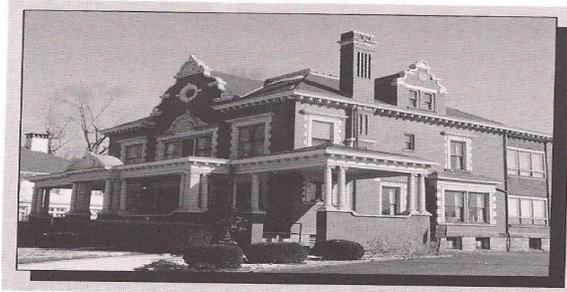


**Canton Joint Recreation  
District**



COME VISIT US.....WE ARE LOCATED IN THE  
AMATEUR SPORTS H.O.F. BUILDING  
( 1414 MARKET N. )

**2015  
Canton Recreation  
Slow Pitch Rules,  
Regulations & Policies  
Handbook**

**GENERAL INFORMATION:**  
[info@cantonrecreation.com](mailto:info@cantonrecreation.com)

**LEAGUE INFORMATION:**  
[matt@cantonrecreation.com](mailto:matt@cantonrecreation.com)

**SCORES & STANDINGS**  
[Cantonohio.gov/parksandrecreation/](http://Cantonohio.gov/parksandrecreation/)

**CANTON JOINT RECREATION DISTRICT**

- RECREATION  
DIRECTOR: Greg Mytinger, CPRP

**EASTERN STARK COUNTY UMPIRE  
ASSOCIATION BOARD MEMBERS**

- ◆ PRESIDENT: Tim Kidder 330-280-6968
- ◆ ASSIGNER: Jerry Peffer 330-605-6116
- ◆ UMPIRE IN CHIEF: Mark Douglas 330-361-1258

\*\*\*\*\* **NOTE** \*\*\*\*\*

**THE USE OF ALCOHOLIC BEVERAGES OR  
ILLEGAL DRUGS ON PARK PROPERTY IS STRICTLY  
PROHIBITED BY LAW.  
VIOLATORS WILL BE SUSPENDED FOR AT LEAST  
TWO (2) GAMES. EACH SITUATION WILL BE  
LOOKED AT SEPARATELY FOR LENGTHS OF  
SUSPENSIONS.**

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UNDER THE SUPERVISION OF THE  
CANTON JOINT RECREATION DISTRICT

**THIS BOOKLET WAS DESIGNED  
FOR THE PARTICIPANTS  
TO HAVE A BETTER UNDERSTANDING  
OF THE RULES, REGULATIONS, AND POLICIES  
OF THE CANTON JOINT RECREATION DISTRICT'S  
SOFTBALL PROGRAM.**

**THE PARTICIPANTS ARE REQUIRED  
TO FOLLOW A.S.A. RULES  
EXCEPT WHERE A DIFFERENCE  
IS STATED IN THIS BOOKLET,  
OR ATHLETIC DIRECTOR DECLARES IT IS  
IN THE BEST INTEREST OF THE PROGRAM.**

\*\*\*\*\*

*MANAGERS, COACHES, AND PLAYERS  
ARE RESPONSIBLE FOR KNOWING THE  
RULES AND POLICIES OF  
CANTON RECREATION SOFTBALL,  
AND IGNORANCE OF SUCH IS  
NOT ACCEPTABLE.*

*(Participants subject themselves to indefinite  
suspension if the following rules are not adhered to.)*

## NEW RULES FOR 2015

1. *All teams will be required to have all players wear the same sponsor logo and cannot have any duplicate numbers on the backs of jerseys.*
2. *Courtesy runners may be used with the conditions found on page 7.*
3. *Line-up cards MUST be used each game. Cards must include players last name, first initial, position, and uniform number. Not having a line-up card to umpire at ground rules meeting will result in an out. Managers who do not immediately report to pre-game meeting without delay when called will start with an out.*
4. *For Fall 2015, ineligible player fees will be assessed.*

### Rules from 2014:

1. *All teams will be required to have all players wear the SAME COLORED uniform top.*
2. *If no one from a team shows up for the first game of the double header, both games are forfeited at that time.*
3. *Canton Recreation nor any of its employees are responsible for assigning umpires.*
4. *Electronic devices of any kind are strictly prohibited from dugouts, backstops and surrounding area.*
5. *For Fall 2014, ineligible player fees will be assessed*

## SPECIAL RULES

1. All Slow Pitch Leagues batters start with a one (1) and one (1) count. **Batter is out on the FIRST foul ball after two (2) strikes.** Fumbleball Leagues start with zero (0) and zero (0) count and batters are out on the first foul ball after (2) two strikes.
2. **Team managers are liable for the use of illegal equipment even if the umpire fails to check equipment prior to the game. Even if the equipment is added after the game begins.**
3. Players **CAN:** **Participate in more than one (1) one league under the supervision of the Canton Recreation Dept.**  
 Players **CANNOT:** Participate in another league that plays on same night.  
 Participate on two (2) teams in same tournament.
4. All bats are required to meet the A.S.A. specified requirements. (A.S.A. Rule #3, Section 1A-1H) Use of an illegal or altered bat.... (A.S.A. Rule #7, Section 6 B, C, page 79.) **If bat is discovered by Supervisor or Umpire, or reported to be illegal or altered, the bat (s) will be noted. If the A.D. declares bat illegal; A.D. will remove from league play. If bats are found to be altered; forfeitures and suspensions will result. (2012)**
5. **Roster additions.....Players cannot be signed at the field** Players must (a) come to the office, (b) email **additions** to roster with player signature & legal photo ID, prior to 4:00 pm the day of the game. If player plans to play Saturday and or Sunday, the email must be received by 4:00 pm Friday. (2012)
6. Any participant ejected for unsportsmanlike conduct is **IMMEDIATELY** suspended from **ALL** play for at least the next two (2) games played. He/she will be notified if suspension carries over to other Canton Recreation Leagues. Ejected personnel are required to **leave the park** within a reasonable amount of time. (1 minute) **This is an automatic suspension without appeal. (2013)**
7. **No umpire or bench personnel / players are permitted to smoke in playable areas, bench/dugout area or on the cement at Willig.**
8. A request for "Time Out" cannot be had until **PITCHER** has possession of the ball while in the infield. (Slow Pitch, Coed, and Fumbleball). **Umpire may call time if play is at a standstill. Umpire is NOT required to automatically grant a time out.**
9. Managers are required to **immediately respond** with line-ups when home plate umpire calls them to the pre-game meeting. Result: Team will receive a team out.
10. **Whenever possible**, postponed games will be scheduled on playing days only. If a league accrues more than (2) postponed games.... weekends or alternative days will be used to make-up some of the games. When a league has no postponed games, the games from the last scheduled date of the season will be moved "up" to fill the vacant date on the schedule.
11. **Being disrespectful or abusive before, during, or after a game, even in the parking area is unsportsmanlike and punishable by ejection or suspension.**
12. **"TAUNTING"** towards opposing players, managers, coaches, or fans prior to, during, or after games **WILL NOT** be permitted. **RESULT:** Ejection, unsportsmanlike conduct.
13. Defensive player **CANNOT** block a base/plate without the ball. Runner must give up, slide, or go around. Crashing into player will result in an out and possible ejection for unsportsmanlike conduct.

***SPECIAL RULES continued....***

14. Forms and RULES can be downloaded from [cantonohio.gov/parksandrecreation](http://cantonohio.gov/parksandrecreation).
15. **SHORTHANDED RULE: No game shall end on an out based on this rule.**
16. Players entering batters box wearing metal spikes or football shoes will be called "out". **Only shoes with molded rubber cleats are to be worn.**
17. SLOW PITCH...A pitched ball shall have an arc of at least six (6) feet from the ground and no more than ten (10) feet from the ground. Umpires will call illegal if ball does not meet these specifications. If batter swings at or hits an illegal pitch....it is a live ball.
18. **Leagues will be divided into "D" Class and "E Recreation" Class Leagues.**  
**"D" Leagues: Classic #1, Eastern, & Fumbleball will be permitted to hit four (4) over the fence home runs. (5th, 6th, etc. will be outs.) (2010)**  
**"E Recreation": All other leagues will be permitted to hit two (2) over the fence home runs. (3rd, 4th, etc. will be outs.)**
19. Batter's boxes will be in use. If a batter or catcher intentionally erases any lines of the box...  
 1st Offense...Team warning.  
 2nd Offense...Ejection of the guilty party (current game).
20. **Managers MUST comply with umpires' request for information.**  
**Example: Umpire asks for ejected player's name. (Refusal by manager, or acting manager may result in further disciplinary action). Umpires are also held to this compliance.**
21. **On any home run or four base award over the fence, the batter and all runners may walk off without touching the bases.**
22. **Batters are not permitted to "dig" in at home plate.**  
 1st Offense....strike called & warning to both benches.  
 2nd Offense...Batter is "out"
23. **Regular season games are suspended games if stopped prior to legal game rule. Playoff games are required to play complete 7 or 9 innings.**
24. **BASE DISTANCE FOR ALL LEAGUES IS 70 FEET. (2012)**
25. **Fumbleball pitching rubber shall be 50 feet from home plate. The use of the "pitcher's box" is optional. (2013)**
26. Definitions:  
**CR** - A player designated as needing a courtesy runner.  
 Courtesy Runner - the player running for the **CR**.
- A courtesy runner may be designated under the following conditions:
- 1) A **starting** player who, due to health or physical impairment, is unable to run the bases may be classified as a player requiring a courtesy runner. The lineup card will show a **CR** after the player's name on the lineup card. This **MUST** be declared before the start of the game, and cannot be rescinded once the game begins. A player injured **during** the game may also qualify for **CR** designation. This designation will be noted on lineup card at time of injury, and cannot be rescinded for the remainder of the game.
- 2) A **CR** can only be replaced by a player in the current lineup. Anyone entering the game off the bench will be considered a substitution and governed by normal ASA substitution rules.
- 3) Replacement procedure - a player who is **CR** designated will be replaced by the player, currently in the lineup, who is **furthest away from the CR player in the lineup**. For example: If B3 (**CR**) walks, B2 shall be the courtesy runner, if available. If B2 is unavailable due to being on base, then B1 will replace B3 (**CR**). Continue backward through the current lineup until a player is eligible. If no lineup player is available for the **CR**, then the **CR** will be removed from the bases and an out recorded.
- 4) Appeal - if the **CR** is replaced by the wrong player, and the offended team properly appeals the infraction, **prior to the next pitch**, legal or illegal, the player will be ruled an out. If appealed after the next pitch, legal or illegal, then the courtesy runner is legal.
- 5) There is no limit to the number of **CRs** that may be designated, but if no lineup player is available for the **CR**, then the **CR** will be removed from the base reached and an out recorded. Likewise, if a courtesy runner is on base when their turn at bat come up, they will remain on base, an out will be recorded for their AB, and continue on to the next batter in the lineup.

***PLAYER ELIGIBILITY .....***

1. A **FULL-TIME** resident living within the **Canton City Corporation Limits** or **OWN REAL ESTATE** within the **Canton City Corporation Limits** and **pay property taxes to Stark county.**
2. If not a resident, then a **full-time or part-time** employee within the Canton City Corporation Limits or fringe major industry with one hundred (100) or more employees. **(MOST PLAIN LOCAL SCHOOLS AND BELDEN VILLAGE AREA ARE NOT FRINGE INDUSTRIES).**  
**ALL PART-TIME EMPLOYEE PARTICIPANTS UNDER RULE #2 MUST PAY A \$15.00 NON-REFUNDABLE ELIGIBILITY FEE.**
3. **IF MARRIED**, husband or wife must be a **full-time** employee within the Canton City Corporation Limits or be employed **full-time** at a fringe area major industry with one hundred (100) or more employees.
4. Each team shall be permitted an **UNLIMITED** number of players who do not meet the eligibility requirements. Each of these players are required to pay a **\$25.00 NON-REFUNDABLE** eligibility fee. Ineligible player fees carry over if playing in more than one (1) league, except Church Leagues. If player participate in another sport in the same calendar year the ineligible fee for second or more sports will be \$15.00.
5. One (1) player/manager, and one (1) player/sponsor is **excluded** from ineligible player fees.
6. Each team shall be limited to a playing roster of twenty (20) players (including a playing/manager). **Official softball roster must be signed by players and manager, & photo ID's for each league that they are playing in and filed at or emailed to the Recreation Office BEFORE the players are eligible to participate.** (Players must be eighteen (18) years of age on or before **May 1st** of the current season to be eligible to participate.
7. Players **MAY** participate in any number of Leagues, if the leagues are on different nights. The Recreation Department **CANNOT** schedule around players commitments to other teams/leagues.
8. **PLAYERS CANNOT:**
  - A. Participate in another league that plays on same night.
  - B. Participate on two (2) teams in same tournament.
9. An ineligible player who pays then becomes eligible forfeits any fees paid and becomes an eligible player. That ineligible spot may be used by another ineligible if signed prior to deadline. There are no refunds for overpayment.
10. Any player who starts a season eligible then becomes ineligible must have played at least half a season to remain eligible. Otherwise he/she must pay for eligibility.
11. **Any team or participant that does not abide by the eligibility rules may be suspended for the entire calendar year, and/or the following season; depending upon the Executive Board of Protest's decision. Player/s, Managers may be suspended INDEFINITELY.**

***CHANGING TEAMS (during current season)***

1. Before a player is permitted to move from one (1) team to another in the **same league** he/she must do the following before being eligible to play.
  - a. Must have current manager contact the Recreation Office and release player by mail, e-mail, phone, or fax.
  - b. Player must then obtain waiver form from the Recreation Office. Team managers must sign waiver form, with the last place team having first choice of the players service, and so on through the standings of the league at the time of release.
  - c. After the waiver form is signed, the player must sign a new official roster and A.S.A. roster for the new team and return the paperwork to the Recreation Office.
2. A player moving to another team in **another league** must do the following before being eligible to play.
  - a. Must have current manager contact the Recreation Office and release player, or player can be released by mail, phone, fax, or email.
  - b. New player must then sign a new official roster for the new team and return the paperwork to the Recreation Office prior to participating.
3. **All players become "free agents" at the official end of a season and are required to sign a new contract for the next season. (2013) This contract can be with any team.**

***PLAYING RULES*** .....

**PLAYING RULES SHALL BE THE OFFICIAL A.S.A. SOFTBALL RULES AND THESE CANTON RECREATION RULES AND POLICIES.**

1. **Shirts MUST** have same sponsors name with an individual and **PERMANENT NUMBER**. No player without proper uniform is eligible to play. **NO** taped, hand written, or duplicate numbers or logos are permitted. Shirts are required to have sponsors name or logo. (2015)
2. Hand sprayed/brushed numerals are prohibited, unless all players have it. **RESULT:** Manager and player (s) are not permitted to play.
3. Only rostered uniformed players and a maximum of three (3) coaches wearing team apparel, including base coaches, are permitted in bench/dugout area. **EXCEPTION:** One (1) scorekeeper, one (1) sponsor, or one (1) **bat boy/girl** who must wear approved head gear.
4. Line-up cards **MUST** be used each game. (Last name, 1st initial, position and uniform number). Not having line-up to umpire at ground rules meeting will result in a team out. Managers are required to immediately report to pre-game meeting without delay when called. **RESULT:** Team will receive a team out.
5. **All bats are required to meet current A.S.A. specified requirements. (A.S.A. Rules) Use of an illegal or altered bat ... (A.S.A. Rules) SEE RULE 4, PAGE 6.**
6. Only Slow Pitch Leagues will use one (1) and one (1) count rule. Batter is out after first foul ball after two (2) strikes.
7. **COLLISION BETWEEN DEFENSIVE PLAYERS OF DIFFERENT FIELDS (GAMES).**
  - a. The fielder catches a fly ball, and in his/her attempt to remove the ball from the glove, or while in the act of throwing the ball, collides with Player X. The ball is declared dead, the out stands, and no runner can advance.
  - b. The ball has touched the ground, and the fielder has fielded the ball for what would appear to be a routine single, collides with Player X. The ball is declared dead, the batter is awarded one (1) base, and runner can advance one (1) base.
  - c. The ball is in the air and the fielder is waiting to make the catch, or is chasing the fly ball, or is chasing a deep grounder that would be considered a "gapper", collides with Player X. The ball is dead, the batter is awarded two (2) bases, and all runners advance two (2) bases.
  - d. In situation c., we cannot assume that the catch would have been made (right or wrong). Some team will undoubtedly be disadvantaged by the situation, but we can only make it as equitable as possible.

PLAYING RULES continued.....

8. A team shall consist of ten (10) or eleven (11) players. A team may play a game with nine (9) players. (No outs if team begins with 9 players) Failure to have at least nine (9) players ready to start a game at the scheduled starting time will result in forfeiture of that game. If the 10th player comes they MUST be inserted into the 10th position in the batting order.
9. **If a player is ejected, leaving a team with less players than they started with ... and no subs are available, the game is forfeited.**
10. Any player that becomes injured and has to be removed from the game, must be substituted for. There are no "courtesy" or "pinch" runners. **IF THERE IS NO 'SUB' FOR INJURED PLAYER, THE PLAYER MAKING THE LAST OUT WILL BE USED TO RUN ONLY FOR THAT 1/2 INNING ... and injured player is done for the remainder of the game. Injured players spot in batting order is an out. Game is forfeited if injury causes team to have less than nine (9) players. (use ASA Shorthanded Rule)**
11. **If there is a 10th player whom has been in and out of the lineup as a substitute will used as a "special sub" and continue the game for the injured player. If there are two or more players that have been in and out of the lineup...the opposing manager will select the "special sub" A sub refusing to enter the game will invoke the "shorthanded rule".**
12. ARGUING OF BALLS AND STRIKES IS ILLEGAL. (Rule 4, 8c)  
**RESULT:**
  - a. Team warning. (1st Offense.)
  - b. Ejection ... unsportsmanlike. (2nd Offense.)
13. Team members may not come onto the field to object to an umpire's call. **MANAGER** only, if he/she receives a time-out from that particular umpire. Failure to do so will result in ejection ... unsportsmanlike.
14. A base runner **DOES NOT** have to slide but, he/she cannot intentionally run into a defensive player with the ball ... runner is out, and unsportsmanlike conduct if ejected.
15. Batter is out and ball declared dead and not in play if he/she bunts or chops at the ball. Batter must take a **LEGITIMATE SWING and follow through.**
16. Batter is out on **1st foul ball**, after two (2) strikes.
17. Warm-up pitches: three (3) pitches to start game and one (1) pitch between innings.
18. All games shall be seven (7) innings unless a team is ten (10) runs or more ahead after five (5) or more complete innings, or fifteen (15) runs ahead after four (4) complete innings, or twenty (20) runs ahead after three (3) innings. (S.P.) Or, the time limit has been reached.
19. **ALL SLOW PITCH LEAGUES HAVE A 70 MINUTE TIME LIMIT. MEN'S FUMBLEBALL HAS AN 80 MINUTE TIME LIMIT.**  
No new inning can start after the limit unless game is tied.

PLAYING RULES continued.....

20. Legal Slow Pitch pitching delivery is a ball pitched underhand at moderate speed with a perceptible arch of at least six (6) feet from the ground. The legal pitched ball **SHALL NOT exceed** a height of more than ten (10) feet from the ground. Speed and height of arch are entirely the judgement of the umpire. A pitched ball not meeting the specifications will be called an illegal pitch and a "ball". If swung at or hit, ball is in play.  
  
The umpire shall warn a pitcher who delivers a pitch with excessive speed. If a pitcher repeats such an act after being warned, he/she shall be removed from the pitchers position for the remainder of the game.
21. A "quick pitch" thrown by the pitcher shall be called an illegal pitch and a ball awarded the batter and a warning will be given.
22. Metal spikes and football spikes are **ILLEGAL** in the Canton Joint Recreation District Softball Leagues. **Only shoes with molded rubber cleats are permitted.** (Refer to Special Rule #16, Page 7).
23. **EXTRA PLAYER**
  - a. If a team uses the **EP** ... must be declared before the game and must be on line-up card at start of game.
  - b. All eleven (11) players will bat while any ten (10) will play defense. Changes can be made for defensive positions at any time, the batting order may not change.
  - c. Any of the starting players and substitutes may leave the game once and re-enter. A starting player and his/her substitute may not be in the game at the same time. If this occurs, the player listed in the wrong spot in the batting order, is disqualified by the umpire.
  - d. If you start with an **EP**, you must finish with one. **Exception:** if a player is removed for an injury, work, or anything other than ejection, he/she cannot re-enter the game. If no replacement is available **an "out" will occur.** If any player is ejected leaving nine (9) or ten (10) players, without sub **...Game is forfeited. (A.S.A. Rule #5, Section 4.)**  
**EXCEPTION:** A player being treated under the blood rule, can return after proper treatment, IF the treatment takes a minimum amount of time. (Substitution rule will apply).
24. **OFFICIAL GAME SOFTBALLS AND FUMBLEBALLS** for Canton Joint Recreation District Leagues are as follows: **The Recreation Department will supply one (1) new ball for each team's HOME games only.**  
  
**WORTH .52 CORE, 300 COMPRESSION (2012)  
DE BEER CK-12**

***PLAYING RULES continued.....***

25. Any regular season game that ends in a tie, or is stopped for weather or electrical reasons, before it is an official game by rule, will be re-scheduled as a suspended game, and suspended game rules to apply. (2013)
26. Any league playoff game or tiebreaker game that is stopped because of inclement weather or anything beyond a teams control will be a suspended game and completed, in its entirety, from the point of suspension. *The regular season run rules apply for league playoffs/ tournaments.*
27. Any team guilty of using ineligible players will automatically forfeit the last ball game(s) in which that player played if Recreation Office is notified within forty-eight (48) hours. The manager and player are both liable for suspension.
28. Any player participating in League Playoffs or the City Tournament must be on the official regular season roster. A minimum number of games is **NOT** required for participation.
29. Ball caps, visors, or sweatbands no wider than two (2) inches may be worn by any number of players **and MUST be worn as designed.**
30. Any team forfeiting four (4) games may result in that teams forfeiture of remaining league fees and may be dismissed from the league. Only by approval of Athletic Director will that team be permitted to play the following season.
31. No game shall start after **10:00 p.m.**
32. A.S.A. Disability Rule #4 Section 2B pg. 42 ... Recreation Department allows teams to use a physically challenged player on **either** offense or defense if they **have 9, 10, or 11 players.**
33. Stealing of bases is **NOT PERMITTED** in slow pitch leagues.
34. Substitutes may re-enter one (1) time ... starting players CAN re-enter one (1) time.
35. Any type of brace with exposed metal must be covered so as not to show.
36. A "pitcher's box" has been provided so as the pitcher can have his/her "plant foot" anywhere in or on the two foot by six foot box when delivering a pitch. (2012)
37. It is recommended that pitchers wear a protective face mask when pitching.

***PROTEST RULES / PROCEDURES .....***

REFER TO A.S.A. RULES REGARDING WHAT CAN BE PROTESTED

**To protest a mis-interpretation of a rule during a game, the protest must take place before the next legal or illegal pitch is thrown, or it will not be acted upon officially.** The protesting manager must **CALL TIME** and inform the umpire, that the game is under protest. At this time the umpire is required to inform opposing manager that the game is being continued under protest.

1. Home plate umpire is required to sign both team's score books to verify the inning in which game was protested. Home plate umpire is then required to make note of the situation. At the end of the game, both umpires, if there are two (2), must complete the information needed on the back of their (yellow) score card. **THIS CARD IS TO BE PLACED IN THE FIELD SCORE BOX AS IT WILL BE USED WHEN REVIEWING THE PROTEST.**
2. Team managers may **EITHER** complete the (green) **OFFICIAL PROTEST FORM** at the field or, come to the Recreation Office within the twenty-four (24) hour time period with \$50.00. Games protested Friday, Saturday, or Sunday have until 4:30 p.m. on Monday to complete the procedure.
3. To protest an ineligible or illegal player one must contact the Recreation Office within forty-eight (48) hours after player competes to receive forfeit. **NO FEE** is required and the protest does not have to be made at the time of his/her playing. Anyone may protest the legality of a player. ***If a supposed illegal player played on Friday, Saturday, or Sunday protester has until Monday to protest the Friday or Saturday games, and until Tuesday for the Sunday game.***
4. All protests will be investigated by the Athletic Director. He may either render a judgement based on his or the softball supervisor's investigative information or the matter may be presented to the Executive Board of Protest for their judgement.
5. Managers of teams in a league have the right to protest eligibility rule infractions whether or not their team is a participant in a game where the infraction occurs.



***POSTPONEMENTS .....***

1. There shall be no postponement of any league game for any reason other than inclement weather. **Players/managers may be reprimanded for digging on the field.**
2. It is the umpire/s decision whether or not the field is in condition to start or continue a game. By signing official roster, players agree to not hold umpire responsible for injuries.
3. All postponed games will be rescheduled by the Recreation Office. Team managers will be contacted by mail, email, or by phone as to when the games will be rescheduled. **RESCHEDULED DATES AND TIMES WILL NOT BE CHANGED.**
4. It is the responsibility of the manager to keep in contact with the Recreation Office as to the rescheduling of these games.
5. If team manager intends to be out of the city for any length of time, please **NOTIFY** the Recreation Office as to who will be in charge of thee team during his/her absence. (**timothy@cantonrecreation.com**)
6. Please contact the Recreation Office in advance if your team is playing in a tournament which might conflict with a rescheduled game. Postponed games **CANNOT** be rescheduled around other tournaments.
7. If the first scheduled game at a field is postponed all remaining games at that field will be postponed.

***PLAYER SIGNING S & DEADLINE ..... (Summer)***

1. Deadline for signing new players to your official roster is:  
**Friday, May 29th at 4:00 pm.**
2. Deadline **DOESN'T** apply to service men/women who have been recently discharged from the armed forces.
3. Any team whose official roster has been devastated by injuries or anything beyond the managers control, which depletes a teams roster to twelve (12) players or less, may be permitted to sign players after the deadline. A team that is granted permission by the Athletic Director must release the players who have been injured.
4. **PLAYERS CANNOT BE SIGNED AT THE FIELDS. THEY MUST EITHER COME TO THE REGERATION OFFICE OR E-MAIL A SIGNED AND COMPLETED CONTRACT WITH A LEGAL PHOTO ID. FAXES WILL NOT BE ACCEPTED.**

***SUSPENSIONS & EJECTIONS .....***

1. Any player, manager, backer, or team, causing a direct or indirect attack of a game official, threatens an official or Recreation Department employee with bodily harm or verbal abuse at **ANY TIME** will subject himself/herself to indefinite and immediate suspension from all activities conducted by the Canton Joint Recreation District. An official's/employee's written report shall describe such offenses. If suspended, and a hearing is required, said offender will remain on suspension until a meeting can be scheduled.

These acts would include, but are not limited to the following:

- a. Bumping, pushing or grabbing an official or supervisor.
  - b. Swinging at an official or striking an official or supervisor.
  - c. Throwing a ball or any object at an official or supervisor.  
**NO** contact necessary.
  - d. If physical restraint is required to keep a player from attacking an official or supervisor.
2. Umpires shall eject from a game any player or manager guilty of foul or obscene language, profane language, taunting, or abusive language. Such language may not be directed only at an official to draw the ejection.

Vulgarity or taunting by managers or players toward someone will result in unsportsmanlike ejection from that game, plus two (2) additional, or it may be for only that game if not directed at someone .

- a. Any person ejected from a game for unsportsmanlike conduct is automatically and immediately suspended for at least the next two (2) games played. (Ineligible player if protested). Once ejected he/ she cannot be reinstated into that game. Player must leave the park within a reasonable amount of time. (1 MINUTE) (Unforeseen forfeits count as time served). **Individual(s) CANNOT be in contact with his/her team(s) at the field while on suspension.**
- b. Unsportsmanlike conduct is such that is detrimental or dangerous to the game. Directing foul language at someone or throwing a bat dangerously is considered unsportsmanlike.
- c. Swearing in disgust at oneself **MAY NOT BE** unsportsmanlike and player may be ejected ... for that game only.
- d. It is the managers responsibility to inquire if ejection is unsportsmanlike or not.

***SUSPENSIONS & EJECTIONS continued...***

3. **A player who throws his/her bat in disgust or otherwise dangerously shall be called out and possibly ejected from the game. If ejected it is considered unsportsmanlike conduct.**
4. Any player, coach, manager, backer, or team follower involved in any unsportsmanlike conduct which occurs before, during, or after a game and is judged detrimental and/or degrading to the Canton Joint Recreation District program will be immediately suspended for a time to be determined by the Athletic Director and/or Executive Board of Protest.
5. A second offense for any type of violence may result in a lifetime suspension from all Canton Joint Recreation District programs.
6. A player who is on probation for a previous infraction and is brought before the Executive Board for any reason and found to be guilty of said incident will be automatically and immediately suspended for a time to be decided by the Executive Board.
7. Any team, manager, coach, player, or backer not abiding by the eligibility or any of the rules stated within will be subject to immediate suspension for a time decided by the Athletic Director and/or Executive Board of Protest.
8. All **APPEALS** must be received in writing within five (5) calendar days of the judgement. **Players will remain suspended until Board can hear the Appeal:** even if said player/manager appeals the Athletic Director's decision.
9. Any participant ejected for unsportsmanlike conduct is **IMMEDIATELY** suspended from **THAT LEAGUE'S** play for at least the next two (2) games played. He/she will be notified if suspension carries over to other Canton Recreation Leagues. Ejected personnel are required to leave the park within a reasonable amount of time. **(1 minute)**
10. Any previously ejected or suspended person creating a disturbance or distraction of a game will receive an additional two (2) game suspension.

***COED SLOW PITCH LEAGUE***

**REFER TO RULES GOVERNING MEN'S AND WOMEN'S SLOW PITCH LEAGUES LISTED ON PREVIOUS PAGES WITH THE FOLLOWING EXCEPTIONS:**

***PLAYING RULES .....***

1. **ALL OUTFIELDERS ARE REQUIRED TO BE EQUAL DISTANCE FROM HOME PLATE AT THE TIME OF THE PITCH. IF NOT, BATTER HAS CHOICE OF PLAY OR REPLAY. (2012)**
2. All games shall be seven (7) innings.
  - a. **The ten (10) run rule will be in effect after five (5) complete innings have been played, fifteen (15) run rule after four (4) complete innings or twenty (20) runs after three (3) innings. Or, the time limit has been reached.**
  - b. One (1) and one (1) count rule shall be in effect for each batter or substitute. Batter is out on the **FIRST** foul ball, after two (2) strikes.
3. Five (5) men and five (5) women are required to be on the field at all times. Players will bat alternately. If the EP is used a woman and a man must bat alternately.
  - a. A team may play a game with nine (9) players including no more than five (5) men. The 10th position in the line-up will be an out. If the 10th player comes he/she will be placed into the 10th batting position, "or appropriate defensive position."
4. **Defensive positioning shall be as follows:**
  - a. **Two (2) males and two (2) females in outfield, two (2) males and two (2) females in infield, one (1) male and one (1) female in the pitcher and catcher positions.**
  - b. **UNDER NO CIRCUMSTANCE WILL MORE THAN TWO (2) MEN BE PERMITTED IN THE INFIELD OR OUTFIELD AT ANY TIME. (SEE A.S.A. RULE 4....NEW RULE)**
5. If a team uses EP's ... they must be declared before the game and must be on line-up card at start of game. Must be one (1) male and one (1) female .  
  
All twelve (12) must bat in same spot throughout the game. Any ten (10) may play defense. Defensive positions may be changed with proper personnel as per rule #3 above.
6. Stealing of bases is **NOT PERMITTED** in Slow Pitch.

*COED PLAYING RULES continued...*

7. There must be no less than four (4) men and five (5) women or five (5) men and four (4) women at any time on the field. With nine (9) players the 10th batting position is declared an out.

Coed rules cannot be followed if there is less than four (4) of either sex present. Therefore, game will be forfeited if there is.

***If a team starts out using two (2) EP's, or 10 players and a player is injured, with NO substitutes ... that players spot in the line-up is an out. If a player is ejected and there is no substitutes..... game is forfeited.***

8. Walking a male batter is an automatic two (2) base award. The following batter (a female) will bat. EXCEPTION: With TWO (2) OUTS, THE FEMALE BATTER HAS THE OPTION TO WALK OR BAT. (Rule #8; 1, C-4). In addition ... two (2) males or two (2) females cannot follow each other in the batting order without an out.
9. A request for time-out cannot be had until **PITCHER** has possession of the ball while in the infield. **Umpire may call time if play is at a standstill.**

**FUMBLEBALL LEAGUES**

**REFER TO RULES GOVERNING MEN'S AND WOMEN'S SLOW PITCH LEAGUES LISTED ON PREVIOUS PAGES WITH THE FOLLOWING EXCEPTIONS:**

**PLAYING RULES .....**

1. Batter is out and ball is declared dead and not in play if he bunts or chops the ball. Any "chop" swing to advance runner will result in batter being called out and runners return to original base. Second offense he will be ejected from the game. Batter must make a **LEGITIMATE swing and follow through**.
2. Batters will begin with an zero (0) and zero (0) count. Batter is out on 1st foul ball after two (2) strikes.
3. All games shall be nine (9) innings unless a team is twenty (20) runs ahead after four (4) innings (2009), fifteen (15) runs or more ahead after five (5) or more complete innings, or ten (10) runs ahead after seven (7) complete innings. Or, the time limit has been reached.
4. A legal pitching delivery is a ball pitched underhand at a moderate speed with a perceptible arch of at least two (2) feet from the hand and not higher than eight (8) feet from the ground. Speed and height of arch are the judgement of the umpire calling balls and strikes. An illegal pitch shall be declared a ball, but should the batter swing at or hit an illegal pitch, the ball is in play as a legal pitched ball. (Runners may advance and/or steal). **Pitching rubber is fifty (50) feet from home plate. The pitcher's box is an option for pitching.**
5. Base stealing is permitted only after ball has passed batter, plate, or has hit the ground. (Which ever occurs first).
6. Runner may steal home on the throw back to the pitcher when no passed ball occurs.
7. Stealing home ... A runner on third **CANNOT** steal home on a passed ball. **EXCEPTION:** When a runner is on and catcher makes a play to any base or overthrows pitcher. A pitched ball that hits the log on the third base side at Stadium south is a dead ball and all runners advance one (1) base. Likewise, a pitched ball going out of play at North will be a dead ball, and runners advance one (1) base.
8. It is **RECOMMENDED**, but not required, that catchers & pitchers wear protective head gear when playing.
9. **Games will have an 80 minute time limit. No new inning can start after this unless the game is tied.**
10. **Fumbleball leagues have a four (4) over the fence home run limit. All other over the fence home runs are outs.**

## CHURCH SLOW PITCH LEAGUES

REFER TO RULES GOVERNING MEN'S AND WOMEN'S  
SLOW PITCH LEAGUES LISTED ON PREVIOUS PAGES  
WITH THE FOLLOWING EXCEPTIONS:

### PLAYING RULES & ELIGIBILITY .....

1. The maximum number of players on each teams roster shall be thirty (30). All players must be fourteen (16) years of age or older by **May 1st** of the current season.
2. **ALL players and coaches signing rosters are REQUIRED to attend said church. An "outreach" program by churches is to be held in check by members of the League.**
3. No player, manager, or coach may change teams after the season has started.
4. **Official roster must be signed by players and manager and filed in the Recreation Office BEFORE the players are eligible to compete. (See Rule 5, page 6 for adding players)**
5. Deadline for signing players shall be **MAY 29TH AT 4:00 PM.**
6. **The spirit of the eligibility rule is to have players on your team who have an interest in your overall church affairs and not merely an excuse for participating in church athletics. It is suggested that each church (on an honor system) set-up strict eligibility rules within their own church for their members.**

**Recruiting players merely for the sake of playing softball is not the true spirit of church league participation. Managers should work with the pastor and his players to see that proper eligibility is maintained.**

7. Players may participate in any number of Leagues. A player **CANNOT** participate in leagues that play on the **SAME NIGHTS.**
- OFFICIAL ROSTER MUST BE SIGNED BY THE PARTICIPANTS FOR EACH TEAM AND LEAGUE.** Ineligible player fees for Church leagues **DO NOT** carry over to Recreation League teams.
8. **NO** games will be postponed for any reason other than inclement weather.
  9. A request for "**Time-Out**" cannot be had until **PITCHER** has possession of the ball while in the infield. **Umpire may call time if play is at a standstill.**

## PRACTICE FIELD PERMITS

1. **THREE (3) FIELDS PER TEAM PER WEEK**
  - a. **One (1) weekday field.**
  - b. **Two (2) weekend fields.**
2. Weekday practice fields are for one (1) hour beginning at 6:00 p.m. Weekend practice fields are for one (1) and a half (1/2) hours pre season then two (2) hours after the season starts beginning at 9:30 a.m.
3. Practice permits can be obtained Monday through Friday from 8:30 a.m. to 4:30 p.m. at the Recreation Office.

## SOFTBALL REGISTRATION AND PRACTICE PERMITS

**Upon paying your league fee,** a team is permitted to schedule and receive practice permits for the entire preseason. Teams mailing league fees to us are permitted to reserve practice fields, but are required to come to the Recreation Office to schedule dates.

## LIGHTED FIELD RENTAL

Permits for lighted fields may be obtained at the Recreation Office at a cost of **\$30.00** for two (2) hours from 8:00 p.m. to 10:00 p.m., (Sunday through Saturday), for Stadium Fields and Willig Fields.

## FIELD LOCATIONS

- **BORS #2 (Back Corner)** 27th Street and Harrisburg Road N.E. (Across from the Waterworks.)
- **SCHNAKE #1** 9th Street and Schroyer Avenue S.W.
- **STADIUM PARK** 25th Street and Fulton N.W. North and South
- **SCHROYER AVENUE** Schroyer Avenue S.W. (Between 6th and 9th). Kurtz, McCoy, and Babcock
- **WILLIG #1, #2, #3 & #4** 30th and Harrisburg Road N.E. (Next to Route 62).

***FIELD GROUND RULES .....***

These ground rules are to be followed by all teams and umpires. Anything of special attention that has been omitted in these rules should be brought to the attention of the Canton Joint Recreation District.

**BORS #2  
SCHNAKE #1**

These fields have been set-up in a manner that dead ball territory is the bench/dugout or bench fencing and a line extending from the end of the bench/dugout and running parallel to the foul lines. At the backstop area ... an imaginary line from the end of the backstop to the near end of the bench or bench fencing shall be the dead ball line. A ball entering the "gap" between the backstop and the bench fencing is a dead ball. Runners advance two (2) bases from when the pitcher released the ball. Any balls stuck in or going under backstop ... dead ball ... all runners advance one (1) base.

**STADIUM NORTH AND SOUTH**

These fields have been set-up in a manner that dead ball territory at the backstop area is as follows: An imaginary line from the end of the backstop to the front end of the bench fencing. Any ball entering the "gap" between is a dead ball. Since the North field is enclosed, the ball is **IN** play off any of the fencing. Any balls stuck in or going under the field fencing is considered a dead ball. Runners advance two (2) bases from when the pitcher released the ball. At Stadium South ... the first base dead ball territory is an extended line from the fencing and runs parallel to the foul line. All other territorial rules are the same as the North field. At both fields ... ball stuck in or going under backstop ... dead ball ... all runners advance one (1) base.

**If a fair or foul fly hits a light pole and is caught, it is NOT AN OUT. If fair, it will be played as bouncing off a wall.**

**Light poles will be in play when hit by a thrown ball or when a batted ball hits it after being a fair ball. All runners advance at their own risk. (2012)**

**KURTZ AND MCCOY**

These fields are set-up in a manner that dead ball territory at the backstop is as follows: A ball passing through the "gap" between the backstop and the fencing in front of the benches is a dead ball. Balls that hit the bench fencing are "in play". Any ball that travels beyond the bench fencing extended is a dead ball. Fair balls that roll beyond the outfield fences are live balls. A fair ball that rolls into the creek is a ground rule **double**.

***ADDITIONAL FIELD GROUND RULES .....*****◆ STADIUM NORTH**

If a fair batted fly hits the trees in right field and returns to field, play it as a home run. If a foul fly hits trees it is a dead ball. (Strike) If a fair batted ball rolls under or sticks in fence it will be a **GROUND RULE DOUBLE**. A thrown ball sticking or going through fence ... treat it as a dead ball going into dead ball territory. Ball hitting any player equipment or bench personnel is a "blocked" ball. Ball hitting light pole (right center) above fence line is a home run, otherwise it is in play.  
**Any ball hitting any fencing, including bench fencing, and stays in play is a live ball.**

**◆ STADIUM SOUTH**

Any fair ball that rolls between right field fence and dead ball line is a **GROUND RULE DOUBLE**. Ball going under or sticks in fence in fair territory is a **GROUND RULE DOUBLE**. A thrown ball doing the same is considered a dead ball and out of play. Ball hitting log on third base side is dead ball. Ball hitting any player equipment or bench personnel is a "blocked" ball. Ball hitting light pole (right center) above the fence is a home run, otherwise it is in play.  
**Any ball hitting any fencing, including bench fencing, and stays in play is a live ball.**

**◆ SCHNAKE #1**

Any fair ball rolling over the bank in right field is in play and runner is at his/her own risk. A ball that goes over bank on a fly is a home run. A line extending from the first and third base bench fencing and parallel to the foul lines shall be used as the dead ball line. A thrown ball going through the opening between the backstop and bench fence shall be a dead ball. **Any ball hitting any fencing, including bench fencing, and stays in play is a live ball.**

**◆ BABCOCK**

A line extending from the first and third base bench fencing and parallel to the foul lines shall be used as the dead ball lines. A thrown ball going through the opening between the backstop and bench fence shall be a dead ball. **Any ball hitting any fencing, including bench fencing, and stays in play is a live ball.**

**◆ WILLIG #1, #2, #3, #4**

A fair batted ball hitting any fencing is in play. Thrown balls hitting fencing is in play. Thrown balls going through, over, or under fence are out of play.

**PLAYOFF FORMAT PROCEDURE .....****EXAMPLE:****PLAYOFF FORMAT: TOP 4 TEAMS**

- #1 vs #4 (Best of 3)
- #2 vs #3 (Best of 3)
- Winner vs Winner

**TIEBREAKERS: (See your schedule for your league format).**

1. Head to head (win/loss record between teams tied).
2. If two (2) or more teams tie for 1st &/or 4th ... one (1) game playoff if teams are still tied after rule #1.
3. If two (2) or more teams tie for 2nd &/or 3rd.
  - a. head to head comparison (rule #1).
  - b. flip coin.
4. If three (3) or more teams are tied after rule #2 (above), a coin toss will take place for playing positions.

**HEAD TO HEAD TIEBREAKERS:**

1. Two (2) teams that have identical records will be matched with the other team they are tied with. If they "split" games with each other there is usually a pre-playoff game to see who advances.
2. Three (3) teams that have identical records will be matched with the other two (2) teams record they are tied with. The team with the better record between the three (3) teams tied will receive the higher position. We **DO NOT** take a team and compare them individually once the above process is deciphered. If there is still a tie ... a coin toss will take place to determine which team receives a bye while the other two (2) teams play, with the winner playing the team that received the bye.

**EXAMPLE:** If teams play each other two (2) or four (4) times during the season.

1. Team "A", "B" and "C" are tied as stated per schedule.
2. If team "A" defeats "B" twice and split with "C", their record is 3-1, "B" record is 0-2, and "C" record is 1-1. "A" would receive the higher playoff position.
3. If team "B" has lost to "A" twice and wins both with "C", their record is 2-2, "A" record is 2-0, and "C" record is 0-2.
4. If team "C" splits with team "A" and loses both to "B" their record is 1-3.
5. **Even if two (2) teams have same record after head to head, any team with the higher head to head record receives the higher position. (Rule #2 above).**

**LEAGUE ADMINISTRATION**

1. All leagues affiliated with the Canton Joint Recreation District will be governed by current A.S.A. rules. Any exceptions to these rules will be explained in this book. **IT IS THE DUTY OF EACH TEAM AND UMPIRE TO ENFORCE THE RULES AND REGULATIONS** as adopted by the majority of team representatives in their respective leagues and adhere to all policies of the Canton Joint Recreation District Board pertaining to league organization and management.
2. Softball is a voluntary activity and all players/managers signing a roster agree to all A.S.A. and Canton Joint Recreation District processes, policies, and procedures.
3. There shall be at least one (1) umpire assigned to all league games. Should the umpire fail to appear for a scheduled league game, this game shall be postponed and Recreation Department notified within twenty-four (24) hours, **UNLESS BOTH TEAMS AGREE TO PLAY.**
4. **Any area not specifically covered by these rules and regulations or the official A.S.A. rules shall rest with the judgement of the Recreation Department's Athletic Director/Executive Board of Protest.**
5. Any team forfeiting out of league or withdraws from a league will **forfeit** all fees paid and any remaining games. Previous losses/wins by said team will remain.

**SLOW PITCH LEAGUES**

Friday Coed & Saturday Co-ed  
Men's Eastern  
Classic #1, #2, and #3  
United and Metro Church  
Women's & Women's Church

**CANTON JOINT RECREATION DISTRICT**

**OFFICE HOURS:** Monday through Friday 8:30 a.m. to 4:30 p.m.

**PHONE NUMBER:** 330-456-4521      **Fax:** 330-454-5884

**E-MAIL ADDRESS:** info@cantonrecreation.com. (general info.)  
**LEAGUE QUESTIONS:** matt@cantonrecreation.com

**FOR LEAGUE SCORES & STANDINGS:**  
cantonohio.gov/parksandrecreation and follow the adult leagues info.

## FALL LEAGUES' RULES

1. Follow the "Summer" League rules except where it is differently stated here.....
  2. Uniforms are not required for Fall league teams.
  3. If the first game or, set of games are postponed, ALL games on that field are postponed for the day.
  4. If the first game of the double-header is forfeited, the 2nd games will begin in 20 minutes. IF NO ONE SHOWS FROM A TEAM FOR THE FIRST GAME OF THE DOUBLE-HEADER, BOTH GAMES ARE FORFEITED AT THAT TIME. Game time is forfeiture time.
  5. Seventy (70) minute time limit on all Slow Pitch games. Eighty (80) minute time limit for Fumbleball. No new inning can begin after the time limit, unless the game is tied.
  6. Every effort will be made to complete the season and playoffs as agreed to. However, weather conditions may result in shortening either or both. If the season cannot be completed, the team with the best record for the season, will be the League Champions.
  7. Managers.....winning team reports scores to the Umpire at Stadium McCoy, Kurtz, or any field other than Willig. Report your scores to the Supervisor when playing at Willig.
  8. Photo ID's are NOT required for Fall leagues. Players cannot be signed at the fields.
- FALL LEAGUES OFFERED...(All Fall Leagues are to use the 1 and 1 count; including Men's Fumbleball)
1. Sunday early afternoon Coed.
  2. Tuesday Coed Fumbleball.
  3. Wednesday Men's #1 & #2 Leagues.
  4. Thursday Men's #1 & #2 Leagues.
  5. Saturday Men's #1 & #2 Leagues.
  6. Men's Saturday Fumbleball—BATTER IS OUT ON THE 1ST FOUL BALL AFTER TWO (2) STRIKES.
9. All leagues listed as #1's, or the Fumbleball league have a four (4) over the fence home run limit. Leagues listed as #2's have a two (2) over the fence home run limit.
  10. Protests for rule interpretations shall be resolved at the field.
  11. No hitting of softballs against any fencing. No smoking on the cemented areas at Willig. Smokeless tobacco is not permitted anywhere.
  13. For league scores and standings....cantonrecreation.com & click the link-up for league scores.



## Canton Joint Recreation District

Amateur Sports H. O. F. Building  
1414 Market Ave. North  
Canton, Ohio 44714

Phone: (330) 456-4521

Email: [info@cantonrecreation.com](mailto:info@cantonrecreation.com)

Web Page: [cantonohio.gov/parksandrecreation](http://cantonohio.gov/parksandrecreation)

Recreation Director email: [gmytinger@cantonrecreation.com](mailto:gmytinger@cantonrecreation.com)

