginning with inning #9, a runner shall be placed at second base and there shall be one out at the beginning of each half inning. The runner shall be the last player to make and out.**

VIII. Pitching

1. **Legal Delivery:** A legal delivery shall be a ball that is delivered to the batter with an underhand motion. The pitcher in taking his stance must have his pivot foot on the pitching rubber. The ball must be delivered with an arch of at least six (6) feet and no more than fifteen (15) feet above ground. There shall be no restriction on the spin of the ball.
2. **Strikes:** Any legally pitched ball in the strike zone that lands on the surface of home plate or on any part of the home plate extension mat will be called a strike.
3. **Count:** All 16" leagues shall have a count of three (3) balls and two (2) strikes. A called strike, swinging strike and foul ball on the second strike shall result in the batter being out. The ball is dead and the base runners may not advance. When a foul ball is caught and it is the first strike, base runners may advance with liability to be put out.

IX. Base Running

1. **Contact with a Fair Hit Ball:** If a fair hit ball strikes the person or clothing of a base runner, either in contact with the base or not and before the ball has been touched by a defensive player or passes a defensive player (other than the pitcher) the base runner is out and the ball is dead. Once the fair hit ball touches or is touched by the pitcher, the pitcher becomes a defensive player. If the fair hit ball touches the person or clothing of an umpire before being touched or passing a defensive player, the ball is dead and the batter is given first base. (Except when the umpire is in foul territory.)
2. **Base Runner Interference:** When a base runner going into any base (1st, 2nd, 3rd or home plate) knows that he is out by a considerable distance or that the play could be close, must slide into the base or veer out of the line of play to prevent injury or interference. If, in the judgment of the umpire, the runner prevents the fielder from making an appropriate throw and or makes contact with the fielder, Interference shall be called: the base runner is out, the ball is dead and runners may not advance. If this interference, in the judgment of the umpire, is an intentional attempt to prevent a double play, the immediate succeeding base runner shall also be called out.
3. **Contact with Catcher/Fielder: When there is a play at home, or any other base (except 1st base in the force out situation), the baserunner must 1. Execute a proper slide, 2. Go around the tag, 3. Give themselves up, OR 4. Go back to the previous base to prevent injury or interference. Contact with the catcher/fielder will result in an out. However, the catcher may not block home plate unless he has the ball in his possession. The catcher is encouraged to setup on the infield side of home plate.**
4. **Courtesy Runners:** Courtesy runners will be allowed with the consent of the opposing manager. The opposing manager has the right to select or deny the courtesy runner.
5. **Suspension of Play (Time Outs):** The umpire shall not suspend play at the request of players, coaches or managers until all action in progress by either team has been completed and the ball is in possession of a player in the infield. When a base runner is legitimately off his base as a result of a batter completing his turn at bat, while the pitcher has the ball in his possession within an eight foot radius of the pitcher's rubber, the base runner must immediately attempt to advance to the next base or immediately return to his base. Failure to do so will result in the base runner being called out.
6. **Ground Rule Triple:** If a batted ball bounces over the outfield fence, it will be considered a Ground Rule Triple.

X. Appeals

1. **Appeals:** All appeals are to be settled immediately by the plate umpire.

XI. COVID-19

1. It is recommended that all participants, staff and spectators follow CDC guidelines.