

# STANDARD PARK SPORTS COMPLEX



## ADULT SOFTBALL RULES & REGULATIONS

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## I. REGISTRATION

- 1) Registration for all Leagues is **online** and on a first-come, first-serve basis.
- 2) All fees must be paid at time of team registration.
- 3) Late registrations are subject to a per day late fee, subject to maximum of 5 days.
- 4) Teams may be moved from one league to another at the discretion of the Recreation Department, when it is deemed necessary to balance out the leagues.
- 5) **All managers must have reviewed the rules and regulations and agree to the Manager's Agreement at the time of registration. The Manager's Agreement can be seen in Appendix C.**

## II. CODE OF CONDUCT

No official, scorekeeper, player, manager, coach or spectator, on or off the field, shall at any time:

- 1) Lay a hand upon, push, shove, strike, or threaten (verbally or physically) any official, scorekeeper, player, manager, coach or spectator.
- 2) Use unnecessary rough tactics in the play of the game.
  - a) A batter intentionally (at the discretion of Recreation staff) hitting up the middle at opposing pitcher will be called out and no batter will advance. Repeat offenders will be ejected from game or League at the discretion of the Recreation Department.
- 3) Demonstrate by throwing any objects.
- 4) Consume alcohol (except spectators), smoke tobacco, or be under the influence of a controlled substance while at The Park.
- 5) Be under the influence of alcohol, smoke tobacco or use a controlled substance while playing or acting in an official manner.
- 6) Gamble on any play or outcome of a game.
- 7) Use vulgar or otherwise offensive language.

Doing so will likely result in ejection from the game, match, facility, or league. Further suspension and/or probation are at the discretion of the Recreation Department.

### III. STANDARD PARK POLICIES

#### 1) Standard Park General Rules

- a) Please join us for sun, sports and good, clean fun. Enjoyment is Rule 1
- b) No outside food or beverage may be brought into The Park beyond the main admission gate
- c) No alcohol of any kind is allowed beyond the main pedestrian gate
- d) There are no pets of any kind allowed except certified “service” animals
- e) Standard Park is a smoke free facility. No smoking allowed within 25’ of the main pedestrian gate. No smoking inside the gate
- f) There are no vehicles allowed beyond the main pedestrian gates with the exception of pre-approved delivery vehicles
- g) Standard Park is a family and user friendly facility. Foul language and/or aggressive behavior are prohibited and will not be tolerated
- h) Climbing the trees, fences and backstops is prohibited

#### 2) Standard Park Concession Rules

- a) Alcohol purchased at The Park’s concession must be consumed within the interior confines of the facility. No alcohol may be taken out past the main pedestrian gate
- b) Any person providing alcohol to minors is subject to arrest and expulsion from all County Facilities
- c) There are numerous trash receptacle throughout the Standard Park facility; please use them

#### 3) Standard Park Playground Rules

- a) The playground is for children old enough to safely use the equipment
- b) Parents are responsible for their children’s safety and behavior while utilizing the playground equipment
- c) Shoes are required in the entire facility including the playground area
- d) Please keep refreshments out of the playground to avoid spills, slips & injuries

### IV. CONSUMPTION OF ALCOHOLIC BEVERAGES

- 1) **Alcoholic beverages purchased at the Standard Park Concession are the only alcoholic beverages allowed in The Park past the main gate.**
  - a) **Any person in possession of containers of beer not purchased at Standard Park will be ejected from the facility; immediately. There will be NO further warnings and no debate. Should you have any questions with regard this policy please contact the Recreation Supervisor.**
- 2) **Alcoholic beverages are not allowed in the field dugouts; EVER!**

**THERE WILL BE A ZERO TOLERANCE FOR TEAMS (and/or players) THAT CHOOSE TO VIOLATE THIS RULE. IF ALCOHOLIC BEVERAGE(S) ARE FOUND IN DUGOUTS AT ANY TIME, THE UMPIRE WILL BE NOTIFIED AND**

**THE GAME WILL BE OVER. THE TEAM IN VIOLATION WILL FORFEIT THE GAME.**

- 3) You must have a valid photo ID when purchasing any alcoholic beverage.
- 4) The sale of alcoholic beverages is prohibited during youth events.
- 5) Cups, cans, or bottles containing alcohol in your dugout, whether they belong to your team or not, WILL be cause for IMMEDIATE forfeiture of game.
- 6) You may not carry alcoholic beverages purchased at facility into parking lot or picnic area.
- 7) You may not carry alcoholic beverages not purchased at Standard Park into The Park past the main pedestrian gate.
- 8) Please use picnic areas when consuming alcoholic beverages not purchased at Standard Park.
- 9) Do not leave empty containers in parking lot. Please use trash receptacles.

**V. ASSOCIATION REGISTRATION**

Each team participating in the league will be registered with the Amateur Softball Association (ASA) by the Recreation Department. This is included in League Fees.

**VI. MANAGER'S RESPONSIBILITY**

The manager is the primary link between their team and the Recreation Department. It is the manager's responsibility to obtain all information regarding league play at Standard Park. Failure to comply may result in forfeiture of game(s). This responsibility includes:

- 1) Read and be familiar with League rules prior to league play.
- 2) Obtain league information pertaining to registration deadlines, make-up schedules, league tournaments, and league awards and berths.
- 3) Assume all financial responsibility for league fees and submit all league paperwork on time (registration forms, rosters, etc).
- 4) Must always update online account with any changes in his/her address, telephone number or email address.
- 5) Legal responsibility to have all players read and accept the **ASSUMPTION OF RISK AND RELEASE OF LIABILITY** waiver online before playing and determine that all players on the roster are "Verified" players.

- 6) Managers are responsible for the conduct of their players and spectators while they are on the field of play, in the confines of the dugout, and in the spectator area.

**Umpires will discuss disputes on the field with the Team Manager only.**

- 7) Manager is responsible for getting the official starting time of the game from the umpire, and making sure it is recorded on the official scorecard.

## VII. PLAYER ELIGIBILITY

All players, managers, and coaches must comply with the following eligibility rules. Failure to comply may result in forfeiture of game(s) and or suspension from League(s).

- 1) Each roster must have a minimum of ten (10) “Verified” players (maximum of twenty (20) players). **All rosters must be completed with the player’s first and last name and email address.**
- 2) All rosters must be submitted utilizing the online registration process as provided on the Recreation Department’s website; [www.tcrecreation.com](http://www.tcrecreation.com) prior to the start of the first league game.
- 3) Rosters may be altered or changed online only during the season (note rule VII-8). All additions must be completed by the team Manager through the online registration process for Player Adds. Player Additions accepted online after the first game will require a Player Add Fee as outlined in the Tuolumne County Fee Ordinance and the Recreation Department Fee Schedule, which is due and payable at the time of add.
- 4) A player may not leave one team for another team in the same league without notifying the Recreation Department; as well both team Managers.
- 5) Rosters may have **up to** two (2), unless otherwise noted, classified players from a higher division. These will be determined by The Recreation Department and/or The Softball Committee.
- 6) Player and/or Team classifications are largely determined by Committee and/or the Recreation Department as noted above, with consideration to the highest level of participation for this or the past season at Standard Park. A player may be classified to a higher division upon participation in three games. Individuals may request clarification.
- 7) A player may play for numerous teams in the same season as long as the teams are not in the same league and the player does not place any of the teams in violation of other rules. Players may play on more than one team per night; however games will not be scheduled, rescheduled, or held up for players playing on multiple teams.

**EXCEPTION:** If leagues are combined by the Recreation Department a player who is on both teams roster **before** leagues are combined may play on both teams. The player may not switch between teams during a game. When the two teams play each other, the player can only play for one team. The player must declare a single team for playoffs.

- 8) A player must participate and be a rostered member of the team for at least two (2) league games in order to be eligible to participate in league playoffs.  
EXCEPTION: All participants must be legally entered on the official scorecard. FIRST AND LAST NAMES MUST BE LISTED ON SCORECARDS. See rule XIV-4.
- 9) Managers are responsible for assuring that all of their players are eligible to play according to their classification.
- 10) No player may participate on any team and simultaneously compete on a school athletic team which represents a high school or junior college. A team which violates this rule shall forfeit all games in which the ineligible player has played.
- 11) AGE LIMITS: Age limits will be applied to any player whose class has not graduated from high school (or will not graduate during the current season).
  - a) A team may not have more than two (2) high school age players on the roster at any one time unless special approval is granted by the Recreation Department.
  - b) **To play in adult leagues a player must be at least 15 years of age by the first league game and have completed or be completing his/her freshman year of high school.**
  - c) Players under 18 years of age must have their parent or guardian register and accept the Release of Liability waiver online. Any such player without the necessary waiver will be considered an illegal player upon protest by the opposing team.

## VIII. ILLEGAL PLAYERS

- 1) Illegal players are any players who do not conform to player eligibility rules in Section VI and VII.
- 2) Proper eligibility is the obligation of both players and managers.
- 3) Illegal players, AND MANAGERS who have illegal players on their teams, may be suspended. Suspension may last up to an entire season. Second offense during a 12 month period may result in a one year suspension from the date of occurrence.
- 4) Illegal players can be identified for suspension only if a protesting team completes and files a Protest Form during the game or if an eligibility check is done by league officials.
- 5) In both leagues and tournaments, players *should* have picture-identification available. The protested player must produce identification for the umpire or have their identity verified by Recreation Department or umpire staff. A protested player unable to provide this proof may be considered an illegal player, and the result may be forfeiture of game.
- 6) Protests that require ONLY player identification will be handled by the umpire on the playing field at the time of protest. The game clock will continue to run.

- 7) **Protests which concern roster listing or classification should be filed with the umpire and recorded on the scorecard. The Protest Form must be completed by the manager and submitted to the umpire or designated Recreation Department staff, at the end of the game. The decision may not be available that same night with the exception of playoffs, during which the decision will be made before the game is resumed. Penalty for illegal players is forfeiture of game. Managers will be notified of the outcome.**
- 8) Protest decisions will not be retroactive to previously played games.
- 9) A manager who knowingly uses an illegal player in order to field a team for league play can discuss the situation with the umpire and opposing manager prior to start of the game. The illegal team acknowledges that they have forfeited the win, and the game is played without umpire supervision. The illegal player must agree online to the Player Liability waiver and be a "Verified" player in order to avoid player/manager suspensions.

## IX. PLAYER EJECTION

The rules stated below concerning player misconduct also apply to managers, spectators, and players from earlier games who have become spectators or are waiting to play in a later game (in this case, future games could be forfeited and/or suspensions may result). **Managers are responsible for the actions of their players and spectators. Managers should make sure their players know and understand The Park rules concerning player conduct.** Player ejections may be enforced by umpires and/or Recreation Department personnel.

- 1) Players are subject to ejection by an umpire according to ASA Rules of Play. Not all ejections will result in further suspension.
- 2) The following infractions will carry at **least a one (1)** game suspension:
  - a) Fighting
  - b) Excessive foul language (even if not directed at someone)
  - c) Excessive verbal abuse of an umpire, player, or spectator
  - d) Use of unnecessary rough tactics in play
  - e) Exhibition of unsportsmanlike conduct
  - f) Violent acts or **threats** of violence against player, manager, umpire or spectator.
- 3) The suspension is not necessarily limited to be game(s) within the same league.
- 4) Additional suspensions will be imposed according to the severity of the infraction. For a very serious incident, a player could be suspended from all play at Standard Park as well as any other Recreation Department function. Serious incidents include, but are not limited to: fighting as an aggressor, instigating a fight, or threatening an umpire or park employee including his/her family. These incidents will be grounds for suspension whether they take place at Standard Park Complex or in the community.



- 5) In the event that a player is ejected from the game, he/she must leave the playing area, and remain out of sight and sound. The expelled player may (at the discretion of the umpire) remain in the spectator area. If the player continues to exhibit unsportsmanlike conduct from the spectator area, the umpire can direct the player to further remove him/herself. Continued unsportsmanlike conduct or harassment of an umpire after a game is grounds for additional suspensions.
- 6) In any event the player will be given reasonable time (60 seconds maximum) to comply with either the field and/or the spectator area ejection.
- 7) In the event that the player does not comply with the umpire's direction to leave the field area, the game may be immediately forfeited by the violating player's team and further suspension of the player may result.
- 8) Unnecessary delay of game will result in immediate expulsion of the delaying player. Continued delay will result in further suspension and possible forfeiture.
- 9) If a player is ejected from a game or has to leave for any reason (including injury), each time that player's normal "at bat" evolves, an out will be declared.....**unless**, the team has a legal and eligible substitute that can take the player's spot in the batting order.

## **X. PROTESTS**

### **1) Judgment Calls**

- a) Protests on umpire judgment calls are not allowed.
- b) Ball/strike, safe/out, fair/foul, infield fly & up the middle are considered judgment calls.

### **2) Player eligibility**

- a) Protest must be made before the last out of the game has occurred.
- b) Notify umpire and he will notify opposing manager and scorekeeper.
- c) Record on official scorecard.
- d) Follow procedures on Protest Form (Appendix A).
- e) Submit form to office Recreation Staff along **with protest fee** (as outlined in the County Fee Ordinance and Recreation Department Fee Schedule) immediately following the game.
  - (1) Fee will be refunded if protest is upheld.
  - (2) Fee will be forfeited if protest is denied.
- f) If protest is upheld, violating team will forfeit game.
- g) **Decisions may not be made on night of protest.**  
**EXCEPTION:** See rule VIII-6 and VII-7 Managers will be informed of the decision.
- h) All decisions are final.

### 3) Rule Interpretations

- a) Protest must be made to Umpire before the next pitch is delivered.
- b) Record on official scorecard.
- c) Follow procedure on Protest Form. Include all pertinent information.
- d) Describe the situation that caused the protest.
- e) Identify the rule that is protested.
- f) Submit form to office Recreation Staff along with protest fee (as outlined in the County Fee Ordinance and Recreation Department Fee Schedule) immediately following the game.
  - (1) Fee will be refunded if protest is upheld.
  - (2) Fee will be forfeited if protest is denied.
- g) Protests will be decided by the Recreation Department.
- h) If protest is upheld, game may be replayed from point of protest, at a date and time to be determined by the Recreation Department.
- i) Decisions may not be made on the night of protest. Managers will be informed of the Recreation Department's decision.
- j) **All decisions are final.**

## XI. OFFICIAL SCORE

- 1) The home team will provide the official scorekeepers.
- 2) **FIRST AND LAST NAMES** must be provided on the line-up card. It is the manager's responsibility to supply first and last names to the scorekeeper. (This is very important if a team challenges the number of games a player has played to qualify for playoffs.)
- 3) Managers are responsible for getting the games starting time from the umpire and making sure it is recorded on the official score sheet.
- 4) Teams may not challenge what is recorded in the official scorecard if they cannot provide their own scorecard from the game.
- 5) Managers should review and initial each and every score sheet to avoid confusion in League Standings.

## XII. POSTPONED OR RAINED-OUT GAMES

In the event a game is postponed due to inclement weather or any other cause, the Recreation Department will reschedule the postponed game. The first day of field availability will prevail. Each manager will be given one right of refusal (if a reasonable cause is given). In the event that both managers exercise their refusal right, then the Recreation Department will assign the next available date that must be complied with by both managers.

If either team decides to forfeit, the game will not be rescheduled and the win will go to the non-forfeiting team. (Note: If a game has no bearing on league standings, and managers mutually agree, it may not be played.) The Recreation Department reserves the right to not reschedule.

If a postponement occurs during a game, the game will be considered complete if the postponement occurs after the end of the fourth inning. If the home team is leading going into the bottom of the fourth inning, and the postponement occurs, the game will be declared official with the win going to the home team.

## XIII. LEAGUE FEES

- 1) League fees are determined by County Ordinance Chapter 3.40 and are announced prior to league registration.
- 2) Fees are subject to change.
- 3) **Fees are non-refundable once schedule has been made unless league is cancelled.**
- 4) Normally the league fees will include the following:
  - a) One umpire to perform the mechanics for each league game.
    - (1) Men's, Women's, and Coed slow pitch will use one ASA certified umpire.
    - (2) Men's fast pitch will use two ASA certified umpires. In the event that only one umpire is present at game time, the game will begin as scheduled with only one umpire.
  - b) **Softballs will be provided for each league game by the Recreation Department. Balls must be returned to the umpire at the completion of the game. Each game will receive one new ball and one used ball; if they are lost during the game, teams will be responsible for providing replacement softballs which may be kept by the Recreation Department.**
  - c) Association Registration:
    - (1) All teams will be registered with ASA by the Recreation Department. This registration will allow the team to play in all qualifying or sanctioned tournament events and leagues sanctioned by ASA without paying additional registration fees. The registration will be valid until December 31 of each registration year.
    - (2) The registrations defined above **will not include** team medical or team liability **insurance**. Team medical and liability insurance can be purchased from ASA for an additional fee.

- d) Any individual or team who has presented a “returned check” to the Recreation Department will be suspended from all participation until the check has been made good. Checks cannot be held for later deposit. A \$25 administrative fee will be assessed on all returned checks. Cash is required to replace checks returned due to non-sufficient funds.
- 5) Awards will be presented as follows:
- a) First place finishers (Champions of each League) will be presented individual Championship T-Shirts (limited to 15 per team)
  - b) First place and Second place finishers may order, at their cost (current market cost per plaque), an inscribed (engraved) sponsor plaque award to be presented at a later date.
  - c) Finishing rank will be determined by the league playoff format. Format will be determined by The Recreation Department.

#### **XIV. RULES AND REGULATIONS FOR LEAGUE PLAY**

- 1) **ASA** rules will govern league play unless otherwise provided for under local rules.
- 2) The home team advantage will be outlined in league schedules. The home team advantage for playoffs will be determined by league record.
- 3) A minimum of eight players must be present to start and finish a game. Late arriving players may be added, up to a total of ten on the lineup card. If a spot in the lineup is left vacant for any reason, including injury or ejection, the vacant spot becomes an out each time the batter would have been up...unless the team has a legal and eligible substitute that can take the player’s spot in the batting order. For Slowpitch, under normal circumstances, when all players are present, twelve players (including EPs) may bat. An Extra Player (EP) may not be added after the start of the game, and needs to be used throughout.
- 4) **Borrowed Player Rule:** If a team does not have ten (10) rostered players present at game time, a player may be borrowed from another team as long as it does not put the team in violation of Player Eligibility rule VII-5.
  - a) Teams may borrow two players per game. Coed teams may borrow four (4) players; two (2) male and two (2) female.
  - b) **Borrowed player must bat last in the original lineup.**
  - c) Borrowed player may remain in the lineup until the team has a full complement of its own players.
  - d) **A borrowed player may only play for the same team twice during the same league season.**
  - e) Borrowed players may not be used during playoffs. *(except as provided by special circumstance)*
  - f) Players may be borrowed from the same League level only. Upper division players may not substitute for lower division players.

- 5) Courtesy runners (CR) may be used. Each team is allowed one (1) CR per inning. Coed teams will be allowed one (1) CR of each sex per inning. Any rostered player may be a CR. In the event a CR is on base when his/her turn at bat evolves, an out is declared. However, that CR is permitted to remain on base. The CR is legally in the game when the ball becomes "live."
- 6) **TIME LIMITS** There will be a time limit on all league games, with the exception "The Championship" game in playoffs. Slow pitch time limit is seven innings or sixty five (65) minutes (which ever comes first). Fast pitch time limit is seven innings or ninety (90) minutes (which ever comes first). No new inning may be started if less than 5 minutes remain in game time.
- 7) The ASA "**Run Ahead Rule**" will be applicable in all adult slowpitch softball at Standard Park; including playoff games.
  - a) **20 runs after 3 innings, 15 after 4 innings or 10 after 5 innings will end the game.**
- 8) **Dugout Conduct:** As stated in Rule 5, Section 12 of the ASA rule book, players, coaches and substitutes shall not be outside the dugout team area except as the rule allows or justified by the Umpire. The first offense is a team warning; the second is an ejection of that team member.
- 9) **SLOW PITCH ONLY:** If the game is tied after 7 innings and there is time remaining within the time limit, extra innings may be played until the tie is broken or time expires. If the game is still tied when time expires, the game will stand as a tie, except during playoffs.

**FAST PITCH ONLY:** If the game is tied after 7 innings and there is time remaining within the time limit, the "international tie-breaker" will be used. If the game is still tied when time expires, the game will stand as a tie.
- 10) Only bats which bear an ASA approved certification mark, or those included on a list published by the ASA National Office - which signifies that such bat model complies with the ASA bat performance standards then in effect - will be allowed. This list can be accessed at [www.softball.org](http://www.softball.org) or on our website at [www.tcrecreation.com](http://www.tcrecreation.com). Bat rings are not permitted.
- 11) **SLOW PITCH ONLY:** Hitters will begin with a one ball - one strike count. The batter will be out on the second foul after two strikes. Pitching arc will be 6 ft. minimum to 10 ft. maximum. ASA strike zone and/or a strike matt will be used. A one up home run rule will be used on all fields (exceptions may be made).
- 12) Steel spikes are prohibited for league play. The only exception to this ruling will be provided for men's fast pitch pitchers who are pitching.
- 13) Fast pitch line-ups may include nine players, plus two (2) extra hitters (EH). All batters and runners must wear helmets.
- 14) Any jewelry or other items judged to be potentially dangerous by the umpire may not be worn during the game.

- 15) At the 1994 National Convention, ASA adopted a new rule section called "Continued Participation Due to Injury, Bleeding, or Open Wound." The rule says that any player that is injured or has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound is covered. Standard Park has a first aid kit upstairs in the main building and it is available for players and spectators.
  
- 16) All Slow pitch games, except as otherwise permitted in special Leagues will be played under the "One Up" home run rule. Teams may only have one more "over the fence" home run than their opponents; subsequent home runs will result in an out with players on base not advancing.
  - a) Certain Leagues on Field #2 will be allowed seven (7) home runs per game over the "original" home run fence. After the seventh home run each subsequent over the fence will result in a single base issued and advanced. Any home run hit over the NEW "Home Run Fence" onto the ROAD will result in an automatic out and No runners advance.
  
- 17) When a home run is hit, it is not necessary (however is acceptable) for the batter or runners on base to run the bases. All offensive players may return directly to the dugout.
  
- 18) **SLOW PITCH ONLY:** The pitcher may pitch, for the sole purpose of safety, anywhere from the pitcher's mound back towards second base provided the pitcher stays within the 24 inch wide rubber plate and pitches from the same location until the batter's turn at bat has been legally completed. The pitcher may return or move to a different area for subsequent batters. The pitcher may not move around to confuse the offensive team. This will be left to the judgment of the umpire.
  
- 19) **UP THE MIDDLE RULE:** Any ball batted by a player up the middle of the diamond, **between the chalked lines adjacent the pitching rubber** will result in a dead ball out. This is to include ground balls "chopped" so as to bounce at the pitcher. Any ball hit clearly over the pitcher's head is a live ball. There need be no judgment call; up the middle is defined as stated above and will be in force for all Slow Pitch Leagues at Standard Park. Any pitcher stepping out of the protected area during or following his/her delivery relinquishes protected status.
  
- 20) For all divisions and classifications of Adult Softball League, a double base will be used at first base.
  
- 21) Solely at the discretion of the Recreation Department, a home plate mat, or extension may be utilized. A legally pitched ball, hitting any portion of the modified home plate will be a called strike. This will not be subject to debate or protest.

## XV. COED SOFTBALL RULES AND REGULATIONS

ASA rules will govern league play unless otherwise provided for under local rules and those listed below:

- 1) A team shall consist of ten (10) players (five (5) men and five (5) women). In the event five (5) men are not available, a team may play with a male to female combination in favor of the female gender (i.e. four (4) men and six (6) women).

- 2) A COED game may start with eight (8) players, but there must always be an equal number of men and women, or more women than men.
- 3) Any rostered player may be a CR as long as a man is a CR for a man and a woman is a CR for a woman. In the event a CR is on base and his/her turn at bat evolves, an out will be declared. However, that CR will be permitted to remain on base.
- 4) A woman or a man may play any position as long as two (2) players of each sex are infielders, two (2) are outfielders, and one (1) is the pitcher and the other is the catcher.
- 5) The batting order must be composed of alternating sexes. Two (2) men may never bat consecutively. In the event that two (2) men do bat consecutively, the second male is out and runners may not advance. Two (2) females are allowed to bat consecutively.
- 6) In COED softball you may bat **all legally rostered** players as long as the male/female or the female/female status is maintained. Two males may never bat consecutively.
- 7) **Runners and fielders must do what is necessary to avoid a collision. Failure to do so will constitute “interference” or “obstruction” and will result in an out or ejection. Any other runners will return to the base occupied at the time of the ruling, or forward as awarded by Umpire in the case of obstruction.**
- 8) Sliding is prohibited. This includes sliding “back” to a base. Any runner guilty of sliding will be declared out and all runners will return to the last base occupied at the time the violation occurred. In the event the batter has not made an out as a result of his/her ball contact, all play is dead, and the batter is awarded first base (assuming the contacted ball is a fair ball).
- 9) All bases and home plate are a force out. The runner does not have to touch the base or plate and may run to the outside of the bag or plate. If the runner passes a base or plate before the ball has arrived, the runner will be declared safe. If a runner rounds a base, within the Umpires’ judgment, with the intent to advance, but does not cross the commitment line, and returns to the last base occupied, it is a force out.
- 10) A safety run through line and/or a full batters circle will be provided adjacent home plate. A runner touching home plate (and/or the plate extension matt) will result in an automatic out and NO run shall score.
- 11) A commitment line has been placed between each of the bases. Once a base runner has passed the commitment line, he/she will not be permitted to return to the last base and a force out situation will occur at the next base.  
EXCEPTION: to tag up on a fly ball. If a runner passes the commitment line after tagging up they may return to their original base.

- 12) A “strike mat,” or **Home Plate extension** may be used in COED softball. A legal pitch, entering through the ASA strike zone and touching any portion of the **modified plate** is a strike and shall not be open to dispute.

## **XVI. SENIOR SOFTBALL – MEN’S OVER 50 LEAGUE**

**The purpose of the League is to provide an enjoyable and safe recreational softball opportunity for senior players at all levels of playing ability. There shall be no official standings maintained.**

- 1) ASA Rules shall govern League play with the exceptions as outlined in local rules and those as outlined below:
- 2) All participants in the league will accept the PLAYER REGISTRATION AND LIABILITY RELEASE form through their online account to become a “Verified” player. Each player shall pay a League Fee, per League; Spring and Summer. These players will combine to form the pool from which ALL teams shall be formed.
- 3) Upon establishment of the **pool** of players the league will form the appropriate number of TEAMS which will play the season. The League shall pay the appropriate per team fee as outlined by The Recreation Department fee schedule.
- 4) All teams will be formed with a Manager designated by the league. **All** remaining players will be drafted from the pool of senior players. No complete teams will be allowed into the league. Players added to the league after the initial draft will be assigned the team “next in line” for selection.
- 5) A “run through line” will be inserted at the front of home plate, perpendicular to the third base line. A base runner will be required to cross the line before a defensive player, with the ball, touches the plate. A runner touching any portion of the extended home plate shall be called out and the run will not score.
- 6) Sliding, at any base is not allowed and the runner will be called out.
- 7) ALL players share the responsibility for avoiding collisions; however the primary responsibility will be with the base runner. Blatant infractions may result in ejection from the game and / or suspension from the league at the discretion of the Umpire and The Recreation Department.
- 8) Runners are allowed to overrun all bases as long as no move is made toward the next base.
- 9) **All teams are limited to five (5) runs per inning; until the last, or “open” inning.**
- 10) All uninjured players on the roster must be in the batting lineup, but no more than ten (10) in defensive positions. Late or borrowed players will be inserted at the bottom of the lineup. There will be no limit to the number of defensive position changes by rostered players as long as there is no delay of game.



- 11) BORROWED PLAYERS (BP) may be used to complete the ten (10) man roster. BPs must first be recruited from the opposing team. Should there be insufficient numbers on the opposing team, then players may be borrowed from other **registered and “Verified”** senior league players. **BPs may only fill the following positions: CATCHER, RF, RC, & 1B.**
- 12) As stated above BPs will bat at the bottom of the lineup and shall be limited to first base on any hit. Runners on base shall be limited to one (1) base advance only. A BP base runner may be advanced without limitation by a regular rostered player. Upon the arrival of a regular rostered player, he will immediately replace any BP.
- 13) The Over 50 League is under the same bat restrictions as all Leagues at Standard Park. All bats must bear an ASA authorized stamp or be stamped and certified 98 MPH. There will be no exceptions.

## **XVII. LEAGUE PLAYOFFS**

- 1) Playoff games will face the same time restrictions (65 minutes) as all league games. Championship games however will continue through at least seven (7) innings (no ties) except as provided by the ASA “run ahead rule”.
- 2) Playoff format will be decided by the Recreation Department.
- 3) The top four teams will qualify for playoffs in leagues containing six or more teams.
- 4) **Overall team records will be used to determine qualifiers. In the event of a tie, the following tie breaker methods will be used:**
  - a) **Head to head competition.**
  - b) **Total runs scored less runs allowed during head to head competition (includes only teams tied).**
  - c) **Total runs scored head to head (includes only teams tied).**
  - d) **Total runs scored less total runs allowed during league play (includes forfeits per ASA rule).**
  - e) **Coin toss.**
- 5) **Adding Players for Playoffs:** Teams may add players to the roster provided that there are serious and compelling reasons. **All additions must be approved by the Recreation Department no less than 24 hours before game time.**

EXCEPTIONS: Emergency personnel called to duty. Medical situations. Vacations will no longer be accepted as viable reasons for adding players as playoff dates are scheduled months in advance.

# **APPENDIX A**

## **PROTEST FORM**

2 S. Green Street  
 Sonora, CA 95370  
 Tel: (209) 533-5663 FAX: 532-2502

Protest Fee Paid  
 Score Sheet Filed  
 w/Protest Form

Time: \_\_\_\_\_

Date: \_\_\_\_\_

Employee Initials: \_\_\_\_

**STANDARD PARK PROTEST FORM 2014**

**\$ 13.75 PROTEST FEE MUST ACCOMPANY THIS FORM.**

Fee will be refunded if protest is upheld.

**TYPE OF PROTEST:**

- Misinterpretation of Playing Rule
- Illegal Substitute or Re-Entry
- Ineligible Player

**JUDGMENT CALLS CANNOT BE PROTESTED.**

Check if the following was completed:

- Umpire notified of intent to protest.
- Protest noted in official score book.
- Protest turned into park personnel before leaving park.

Date:\_\_\_\_\_ Game Time\_\_\_\_\_ Field\_\_\_\_\_ Scorekeeper

Umpire Names:

Rule Number Protested: \_\_\_\_\_  ASA Rule Book  Standard Park Rule Book

Essential Facts & Details:

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Decisions will not be made on the night of the protest.  
 Managers will be informed of the protest decision. All decisions are final.

# **APPENDIX B**

## **MANAGER'S AGREEMENT**

Both parties agree that as a condition of league participation, the manager is responsible for the filing of the official roster and certifies that all players are eligible for play.

The manager is also responsible to see that his/her team complies with the rules attached hereto and included by reference herein, as well as with any other regulations set forth by the Tuolumne County Recreation Department.

**INDIVIDUALS MUST PROVIDE OWN INSURANCE.** The Tuolumne County Recreation Department does not carry medical or accident insurance on any of its adult programs. This responsibility lies with each individual on a team. Participants and spectators assume all risks inherent in athletic competition. On behalf of himself/herself and his/her team, the manager hereby expressly waives any liability on the part of the County of Tuolumne for injuries, damages or losses arising from league participation.