

PAYETTE COUNTY RECREATION DISTRICT ADULT SOFTBALL RULES AND INFORMATION

All questions or problems must be directed to Ted Pettet, Recreation Director for the Payette County Recreation District, 452-3542, x100.

All PCRD League softball games will be played according to ASA and PCRD rules. The following are points of emphasis and PCRD additions. Any rules not mentioned in this booklet will be governed by the Official ASA Rules.

PROGRAM INFORMATION

RULES AND REGULATION POLICY STATEMENT: Payette County Recreation District reserves the right to change **any** rule or regulation whenever due cause warrants a change. If a change is made, all team managers affected by the change will be notified. In addition, PCRD reserves the right to add any rule or regulation deemed beneficial to the program.

PCRD will no longer register teams with ASA. You will not receive a rulebook for the current season. Scorebooks will be provided if available. **The Head Coach and/or Team Manager is responsible for informing their players of all PCRD rules and regulations.**

LOST OR STOLEN ITEMS: PCRD is not responsible for lost or stolen items. Contact 452-3542 x104 if you have left or lost something at one of the fields.

CODE OF CONDUCT

The Code of Conduct will be enforced before, during and after all league or tournament play. All rules will be strictly enforced. The term "individual" includes: manager, coach, player and spectator. The team manager and players are responsible for the conduct of its individual players and spectators. The term "official" includes: referee, scorekeeper, league director and staff and/or school staff. When a player signs his/her name to a roster, it will be understood that they have been informed or have read all PCRD rules and the Code of Conduct.

- No individual shall** at any time lay a hand upon, shove, strike or threaten to strike an official or individual.
Minimum Penalty: Ejected from game and/or playing area with a two-game suspension.
Maximum Penalty: Banned from the PCRD sports programs and assault charges may be filed.
- No individual shall** be guilty of acts of dissent or disgust which in any way endanger participants, officials or spectators (i.e., thrown bats, etc.).
Minimum Penalty: Warning by the official.
Maximum Penalty: Ejection from game and playing field area.
- No individual shall** discuss with an official a decision in a manner which is degrading, demoralizing or threatening.
Minimum Penalty: Warning by the official.
Maximum Penalty: Ejection from game and playing field area with a minimum one game suspension.
- No individual shall** be guilty of using unnecessarily rough tactics in the play of a game.
Minimum Penalty: Ejection from the game and playing area, with a minimum one-game suspension.
Maximum Penalty: Banned from PCRD adult sport programs and/or assault charges may be filed.
- No individual shall** be guilty of a physical attack as an aggressor upon any individual. Officials are required to immediately suspend the player(s) from further play and report the incident to the league director. Such player shall remain suspended until PCRD staff has reviewed the incident.
Minimum Penalty: Minimum two game suspension and placed on probation for remainder of season.
Maximum Penalty: Banned from PCRD adult sport programs and/or assault charges may be filed.
- No individual shall** be guilty of an abusive verbal attack upon any official or individual.
Minimum Penalty: Ejected from the game and playing field area and probation for the remainder of the season.
Maximum Penalty: Minimum two game suspension and placed on probation for remainder of season.
- No individual shall** use profane, obscene, or vulgar language at any time, on or off the playing field.
Minimum Penalty: Warning by the official or league director.
Maximum Penalty: Ejected from the game with a one game suspension and probation for the remainder of the season.
- No individual shall** appear on the field of play in an intoxicated condition or under the influence of any type of drug, which could endanger their safety or the safety of others.
Minimum Penalty: Ejection from the game and placed on probation for remainder of season.
Maximum Penalty: Banned from the PCRD adult sports programs.

The severity of the infraction will determine the penalty. Penalties can fall between the minimum and the maximum. PCRD staff and/or the Board of Commissioners will determine the penalty within a reasonable time limit.

POLICIES

ALCOHOL AT FIELDS: Per City of Fruitland ordinance, alcohol is not permitted in Mesa Park. Alcohol should not be consumed by players participating prior to or during their team's scheduled game. Umpires or PCRD personnel may eject a player from the game if the player in question is suspected to be under the influence of drugs or alcohol. Umpires may forfeit a game when ejected players refuse to vacate the premises within a reasonable amount of time. If alcohol is discovered in the dugout of a team, the game will be forfeited immediately and said team may be removed from league play at the discretion of the Director and/or the Board of Commissioners. **Absolutely no alcohol is allowed in Mesa Park.**

EJECTIONS: Players or coaches ejected from the game must leave the park within two minutes of ejection. Any player ejected faces a minimum one-game suspension. Additional action may also be taken including, but not limited to, probation and total suspension. The Recreation Department reserves the right to determine the length of any suspension. Each incident will be reviewed, and a decision on the length of the suspension will be made in a reasonable amount of time. Teams may not forfeit a game to allow a suspended player to participate. Suspension means no participation. A player's suspension will continue until the actual penalty has been served. A player may be banned for the remainder of the season for attempting to circumvent this rule.

PICK-UP PLAYERS: All teams will be allowed to pick-up two players in order to have the minimum number of eight or maximum number of 10 players to start a game. Conditions are as follows: (1) If you have 10, no pick-ups allowed; (2) pick-up players must be substituted for if rostered players arrive; (3) pick-up players must be on a PCRD roster and cannot play down to a lower league; and (4) failure to comply will result in a forfeit. Pick-up players should bat last in the order. Teams may agree to allow more pick-up players than the rule allows by mutual agreement during league play only.

INELIGIBLE PLAYERS: The coach/team manager may file a protest in regards to an ineligible player. An ineligible player is one who is not on a team roster, who is playing on more than the legal limit of teams or leagues or is playing under a different name. A protest must be filed during the contest with the umpire and must be recorded by the official scorekeeper at the game site to be valid. A protest may not be submitted after the last out of the game has been declared. The protest must be submitted in writing to PCRD before 5:00 p.m. the following *work* day. Participants should carry a photo ID and must show it if requested to do so.

INFIELD PRACTICE: There will be **no** infield practice between games. Soft toss (pepper) against the fences is **prohibited** due to the damage it causes to the fence. Teams not adhering to this rule, run the risk of being dropped from the league.

INSURANCE: PCRD does not provide individual insurance for participants of any league. It is recommended that all players acquire individual or team insurance. All participants must sign the Roster/Release Waiver prior to participating in the league.

PARTICIPATION: A person may sign the roster of one team only. Upper division players may not play down. Lower division players may play up, but only as pick-up players to assist an upper division team in filling their batting order up to ten. Teams short on players at game time may pick up two non-roster players only. Pick up players should bat last in the order.

A manager wishing to add a player to his/her team, must have the new player sign the roster prior to the game in which they will be playing at the PCRD office. **Note:** The minimum age for adult softball is 16. Players must turn 16 before they are eligible to participate. Anyone under the age of 18 must have parent or guardian sign the release waiver prior to participating. Only two minors will be allowed to participate at any time.

MINIMUM # OF PLAYERS/GAME TIMES: A team must have a minimum of eight players to begin and continue the game. **There will be a five minute grace period allowed for all teams to reach the minimum of eight players to begin a game.**

Each team must be available to play Monday - Friday and at any scheduled game time. Teams may make special requests for certain game times or nights, but requests may not be granted or guaranteed. Games may begin as late as 10 p.m.

PROTEST REGULATIONS: Only protests regarding ineligible player(s) or rule interpretations will be accepted and considered valid protests. Protests involving the judgment of an official will not be given consideration. The coach/manager of the protesting team will be the only one allowed to officially protest. If the explanation of the official, following a protest of the coach/manager, is not satisfactory, the coach/manager may appeal to PCRD. A written protest must be accompanied by \$20.00 to be considered valid and will be refunded only if the protest is won. Written protests, along with the fee, must be submitted to the PCRD office by 5:00 p.m. the following work day.

RAIN-OUT PROCEDURES: In conditions of inclement weather or unforeseen circumstances, PCRD will determine field playability by 3:00 p.m. the day of the game. Team representatives will be notified of cancellations as of 3:00 p.m. If conditions change after 3:00 p.m., participants may contact PCRD (452-3542, ext. 101) for game cancellation updates. Otherwise, a game time decision by the umpire will be made.

SCHEDULE CHANGES: Schedule changes may be necessary at times due to weather and/or loss of a facility. In the event a change occurs, PCRD will contact the team manager, who will be responsible for contacting their team.

TEAM ROSTERS: Rosters should be turned in prior to the completion of the first scheduled game for each team. Rosters will become frozen after each team's final regular season game. Teams may add players to their roster throughout league play. Players may change teams one time during the regular season provided they have not played with any team in more than three games. Players must participate in at least two regular season contests to be eligible for tournament play.

TIME LIMITS: All game nights that have 6:30, 7:45 or 9 pm game times will have a one hour and 10-minute time limit. Game nights that have 6 pm, 7 pm, 8 pm, and 9 pm game times will have a new new inning after one hour time limit. Game time begins with the coin toss. **The umpire or scorekeeper will be the official timekeeper.**

STRIKE ZONE MAT: All leagues will use a strike zone mat. If the pitch is legal and the ball touches *any* part of the **plate** or the **mat** it will be called a strike.

ILLEGAL PITCHES: Illegal pitches may or may not be called by the umpire when the pitch occurs. Umpires will declare all pitches a ball or a strike and *if* illegal will attempt to inform players visually and verbally. It will be left up to the batter to determine whether or not the pitch is illegal while the pitch is in flight. When in doubt, players should swing the bat. Remember - slow pitch softball is a HITTERS game.

TIE GAMES: If a game is tied at the end of seven innings and the time limit has expired, the game will end in a tie. If the game is tied and the time limit has not been reached, **one additional inning only** will be played. If the game is still tied at the end of the extra inning, the game finishes in a tie.

WARM UP PITCHES: At the beginning of the game, each team pitcher will be allowed three warm up pitches. After the first inning, only one warm up pitch will be allowed between all remaining innings during the game. New pitchers will be allowed three warm up pitches.

LEAGUE PLAYING RULES

BAT THROWING: The intentional throwing of a bat is an automatic ejection from the game. The unintentional throwing of a bat will serve as a warning and any additional throwing of a bat by any player on that team, will result in an out and the possible ejection of the offending player. This will be enforced as a safety factor at the discretion of the umpire.

BAT USE: PCRD will adhere to the current years ASA *allowed* bat list. Players who have questions concerning legal and illegal bats can go to the ASA website at www.softball.org to look over the banned and/or allowed bat list. Certain types and models of bats may be banned at any time if PCRD deems it necessary. PCRD will not take responsibility for individuals who spend large amounts of money on bats that are banned from PCRD league or tournament play.

BLOOD RULE: A player or coach who is bleeding or has blood on his/her uniform shall be prohibited from further participation in a game. Bleeding must be completely stopped for an individual to resume play. If a player's uniform is blood-soaked, it must be changed.

CASUAL PROFANITY RULE: Any player using profanity during a game which in the umpires judgment can be overheard by other players or spectators will be penalized with an out given to the next batter. If the profanity is from a defensive player, the "out" will be assessed to the first batter of the offending teams next at bat. A second violation by **any** player could lead to his/her ejection for the remainder of the game. If the incident occurs during the last inning of a game the player *may* be ejected without warning.

COURTESY RUNNERS: One courtesy runner may be used per inning in all leagues. In Co-ed, one runner per sex per inning may be used. The runner must be the last out recorded or a player not in the batting order and of the same sex. Exception: If a courtesy runner was used for a particular individual and that individual comes to bat a second time in the same inning, he/she may use a courtesy runner again. **Teams may agree to allow unlimited courtesy runners at any time.** Handicapped players may request the use of a courtesy runner if the situation dictates and is allowed by the umpire.

DEFENSIVE SUBSTITUTION: If a team is batting eleven or more players, defensive substitutions are unlimited. If a team bats eight, nine, or ten players, ASA substitution rules apply.

DOUBLE FIRST BASE: When a double first base is in use, the following rules will apply: When a play is being made on the batter/runner **the defense must use the base in fair territory (inside).** The **batter/runner must use the base in foul territory (outside) unless the fielder has crossed the foul line in order to attempt to catch an errant throw or field a fly ball in foul territory.** The runner may then use either base so as to avoid a collision. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch either base. A runner failing to touch the outside base when required to do so will result in a warning to both teams. After both teams have been warned, all other players who do not abide by this rule will be called out. (Refer to Rule 2, Section 3-H in your ASA Rule Book)

FAKE TAGS: A fake tag is defined as a form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is administered would constitute obstruction. When a fake tag occurs, the runner and each other runner affected by the obstruction will be awarded the base or bases he/she would have reached, **in the umpire's judgment**, had there been no obstruction. If the umpire feels there is justification, the player making the fake tag can be ejected.

FIGHTING: Players who engage in fighting (before, during or after a game) will be automatically ejected from the game. Further penalty may be carried out against player(s)/team(s) if the situation warrants.

OVER THE FENCE HOME RUNS: When a batter hits an over the fence home run, neither the runners on base or the batter have to touch any base before returning to the dugout. This is designed as a speed-up rule.

EQUALIZER HOME RUN RULE: All teams are limited to three over the fence home runs per game. Once the three home run limit has been reached, the equalizer home run rule will be used. Home runs that exceed this limit will result in an out. Once each team reaches the three home run limit, each team's home run total may not exceed their opponents total at any time by more than one. For Example: Once Team A has reached its three home run limit, Team B would have to hit three in order for Team A to be allowed to hit one more. Or, if Team A has three home runs and Team B has two, Team B may hit one home run to tie and one home run to take a 4-3 lead in the running total. This would comply with the requirement to never have more than one home run than the other team at anytime after the three home run limit has been reached. Any questions call Ted at 452-3542 ext. 100.

HOME TEAM: Team managers will meet at home plate for a coin toss to determine the home team. The home team is responsible for keeping the official score. If the home team does not have a scorekeeper, the visiting team will then become official.

JEWELRY: Exposed jewelry, which is *judged* by the umpire to be dangerous, must be removed and may not be worn during the game. Players who fail to do so will be warned and then ejected from the game.

MINIMUM NUMBER OF GAME PLAYERS: Co-ed, Men's and Women's Slow-Pitch softball teams must have a minimum of eight players to begin and end a game. The penalty for not having the minimum number of players to begin and end a game will be a forfeit. There will be no penalty for teams starting the game with the minimum number of players. A player may be added to the batting order at any time during the game with no penalty. A five-minute grace period will be allowed for all scheduled games. **EXAMPLE:** A team begins the game with at least eight players. The ninth & tenth players show up to the game in the third inning. Even though the team has completed one full rotation in the batting order, the players may enter the batting order in the number nine and ten positions.

Any team that begins a game with at least nine players and loses a player faces the following penalty: The team will be penalized by having the player who is removed called out his/her next at bat and scratched from the lineup for the remainder of the game, unless a substitute becomes available. However, if a team begins the game with at least nine players and a player is ejected and there is no legal substitute to replace the ejected player, the team will receive an out each time the ejected player is due to bat or until a substitute is available. If a team has more than 10 players in their batting order, players may be removed without penalty. Players removed from the lineup in this manner may not return.

STEALING: There is no stealing in Men's, Women's or Coed softball. In Men's and Women's play, *if* both teams agree to allow stealing and there are **two** umpires, stealing will be allowed.

MITTS/GLOVES: ALL mitts or gloves are allowed at any position on the field.

NUMBER OF BATTERS DURING A GAME: In all Men's, Women's, and Co-ed games a team may bat up to 16 batters. In Co-ed, the batting order must alternate male/female throughout. Teams may bat females back to back with no penalty. Teams may use the "staggered" lineup method as well. If a team chooses to bat the minimum number of players (8 to 10) with substitutes on the bench, the ASA substitution rule will apply.

COUNT: Each player will begin his/her at bat with a one-ball, one-strike count. The batter will be declared out if he/she hits a foul ball with two strikes.

PITCHING BOX: A pitchers box consisting of the area from the front of the pitchers plate, 50 feet from home plate, and extending back six feet perpendicular to the pitchers plate may be used. The pitcher must release the ball after coming to a complete stop with one foot or both feet in contact with the pitchers plate or within the pitchers box. One foot must remain in contact with the plate/box when the pitch is released with an underhand motion. A step simultaneous with the release of the ball may be taken in any direction, with the free foot. The pitcher must be facing the batter when delivering the pitch. The catcher must remain within the lines of the catchers box until the pitched ball is batted, touches the ground or home plate, or reaches the catchers box. This area should be designated by a chalk line. Effect: Allows the pitcher to release the ball from 50 to 56 feet from home plate (SAFETY).

RUN AHEAD RULE: If a team is ahead by 20 or more runs at the end of 4 innings, 15 or more runs at the end of 5 innings, or 10 or more runs at the end of 6 innings of play, the game will be over.

SLIDING: Sliding is allowed at any base. It is not mandatory to slide. A base runner must either slide or make an attempt to avoid a collision with the fielder when:

- (a) The fielder has possession of the ball and is attempting to place a tag on said base runner.
- (b) The fielder has touched a base that the runner is forced to and is obviously out. This rule applies mainly to runners going to 2nd or 3rd base that are forced out. Upright contact with a fielder in force situations of any kind when initiated by the runner will result in a double play. Runners who interfere with a throw in the same situation will also result in a double play penalty.
- (c) The fielder inadvertently obstructs a base runner without possession of the ball. Neither fielder nor base runner will be allowed to use force in performing their duties of tagging or base running. Penalty: Runner and/or fielder may be called out and/or ejected from the game if judged flagrant.

SMOKING: Smoking is not permitted within the Mesa Park Complex. A player will be warned once during the season and then ejected from the game and/or dropped from team roster for the above. Smoking should be done outside of the Mesa Park Complex.

STEEL CLEATS: Steel cleats **are not** permitted. Players found using steel cleats will be asked to remove them immediately. If discovered during defensive play, the player will be removed from the game until adequate footwear can be worn.

CO-ED INFORMATION

1. A team must have at least eight players present to start and continue a game; of these eight players, there must be a minimum of four men and four women to avoid automatic outs in the batting order**.
2. Fielding positions must show a minimum of two women in the outfield and two women in the infield. Catcher and pitcher MUST be the opposite sex.
3. Outfielders may move into the infield only after the ball is hit. Penalty for violation is either a no pitch or the result of the play, whichever the batting team chooses.
4. If a male player is walked his time at bat, he automatically goes to second base. The male player does not have to touch first base on his way to second. The female immediately following has the option to either take her normal turn at bat or she may automatically advance to first base *if* there are two outs. If there are fewer than two outs she must take her turn at bat.
5. Co-ed Batting Order: The batting order must alternate, male, female. Teams may bat their entire roster providing that it is man-woman throughout. Teams electing not to bat the entire roster must adhere to ASA batting order rules. Women may bat back to back if the team desires to do so.
6. PCRD Co-ed Softball Leagues will use the scoring line at home plate. This rule eliminates all "tag" plays at home plate therefore greatly reducing the risk of collisions at home plate. To record an out at home plate, a defensive player must be in possession of the ball while touching home plate before the runner reaches the scoring line. The scoring line is a line that extends from the 1st base foul line through home plate to the backstop. Also, a point of no return line will be drawn perpendicular to the 3rd base foul line 20 feet from 3rd base. Once a player has crossed this line, he/she may not return to 3rd base for any reason other than to return to tag up on a fly ball or a missed base.

** Teams that start a game with less than 10 players **and** have more men than women in the batting order must take an out for each female player not in the batting lineup unless the team chooses to stagger their lineup. For example: 5 men, 4 women – team must take an out each time the 5th female batter would have come to bat unless the lineup is staggered. Five women, four men – no penalty.

Wednesday, April 13, 2011