Lakewood Recreation

LAKEWOOD CITY SCHOOLS
COMMUNITY
RECREATION & EDUCATION
DEPARTMENT

ADULT SOFTBALL

2025

recreation.lakewoodcityschools.org

Contents

..... 0

COMMISSIONS AND LAKEWOOD RECREATION STAFF..... 3

Lakewood Board of Education 3

Lakewood Community Recreation and Education Commission 3

Coordinator of Community Recreation and Education/Operations..... 3

Athletic Coordinator 3

Authority of All Commissions..... 3

REGISTRATION INFORMATION..... 4

Registration Dates..... 4

SUMMER 4

FALL 4

Returning Teams..... 4

ADULT SOFTBALL FEES 6

A. Team Fees..... 6

2. REFUND OF FEES 8

MANAGER INFORMATION..... 8

PLAYER INFORMATION 10

UNIFORMS 16

EQUIPMENT 18
SCHEDULING/DIVISION CLASSIFICATION 19
UMPIRES AND SCORERS 23
FORFEIT FEES 44

COMMISSIONS AND LAKEWOOD RECREATION STAFF

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Lakewood Community Recreation and Education Commission

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Leslie Favre Krogman

Athletic Coordinator
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Authority of All Commissions
The Lakewood Community Recreation and Education Commission is the governing body of all amateur recreational athletics in the City of Lakewood. The Commission is officially appointed by the Lakewood Board of Education and they in turn appoint the sub-commissions for the respective programs. The Lakewood Community Recreation and Education Commission and its sub-commissions reserve the right to interpret any and all rules and situations and to require a formal hearing as a result of unsportsmanlike conduct. They further reserve the right to insert, delete or change rules at any time and may make decisions retroactive should it deem necessary for the good of the league.

REGISTRATION INFORMATION

Registration Dates (May be subject to change)

SUMMER		
Returning/Resident Registration	Begins	February 1, 2025
Open Team Registration	Begins	March 1, 2025
Team Registration Deadline	March 15, 2025	
FALL		
Returning/Resident Registration	Begins	July 1, 2025
Open Team Registration	Begins	July 15, 2025
Team Registration Deadline	August 15, 2025	

All team names are subject to approval by the Lakewood Recreation Department. Once team is registered, the manager will receive flyer, suspension list and ASA Banned Bats List. The roster form is available from the Recreation Department office or for download at recreation.lakewoodcityschools.org. If these items are mailed, an additional fee may apply.

Lakewood Resident Teams – Teams with a minimum of 11 Lakewood residents will be accepted with preference up to and including the open registration date announced in the informational flyer.

Open Registration - Once open registration has begun, teams will be accepted on a first come basis until the maximum total of teams have placed an entry or until the registration deadline. If a team is accepted after the registration deadline, a late fee will be applied.

Returning Teams - Teams participating in the league in the year immediately previous to the current year will be accepted with

preference up to and including the open registration date announced in the informational flyer.

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

To Register a Team - Managers may register one of three ways:
In Person: At the Recreation Department (14100 Franklin Blvd.) during office hours. Regular office hours are Monday – Thursday: 8:30 am – 5:30 pm; Friday: 8:30 am – 5:00 pm.
By Phone: 216-529-4081
Online: recreation.lakewoodcityschools.org

Payment can be made by cash, check, money order, Discover, MasterCard or Visa. Upon registration, the manager will receive roster form. All team names are subject to approval by the Lakewood Recreation Department.

Managers may also register online at recreation.lakewoodcityschools.org, Phone or online payments must be a Discover, MasterCard or Visa.

Individual Registrations will not be accepted (if you are not currently on a team).

Adult Softball Fees

NOTE: SOFTBALLS WILL NOW BE SUPPLIED FOR ALL LEAGUES WHICH IS INCLUDED IN YOUR TEAM FEE.

A. **Team Fees**

Summer	
Weekday	
Men's / Women's	$300
Sunday Men's	$300
Sunday Men's High AM/PM	$325
Sunday COED	$300
Weekday COED	$300
Fall	
Weekday Men's	$525
Weekday COED	$525

B. Individual Fees (Summer 2025 Only)

Lakewood Resident	$20
Non-Resident	$30
No Individual Fees starting Fall 2025	
Forfeit Fee	$100
Ineligible Player Fee	$30
Late Roster Fee	$25

All dates, times and fees are subject to change.

1. Individual Registration (resident, non-resident fees) - The following must be completed by the Roster Deadline (published on informational flyer):

   A. Individual player registrations meeting the minimum requirement for the league (indicated below). Individual players may register online, in-person, or by phone. Teams may also use the optional roster form to register players.

B. Corresponding individual fees (See #6B, above).

1. **Minimum/Maximum Number of Players on Roster**

League	Minimum	Maximum
Men's	13	20
COED	14	24

All teams must include four (4) Lakewood residents.

Teams must have the minimum number of players on the team roster with the roster filed with each player listed with the Lakewood Recreation Department before the Deadline. Failure to file roster and/or Player Add-On forms on or before the deadline may result in a late fee being assessed, or the team being dropped.

All rosters or Player Add-On forms and individual fees must be on file at the Recreation Department and paid before a team or player can participate in any game or appear on any line-up (practice/classification included). Penalty: Forfeit of game and forfeit fee assessed

2. Refund of Fees

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

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

***Individual player registration fee is not refundable or transferable.**

MANAGER INFORMATION

1. Manager's Responsibilities

A. Must attend the pre-season organizational meeting to learn about league rules, policies and procedures, and to ask any questions.

B. Notify all team members of all playing rules, locations, game dates and playing times.

C. Obtain game schedules from the Lakewood Recreation Department.

D. Verify that each team member has completed the individual registration process prior to participating.

E. Keep the Lakewood Recreation Department fully informed about any change of contact information. Failure to do so immediately may be cause for suspension of manager and/or player.

F. File required form when there is a change of manager. Both old and new managers must sign a Manager Change Form.

2. **Manager's Code of Conduct -** By signing the roster as manager of a team within the Lakewood Recreation Adult Softball League, I agree to abide by the following:

A. I will control all players at all times before, during and after all games.

B. I will ensure that all team members obey the officials at all times.

C. I will accept responsibility for any and all indebtedness incurred by my team.

D. I will abide by all rules and regulations set forth by the Lakewood Community Recreation and Education Commission, its sub-commissions and the Lakewood Recreation Department.

E. I will treat all game officials with respect and professionalism.

F. I will not allow children and/or spectators on the team bench.

PLAYER INFORMATION

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

2. **False Information** - All managers are advised that a routine check will be made of all rosters for false information including Lakewood addresses. Players may be required to furnish proof of legal Lakewood residence. Anyone found giving false information on a roster will be required to pay the difference between resident and non-resident fee. Games participated in may be forfeited and forfeit fee may be levied on offending team and/or the team may be dropped from the league. Living with a friend (temporarily) is not considered a legal Lakewood residency. In this case, adopting a new residence with a friend must be coupled with proof of abandoning old residence.

3. **Adding/Releasing Players** - Players may be added and released up to and including the third Friday in June (summer) or 4th Thursday in September (fall) by filing a release card or contract card at the Lakewood Recreation Department. All teams must maintain minimum number of Lakewood residents and minimum number of players required. (See "Team Roster" for minimum and maximum number of players.)

4. **Playing on More than 1 Lakewood League** – In Lakewood, a player may play on 2 teams during the week equal to one (1) Men's or Women's plus one (1) COED team. A player may also play on two (2) Sunday teams equal to one (1) Men's or Women's

plus one (1) COED team. They must register and pay fees for all teams. Penalty for violation – forfeit of all games the player participated in and a forfeit fee.

Due to the number of participants in our program, no special scheduling accommodations will be possible for players playing on more than one team or sport.

5. **Youth and Adult Leagues -** No player may participate in any Youth League and an Adult League concurrently. Violation – Forfeit of all games participated in and forfeit fee.

6. 6. "On-Field" Player Limits

   A. Men's AA
      9 minimum must start; 10 maximum.
   B. Men's A and Men's Sunday
      9 minimum must start: 11 maximum
   C. COED (Weekday and Sunday)
      All divisions – 9 minimum must start (4 girls/5 guys, 5 girls/4 guys) - 12 maximum (6 girls/6 guys) (See special COED Rules)

7. Short Handed Rule **- All teams must begin a game with the required minimum number of players. If a player leaves a game for any reason other than ejection, the team may continue and end a game with one less player than required. (Exception: see COED Rules #4)**

   If the player leaving the game is a runner, the player recording the last out in the line-up may replace said runner. In co-ed divisions, the player of the same gender recording the last out in the line-up may replace said runner.

When the player who has left the game is scheduled to bat, an out shall be declared each turn at bat.

The player who has left the game would be allowed one re-entry. That player may return even after missing a turn at bat.

8. **Identification of Players -** Each player is required to carry personal identification which must be provided upon the request of game officials, recreation staff or commission members.

9. Failure to present proper identification upon request will prohibit player from further participation in game and will be cause for forfeit of game and forfeit fee assessed. Proper ID includes a valid driver's license, State of Ohio official identification card or Passport. Rosters are not sufficient identification, except as noted in "Alternative Forms of Identification".

10. Team manager may elect to have the player ID's photo copied by the Lakewood Recreation Department. The copies will have the Lakewood Athletic Commission seal placed on them, and may be used if a valid player identification should an on-field challenge be made.

    Players, managers or friends cannot go home to get identification. Identification credentials must always be present at game site.

    See "Protests on Eligibility" for information regarding identity challenges.

11. **Alternative Form of Personal Identification -** The Lakewood Community Recreation and Education Commission has adopted an alternative form of personal identification which may be used in place of one of the above forms of approved identification.
As a service to players who's ID has been lost or stolen, the Recreation Department will prepare a temporary form of identification consisting of the following:

Valid Lakewood Player Roster for the current season.
Social Security Card Current Photo ID from college or place of employment.

For a $5 fee this information will be assembled into an ID with the Lakewood Athletic Commission seal stamped on form.

This new ID will be recognized as acceptable identification by all game officials for all sports in identification challenge situations, and will be valid for a period of 1 week in order to provide players enough time to obtain a new driver's license, state ID, etc. Players will be given a copy for their use, with the original identification document kept on file in the Recreation Department. This special Recreation Department ID is valid only for use in Lakewood Recreation Department Athletic programs, and may be obtained only during regular business hours.

12. **Protest on Eligibility -** Two identification challenges are allowed per team (2 players) per game. The ineligible player must be identified during the game in question BEFORE the 5th inning of the game. Exception: Player is added to the line-up during or after the 5th inning. The

request for identification of an allegedly ineligible player must be made to the game officials.

In seeking identification of any player, the manager must approach the officials of the game and request identification check as per above. The game officials will immediately notify the manager of the challenged player's team of the request. It is the responsibility of the manager to ensure that the player produces proper identification before that player leaves the field. The officials will verify the identity of the player in question and must note the request for an ID check and the results of that check on the score sheet.

The challenged player must provide identification to game officials immediately upon request. All managers are held responsible that requests by game officials before, during or after any game for the identity of any player on his team be honored immediately.

Any player who refuses, or fails to present proper identification as requested by game officials shall be disqualified from that game only and game will be forfeited with a forfeit fee assessed. In the case that the player is found to be ineligible, suspension of the manager and/or player could result.

Manager may check contract eligibility of own team members with Lakewood Recreation Department at any time during regular office hours.

The Lakewood Community Recreation and Education Commission or its sub-commissions will not consider a protest on the eligibility of a player if the above rules are not adhered to. Rosters, Add-On Player forms and lineups will be screened for ineligible/suspended players. All games ineligible/suspended

player participated in will be forfeited and a forfeit fee will be assessed.

13. **Suspended Players** - Players/managers suspended by the league or commission are not permitted to participate in any game, in any way under any condition and not permitted at any game site during the suspension. This rule prohibits umpires from accepting mutual agreements between contesting managers, regarding the use of ineligible or suspended players/managers.

    Prior to registering a team, managers must screen their team for any suspended player(s). Manager should not sign contracts for suspended players. A list of suspended players is available at the Recreation Department and will be furnished to each manager at the time the entry fee is paid.

    A suspended or ineligible player's name must not appear on any roster or lineup. All games ineligible/suspended player participated in will be forfeited and a forfeit fee may be assessed.

    Since all teams are registered under the ASA, information regarding suspensions, etc. may be relayed to other ASA sponsored programs. This may affect eligibility for these other programs as well.

14. **Players Code of Conduct** - By signing a roster as a member of a team within the Lakewood Recreation Adult Kickball League, I agree to abide by the following:

A. I will accept all judgments by game officials and agrees to abide by all league rules.

B. I will accept all rulings or decisions made by the Lakewood Community Recreation and Education Commission, its sub-commissions and the Recreation Department.

C. I will control myself at all times before, during and after all games.

D. I will obey the officials at all times.

E. I will accept my share of the responsibility for any and all indebtedness incurred by my team.

F. I will abide by all rules and regulations set forth by the Lakewood Community Recreation and Education Commission, its sub-commissions and the Lakewood Recreation Department.

G. I will treat all game officials with respect and professionalism.

H. I will accept my responsibility to request that I be released from my team should I move away, are injured and cannot participate, or quit a team for any other reason. Otherwise I understand that I would have an obligation to fulfill, which may include financial debts, etc.

UNIFORMS

1. **All Leagues -** All jerseys must be the same color, same shirt style and have the same style number. A minimum 6" number must be

on the middle of the back of all uniform jerseys. (No tape or magic marker numbers.) Penalty: Forfeit (See Forfeit Options). ASA rules (Rule 3, Section 6-D) require jerseys to contain Arabic whole numbers (0-99). A player in violation of this rule may correct the situation and move on without penalty. However, if the player cannot correct the situation the player is ineligible to participate. If the team is unable to field enough players as a result of being unable to correct the situation, the game will be forfeited, per the minimum requirement rules of the division.

NOTE: **Uniforms are not required for Fall Adult Softball leagues.**

2. **Men's AA Divisions** – In addition to the above requirements, each player on each team must be in a full uniform consisting of cap, socks, uniform jersey and uniform pants or uniform shorts. When uniform shorts are worn, uniform socks must also be worn. Teams are permitted to have players wearing pants or shorts during the same game. All pants, shorts, and socks must be the same style of identical color.

3. **Altering of jersey** by ripping off sleeves or at the midriff area will not be permitted and may be a basis for forfeiting the game. Switching of jerseys or duplicate numbers are not permitted. The 2nd player listed on lineup with duplicate number will be disqualified for remainder of game.

4. **Steel cleats** are prohibited in all Divisions

Each player must be in uniform by the 18th of May. A uniform exemption letter from the Recreation Department is required prior to May 18th. No note or excuses accepted from supplier. Penalty: Forfeit (See Forfeit Options).

EQUIPMENT

1. **Bats** – Lakewood Recreation abides by and enforces the ASA bat rules and reserves the right to ban additional bats if deemed necessary.

   The list of banned bats with ASA certification marks is available at the Recreation Department in addition to the ASA website at www.asasoftball.com and will be furnished to each manager at the preseason managers meeting. ASA updates the banned bats with certification marks list periodically. Managers are responsible for maintaining and abiding by the current list. Umpires will have a current list of banned bats with them at each game.

   A bat may be protested by the opposing team only when the bat is in the batter's box. Umpires may request to check bats at any time during the game. If it is discovered by an umpire that the bat is illegal, the game is forfeited and a forfeit fee will apply.

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

2. **Game Balls -** All game balls are supplied by the Recreation Department for all divisions. Umpire will determine which ball will be used.

3. **Game Ball Requirements**

   A. ASA Approved (ASA Stamp of Approval must be on the ball and legible.) Men's and COED – 12" Ball.

   B. 52-COR

   C. 300-lb Compression

SCHEDULING/DIVISION CLASSIFICATION

1. **Division Classification -** Upon team registration, managers must indicate the division in which they wish to play based upon ability. Managers can then choose a preference of High or Low classification.

   The department reserves the right to reclassify teams any time to a more appropriate level of competition.

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

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

   Sunday league teams WILL NOT be excused for any reason.

   During elimination/play-off games, special dates and times will not be honored. All teams in all leagues must be prepared to play

on a daily basis and on short notice (24 hours) throughout the week. Season guides or set days may not be followed during elimination/playoff games.

3. **Season End Dates** - As a guideline, regular season games for the Lakewood Recreation Summer Adult Softball League should be completed by the 2nd Friday in August. This date is set as a guideline and may change in situations where there are a large number of rescheduled games, etc. Other alterations to a season may include:
   A. Eliminating make-up games that do not affect regular season championships.
   B. Limiting the number of teams that will participate in playoffs.
   C. Eliminating playoffs and naming a season champion only.
   D. Postponing playoff games to the next season.

   The Lakewood Recreation Department will try to do everything possible to ensure that teams will be able to play the maximum number of games allowed. These dates and procedures have been put into place to be used in extreme situations only.

4. **Schedules** - Copies of the schedule are available at the Benander Games/Sports Data website, **www.bgsd.com**. A link to the BGSD website can be found at the Recreation Department's website recreation.lakewoodcityschools.org . Schedules are also available in hard copy form at the recreation department office. As a courtesy, game schedules will be emailed to all managers. It is the manager's responsibility to obtain a schedule.

   Managers are responsible for informing team members of game dates and times. Game schedules WILL NOT be given over the phone.

In case of short notice, managers will be called and/or the information will be available on the Lakewood Recreation Hotline at 216-529-4117 or the Lakewood Recreation website recreation.lakewoodcityschools.org. Please see the back of the Rulebook for more information under Hotline or Inclement Weather.

For weekday leagues*: The 1st team listed on the schedule will be the home team, unless a double header league will be determined by a coin flip prior to the first game.*

For Sunday leagues*: Teams will flip a coin for home team in the 1st game of the double header, then switch home/away for the 2nd game.*

PLAYOFF GAMES/FINAL STANDINGS

1. Final Standings Procedure

A. Ties for Regular Season Champion

i) Record of won and lost against each other in regular season play

ii) If each team has won and lost equal games, then:
Total runs scored against each other

iii) If this also remains equal, then:
Most team runs for entire season

Top team will receive a BYE. 2nd and 3rd Place will play each other – the winner will play the top team.

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

ii) Record of won and lost against each other in percentage play

iii) If each team has won and lost equal games, then: Total runs scored against each other

iv) If this also remains equal, then: Most team runs for the entire season

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

2. **Playoff Games -** The Playoff Tournament will be played in a single elimination format for Summer and Fall seasons. Regular season time limits will be adhered to, with the exception of the tournament championship game, which will play 7 innings or until game is completed.

A "Regular Season Champion" and "Tournament Champion" will be awarded for each division. If any games are needed to determine the Regular Season Champion, they will be played during or after the tournament.

During playoff games, all teams must be ready to play on a daily basis. Season guides or set days are not always followed during the playoffs.

Standings of all teams at the conclusion of the regular season play will determine seeding in the playoff brackets, which will be emailed shortly thereafter, and posted to www.bgsd.com.

SEASON AWARDS

Regular Season Champion – Plaque & T-shirt

Playoff Champion – T-shirt

***In lieu of t-shits, teams may be awarded a credit to be used for the next softball season!!**

UMPIRES AND SCORERS

Umpire assignments are made by the Lakewood Recreation Department staff.

Umpires and/or scorers failing to enforce all Lakewood Recreation rules and ASA rules may be subject to disciplinary action.

1. Umpire's Responsibilities

A. The umpires will be in charge of the game at all times.

B. The umpire will review the ground rules before each game with the managers of each team. Managers are responsible for informing their players of ground rules prior to the start of the game.

C. In all disputes, only the manager will be allowed to discuss the situation, in a respectable manner, with the umpires.

D. The umpire is required to file an ejection report on any player or manager that has been ejected with the Recreation

Department. In some cases, an additional written report may be required.

E. Umpire shall check identification of players upon request from the opposing team manager and must note request and results on score sheet.

F. Umpire shall inform scorer and managers of starting time for all games. The Home Plate umpire will keep the official time and is responsible for assuring that start and end times are noted on the score sheet.

G. During playoff games, umpire(s) shall temporarily suspend play and resolve all protests at the field site. The protest and the results of this protest should be marked on the score sheet.

2. Official's Fees

All Divisions/All Fields:
$35 per team – Umpires
$6 per team - Scorer

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

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

C. Once a game has begun and it is called due to inclement weather or field conditions before 5 innings (4 ½ if the home team is winning) have been completed, the remainder of the game will be rescheduled and resumed at the point it was stopped.

Umpires will receive full fee for the beginning of this game and teams will not be assessed a fee when the remainder of the game is played.

D. When only one (1) umpire works a game, he/she shall be entitled to a 1 ½ fees. If a game is played without a scorer, the umpires shall receive ½ of the scorer fee. In each of these cases, it is the responsibility of the manager to request an adjustment before leaving the field.

GENERAL PLAYING RULES

1. **Playing Field Dimensions** – The base distance for all leagues will be 65'. Pitcher Mound: 50ft (from the front of the pitching rubber to the back tip of home plate.

2. **Length of Games** (Time Limit) – No new inning may start after the regulation time limit. Time limit begins at the actual starting time of the game.

   Men's AA League – 1 hour 10 minutes
   Men's A, COED and Sunday League – 1 hour

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

4. **Official Time** – The Home Plate Umpire will keep the official time and is responsible for assuring that start and end time are noted on the score sheet. Umpires shall inform

scorer and managers of starting time for all games. During the tournament championship game for each respective league. Teams will play 7 innings or until game is completed

5. **Games stopped/cancelled due to weather** that have completed at least 5 innings (4 ½ if the home team is winning) will constitute a full game played. Games stopped after 3 full innings of play will be resumed at the point they were stopped, depending on the availability and/or impact on standings. Games stopped before 3 full innings will be rescheduled as a new game. Game fees will not be returned for games that are not resumed. Unless resumed, they are not legal games and will not count in standings.

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

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

8. **Curfew** - The last game of the night will start no later than 10:15 PM and all managers and game officials are instructed that in the case games are started after 10 PM, no warm-up pitches or infield practice between innings will be permitted and all batters must be ready to hit. No new inning may begin after 11 PM. Games stopped

because of this curfew will be declared an official game if 5 innings (4 ½ innings if home team is winning) are completed. This is not a suspended game. If the game is stopped due to curfew before 5 innings (4 ½ innings if the home team is winning) are completed, refer to the rule regarding games cancelled due to weather.

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

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

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

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

13. **Stealing** – For the safety of all participants, stealing is not allowed in any division of Lakewood Softball.

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

    Penalty – Ejection of illegal substitute for the remainder of that game only.

    Exception: "Wild Card Hitter" or "Wild Card Runner" are not eligible for free substitution.

15. **Optional Batting Line** -Up Rule - A team may have all players in the starting (batting order) line-up. Only the specified number of players will be allowed on defense depending upon division or league. (See "minimum/maximum number of players" for each league)

    Each inning the manager may change the defensive players at will without having to report to the umpire or scorer of the change…if the players are already in the lineup on the score sheet.

    The batting order cannot be changed for any reason. Additional players may be added at the end of the batting order.

    Should a player be unable to bat for any reason (ejection, injury, etc.) a substitute not listed on the batting line-up may replace said player. If there is no substitute, an automatic out (AO) will be invoked. ("The Wild Card

Hitter" or "Wild Card Runner" may be used as this substitute).

16. **Wild Card Rules**

A. Wild Card Hitter (WCH)

i.) The "Wild Card Hitter" is a specialty hitter that can be used up to four (4) times a game to replace any batter and will be identified on the official score sheet as "WCH".

ii.) The WCH cannot be used twice in the same inning unless the team bats around and the WCH remains in the normal rotation of the batting order. It is the manager's option at this time to use or not to use the WCH for the same batter or any subsequent batter.

iii.) The WCH may lead off 4 consecutive innings.

iv.) If the manager uses a pinch hitter for the WCH, after he assumes position in the batter's box, the WCH and the original player are removed from the game. Original player may use re-entry.

v.) When a WCH bats and reaches base(s):

a. Player may run;

b. The player he/she batted for may run;

c. “Wild Card Runner” may be used;

d. The normal substitute may be used causing the original player, and the WCH to be removed from the game.

B. Wild Card Runner (WCR)

i.) The “Wild Card Runner” is a specialty runner that can be used up to 4 times in a game to replace any runner and will be identified on the official score sheet as “WCR”.

ii.) The WCR may substitute for 4 different runners, but only once during one inning unless the team has batted around and the player he or she originally replaced bats again.

iii.) If the manager replaces the WCR with a substitute runner while the WCR is an actual runner, he must leave the game and cannot again be in the lineup.

C. WCH and WCR cannot be the same person under any circumstances (at the same time).

D. If for any reason the WCH and WCR cannot fulfill his/her duties, he or she cannot be replaced.

E. For all leagues, manager may declare use of WCH or WCR any time before or during game; it does not need to be on score sheet prior to the start of the game.

F. The WCH or WCR may be used to bat/run for anyone in the lineup and the player he or she replaced may return to his or her position in the field.

G. The manager may elect to use the WCH or WCR at any time during the game in a regular fielding position. When the manager uses this option, the WCH or WCR will cease to exist and cannot be replaced. If manager uses this option, player that was WCH still cannot bat twice in one inning unless team bats around.

H. No mutual agreement between managers may be made to waive any part of the WCH or WCR rule.

(See “Special Rules for COED” for additional regulations regarding the WCH and WCR).

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

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

SPECIAL COED RULES

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

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

3. **On Field Player Limits –** COED divisions must field a minimum of 9 or a maximum of 12 players. An odd number of players is permitted, however in an effort to play games and avoid forfeits, an out will be charged for the missing player in the batting order.

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

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

6. **Batting order** must alternate sexes – no exceptions.

7. **Walks –** If the male batter walks, it is a 2-base award. The male will go directly to second base. Any runners that were on second or third will be forced in as indicated by what happens. The female must bat. In this case, the female is not awarded an automatic walk.

   Exception: With 2 outs, if the male is walked, either intentionally or unintentionally, the female then has the option of an automatic walk. However, with 1 out or no outs, if the male walks, he goes directly to second base and the female must bat.

8. **Wild Card Rules –** In the case of "Wild Card Hitters" and "Wild Card Runners", a male must be substituted for a male and a female must be substituted for a female.

9. **Defensive Positions –** The field must be alternating sexes. A maximum number of 3 males may be in the infield at one time. The Pitcher/Catcher combination must be 1 male and 1 female. **Outfielders must stay beyond an imaginary line of 50 feet from 1-2, 2-3 base paths.**

10. **All other Lakewood Recreation rules apply.**

GROUND RULES FOR SPECIFIC FIELDS

1. Foxx Field (at Kaufmann Park)

An imaginary line will begin at the end of the fence in front of the telephone pole parallel to the third baseline designating out of play.

The concrete areas at the end of each bench will be deemed out of play.

Any ball that is hit fair down the left field line that goes past the short fence and either goes beyond the imaginary line or behind the short fence is to be considered a ground rule double.

Any ball that is hit fair down the left field line that goes past the short fence and stays in the field of play, but is not obstructed from the playing field is to be considered still in play.

Any ball that is hit fair that bounces over or under the fence is to be considered a ground rule double.

Any ball that is hit over the fence on a fly is to be considered a homerun.

Any ball that hits the wire above the playing field in foul territory shall be considered a **ball foul, dead ball**.

2. **Memorial #1 Field**

An imaginary line will begin from each side of the end of the backstop running parallel along the first base line and the third base line designating out of play.

A hit ball into the woods in fair territory is **all you can get**.

3. **Memorial #2 Field**

An imaginary line will begin at the end of the backstop on the third base line running parallel along the third base line designating out of play.

An imaginary line will begin at the end of the backstop on the first baseline extending diagonally to the far end of the bench up to the woods designating out of play.

Any ball that is hit fair into the woods will be considered a ground rule double regardless of how it got there (on the fly, bounces fair stays fair, or bounces fair goes foul).

4. **Memorial #3 Field**

An imaginary line will begin from each side of the end of the backstop running parallel along the first base line and the third base line designating out of play.

A ball hit into the woods in fair territory is **all you can get**.

5. North Lot Field

An imaginary line will begin from each side of the end of the dugout fences running parallel along the first base line and the third base line designating out of play.

Prior the fence in right field there is a slight decline

Be mindful of hitting home run balls into the residence backyards, once a ball is over the fence it is lost. If you lose both game balls during a game over the fence in right field, the game is over resulting in forfeit, regardless of score.

6. Tyler Field

An imaginary line will begin from each side of the end of the backstop running parallel along the first base line and the third base line designating out of play.

Any fair ball hit into the woods in right field will be considered a ground rule double regardless of how it got there (on the fly, bounces fair stays fair, or bounces fair goes in foul).

Any ball that is hit into the woods in center or left field is to be considered **all you can get**.

7. **Usher Field**

Any ball that goes into the dugouts on the first base side and the third base side will be deemed out of play.

The concrete down the left field line in front of the storage unit is to be considered out of play.

Any ball that is hit fair that bounces over or under the fence is to be considered a ground rule double.

Any ball that is hit over the fence on a fly is to be considered a homerun.

Any ball that hits the wire above the playing field in foul territory shall be considered a **ball foul, dead ball**.

SPECIAL RULES OF CONDUCT

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

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

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

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

    B. If by defensive player, the first batter of the next inning is called "out".

    This is a delayed dead ball situation and does not affect any play currently in progress.

    If a player is ejected for his/her profanity the above "out" is not enforced on the next batter.

3. **Alcoholic beverages and/or drugs** are strictly prohibited at all fields or facilities, including Board, City or Metroparks property. This includes adjacent parking areas.

Individuals who violate this rule will be suspended indefinitely. Game officials may deny any player the right to participate if the officials suspect that the player is under the influence of alcohol or drugs, for the safety of all concerned.

4. **No Smoking Policy -** No smoking is allowed on any field of play or the players' benches per ASA rule.

   Facilities that are owned and operated by the Lakewood Board of Education and are subject to the following:

   EFFECTIVE FEBRUARY 1, 1994, EVERY BUILDING, BOARD-OWNED VEHICLE, ALL SCHOOL GROUNDS, ADJACENT SIDEWALKS, AND TREE LAWNS OF ANY SCHOOL PROPERTY IN THE LAKEWOOD SCHOOL DISTRICT SHALL BE COMPLETELY SMOKE AND TOBACCO FREE AT ALL TIMES. Ohio Revised Code R.C. 3971.031 Board Policy 1332

EJECTIONS

1. **Ejection Process -** Any player or manager ejected from a game for unsportsmanlike conduct will draw an automatic 1-game suspension from the next actual game played by their own team and may be suspended for additional time if warranted by the offense. Forfeited, postponed or rained-out games are not considered actual games played.

Ejections for fighting, pushing, obscene language, threats, or disorderly conduct are not appealable. Players are responsible for their own actions.

A player or manager may be ejected before, during or after any game.

The ejected participant must leave the game site immediately. Any ejected player is ineligible and must sit out said number of games. Both the player and the manager are responsible that the player's name does not appear on the lineup during the suspension. Suspended players are not allowed at the game site. Penalty – forfeit of game, forfeit fee and additional suspension for player and/or manager.

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

3. **Ejection from Last Game of Season** - Anyone ejected from their team's last game of the season for unsportsmanlike conduct will automatically be suspended from the first 3 percentage games actually played the next season.

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

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

FORFEITS

Notification of upcoming forfeit: Forfeiting team must notify the Athletic designee ***during business hours*** 48 hours / 2 business days to not incur forfeit fees.

1. **Forfeits – Shortage of Players**

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

      i) **Both teams pay -** If both teams agree to cover their share of the expense for the game, teams will be able to play a practice game, but the "forfeit" remains in effect. No penalty will be assessed

under these conditions. The manager of the opposing team must agree to play and to pay for their share of the game. Game officials will notify the scorer to mark the game "forfeited-played as practice" and no additional penalty will be assessed.

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

iii) **Forfeit Fee** - If fees are not paid at the field as recommended above, forfeiting team(s) will be required to pay a Forfeit Fee at the Recreation Department.

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

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

ii) **Forfeit Fee -** If fees are not paid at the field as recommended above, forfeiting team(s) will be required to pay a Forfeit Fee at the Recreation Department.

2. **Forfeits – Unsportsmanlike Conduct**

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

B. **Before 5 (4 ½ Innings)** If a forfeit is caused due to unsportsmanlike conduct BEFORE 5 innings 9 4 ½ if the home team is winning) or 30 minutes of play, the team causing the forfeit will be responsible to pay a forfeit fee plus the game fees for both teams.

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

3. **Other Forfeits -** Games shortened due to a player injury resulting in a forfeit due to a lack of players should be

continued as a practice game. No fees will be returned to either team, and no forfeit penalty will be assessed.

FORFEIT FEES

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

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

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

PROTESTS

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

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

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

   The written protest must contain the following information that is contained in the ASA Rulebook:

   A. The date, time, and place of the game.

   B. The names of the umpires and scorekeeper.

   C. The rule and section of the official rules or local rules under which the protest is made.

   D. The information, details and conditions relevant to the decision to protest

   E. All essential facts concerning the matter protested.

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

5. **During playoff play**, protests (except on eligibility) must be resolved at the game site by umpires. Game officials will temporarily suspend play until situation is resolved.

   No protest will be considered by the Lakewood Community Recreation and Education Commission or its sub-commissions if the above rules are not adhered to.

HOTLINE

Occasionally a game may be cancelled or a game site may be changed due to inclement weather or a scheduling conflict. The Lakewood Recreation Department supplies a Hotline (216-529-4117) that provides participants information in regard to cancellations or scheduling changes. Participants can also get the same information on the Urgent News scroll located on the home page of the Recreation website at recreation.lakewoodcityschools.org. The Hotline and Urgent News scroll are provided as a convenience to participants and are not designed to update the status of every game at every moment. If a game has not been cancelled, it is the team's responsibility to report to the field or game site that they are scheduled to play on. It is then the game official's discretion whether a game should be played, delayed or cancelled due to inclement weather or unsafe field conditions. The Recreation Department does have a lighting rule that may delay the start of a game or a game in progress which could affect the starting times of other games scheduled for that same day or night.

The Hotline will be updated as often as possible; however, information will be available at the following times for Recreation Athletic Department games and practices:

Weeknights	After 3 PM
Saturday/Sunday Mornings	After 8 AM
Saturday/Sunday Evenings	After 3 PM

INCLEMENT WEATHER

The Lakewood Recreation Department reserves the right to transfer games to other sites for the safety of participants.

A policy was established in August of 2003 regarding lightening and dangerous weather. This policy has been established for the safety of all participants:

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

PAST CHAMPIONS

Information on past champions in the Lakewood Softball League can be found on our website at recreation.lakewoodcityschools.org.

LAKEWOOD UMPIRE HALL OF FAME

Joe Alger
John Amrich
Ed August
Roy Beppler
Mike Berichon
Bob Bronish
Joe Bujnak
John Burke
Cliff Burkhart
Anthony Case
Bob Christner
Andy Clark
Jeff Clark
Joe Clark
Dave Cook
Pete Corridoni
Michael Croft
Marcia DeRenzo
Glen DiBiasio
Raymond Dorazewski
Vern Erchenbrecher
Karl Ertle
Jim Finnegan
John Fischer
Eric Girod
Tony Gliozzi
Ray Goodrich
Dan Karliak
Ziauddin Khan
Dennis Kenny
Elmo Kirk
Jim Knab
John Lutz
Jack Mandula
John Mandula
Charles Marks
James Marks
Mario Masciere
Mike Mayer
Lou Morehead
Dennis Morgan
Randy Morgan
Bob Patterson
Tim Putka
Jim Quarick
James Raba
Frank Rozum
Roger Schwenkel
Al Senkovich
Bob Sinko
George Smith
Mark Smith
John Stipek
Victor Vaji

Harry Haas
Edward Haller
John Holubek
Bob Hornak
Jim Hurd
Ted Jones

Skip Weithman
John Wenger
Orville Wilson
Joe Yanok
John Yencho

Lakewood Community Recreation & Education Department

MISSION

The mission of the Lakewood Community Recreation and Education Department is to provide safe and meaningful recreational and educational opportunities for kids and adults of all ages.

LAKEWOOD CITY SCHOOLS
COMMUNITY
RECREATION & EDUCATION
DEPARTMENT

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