

# STANDARD PARK SPORTS COMPLEX



## ADULT SOFTBALL RULES & REGULATIONS

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## **PREAMBLE**

The Tuolumne County Recreation Department softball leagues are organized for the health and recreational benefits of the citizens of Tuolumne County.

## **ARTICLE I - LEAGUE ORGANIZATION**

- 1.1 League organization and operation will be the responsibility of the Tuolumne County Recreation Department.
- 1.2 Teams must play all games as scheduled by the Tuolumne County Recreation Department. Teams do not have the authority to reschedule games.

## **ARTICLE II - REGISTRATION**

- 2.1 Registration for all leagues is online and on a first-come, first serve basis.
- 2.2 All fees must be paid at time of registration.
- 2.3 All rosters must be submitted utilizing the online registration process as provided on the Tuolumne County Recreation Department's website; [www.tcrecreation.com](http://www.tcrecreation.com), prior to the start of the season.
- 2.4 Late registrations are subject to a per day late fee.
- 2.5 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.
- 2.6 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 B.
- 2.7 Each team in the league will be registered with the USA Softball Association by the Recreation Department. This is included in League Fees. This registration will allow the team to play in all qualifying or sanctioned tournament events and leagues sanctioned by USA Softball without paying additional registration fees. The registration is valid until December 31<sup>st</sup> of each registration year.
- 2.8 Registration does not include team medical or team liability insurance. Team medical and liability insurance can be purchased from USA Softball for an additional fee.
- 2.9 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 \$25.00 administrative fee will be assessed on all returned checks. Cash is required to replace checks returned due to non-sufficient funds.

## **ARTICLE III - LEAGUE FEES**

- 3.1 League fees are determined by the Tuolumne County Ordinance Chapter 3.40 and are announced prior to league registration.
- 3.2 Fees are subject to change.
- 3.3 Fees are nonrefundable once schedule has been made unless league is cancelled. (See Tuolumne County Recreation Department Refund Policy)
- 3.4 League fees include the following:
  - a. Men's/Women's/COED will use one USA Softball certified umpire.
  - b. Men's Fast Pitch will use two (2) USA Softball certified umpires. In the event that only one (1) umpire is present at game time, the game will begin as scheduled.
  - c. Softballs – Each game will receive one (1) new ball and one (1) used ball.
  - d. Association Registration – All teams will be registered with USA Softball.

## **ARTICLE IV - STANDARD PARK POLICIES**

### **4.1 Standard Park General Rules**

- a. No outside food or beverage may be brought into the Park beyond the main pedestrian gate.
- b. No alcohol of any kind is allowed beyond the main pedestrian gate.
- c. Pets of any kind are not allowed except certified "service" animals.
- d. Smoking is not allowed within 25 feet of the main pedestrian gate.
- e. Any music that interferes with or disrupts the game, as determined by the Umpire or park staff, must be turned down or off. All music must be family friendly and have clean language.
- f. Vehicles are not allowed beyond the main pedestrian gate with the exception of pre-approved delivery vehicles.
- g. Foul and offensive language is prohibited and will not be tolerated.
- h. Aggressive behavior towards umpires, staff or spectators is not allowed.
- i. Climbing trees, fences and backstops is prohibited.
- j. Being under the influence of a controlled substance is prohibited.
- k. Gambling on any play or the outcome of a game is prohibited.

- l. Shoes must be worn at all times inside the park. This applies to players, managers, umpires and spectators.
- m. Children not accompanied by an adult are not allowed in the park. Children inside the park must be supervised at all times.

#### **4.2 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 beyond the main pedestrian gate.
- b. Any person providing alcohol to minors is subject to arrest and expulsion from all County Facilities.
- c. Tuolumne County does not allow the Concessionaire to hold debit/credit cards and keep food and/or drink tabs.
- d. There are numerous trash and recycling receptacles throughout Standard Park. Please use them.

#### **4.3 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 and must supervise while utilizing the playground equipment.
- c. Food and beverages are not allowed in the playground area to avoid spills, slips and injuries.

#### **4.4 Consumption of Alcoholic Beverages**

- a. Alcoholic beverages purchased at the Standard Park Concession are the only alcoholic beverages allowed in the Park past the main pedestrian gate.
- b. Any person in possession of containers of alcohol not purchased at Standard Park will be ejected from the facility immediately.
- c. Alcoholic beverages are not allowed in the field dugouts at any time.
- d. You must have a photo ID when purchasing any alcoholic beverage.
- e. The sale of alcoholic beverages is prohibited during youth events.
- f. You may not carry alcoholic beverages purchased at the facility past the main pedestrian gate into the parking lot or picnic area.
- g. Please use outside picnic areas when consuming alcoholic beverages not purchased at Standard Park.
- h. Do not leave empty containers in parking lot or picnic areas. Please use trash and/or recycling receptacles.

## ARTICLE V - MANAGERS 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 games(s). Manager responsibilities include:***

- 5.1 Read and be familiar with League rules prior to league play.
- 5.2 Obtain league information pertaining to registration deadlines, make-up schedules, league tournaments, league awards and playoffs.
- 5.3 Assume all financial responsibility for league fees and complete the online registration process on time (team registration, rosters, Player Adds, etc.).
- 5.4 Update online account with any changes to his/her address, telephone number or email address.
- 5.5 Legal responsibility to have all players read and accept the Participation Liability Waiver online before playing.
- 5.6 Determine that all players on the roster are "Verified" players prior to them playing.
- 5.7 It is the Manager's responsibility to make certain the preliminary roster has been received by the Recreation Department by the Monday after late registration closes.
- 5.8 Rosters are to be submitted with each player's full name and email utilizing the online registration system. (See ARTICLE II. 2.3)
- 5.9 The Manager can modify their rosters up until the completion of their first league game. Upon completion of the first league game the Recreation Department will print out the official roster for each team. Any player additions after the first game must be done utilizing the Player Add process. (See ARTICLE VIII. 8.7)
- 5.10 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.
- 5.11 Umpires will discuss disputes with the Team Manager only.
- 5.12 Managers are responsible for assuring all of their players are eligible to play according to their classification and verified status.
- 5.13 The Manager or his/her designee is responsible for providing accurate names to the scorekeeper. This is very important if a team challenges the number of games a player has played to qualify for playoffs.
- 5.14 Managers who fail to provide first and last name (nicknames & partial names not allowed), the game will be forfeited.
- 5.15 Manager or his/her designee who uses an "illegal" and/or an "Unverified" player will forfeit all games that the "illegal" and/or "Unverified" player played in. Managers who repeatedly use "illegal" and/or "Unverified" players will be suspended from all programs at Standard Park for two (2) weeks, including playoffs.
- 5.16 A player that is listed on the roster and plays under an assumed name will result in the player, Manager or his/her designee being suspended from all programs at Standard Park for two (2) weeks, including playoffs.

- 5.17 Managers are required to initial the official scorecard at the end of each game to avoid confusion in League Standings.
- 5.18 Managers are required to turn in a complete scorecard with rostered players for forfeited games. This is important if a team challenges the number of games a player has played to qualify for playoffs (See ARTICLE V. 5.13). If the forfeit is prior to the game, all current "Verified" and rostered players for the non-forfeiting team will be credited with a game played.
- 5.19 Managers are responsible for inspecting player's bats and making certain all bats are on the USA Approved Bat List. (See ARTICLE VI. 6.1 e.) or [www.softball.org](http://www.softball.org)
- 5.20 Players who are added to the roster after the first league game, who have not completed the Player Add process and paid the Player Add Fee, are considered illegal players. Games "illegal" players participate in will be forfeited.

## ARTICLE VI - GAME RULES

### 6.1 All Leagues

- a. Alcohol – If alcoholic beverages 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. 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. Any player ejected for drinking alcohol in the dugout during a game, will be suspended for a two (2) weeks from all games, including league and playoffs, and team forfeits game.
- b. Awards – Awards will be presented as follows:
- b.1 First place finishers (champions of each League Division) will be presented individual Championship T-Shirts (limited to 15 per team)
- b.2 First place and second place finishers may order, at their cost (current market cost per plaque), an engraved sponsor plaque award to be presented at a later date.
- c. Bat Rings – Are not permitted.
- d. Borrowed Player (BP) – 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 Bylaws.
- d.1 Teams may borrow two (2) players per game. COED teams may borrow four (4) players; two (2) male and two (2) female per game.
- d.2 Borrowed Players must bat last in the line-up and be identified as BP on scorecard. For COED, the BP is to bat last in the lineup based on gender. A female BP must be the last female player to hit in the line-up and a male BP must be the last male player to hit in the line-up.

- d.3 Borrowed players must be added to the line-up card prior to the start of the game.
  - d.4 Borrowed Players must remain in the line-up until the team has a full complement of its own “Verified” rostered players.
  - d.5 Borrowed Players may only play for the same team three (3) times during the same league season.
  - d.6 Borrowed Players may not be used during playoffs (except as provided by special circumstances) and preapproved by the Recreation Department.
  - d.7 Borrowed players must be “Verified” rostered players and meet the following guidelines. F1 and F2 leagues can borrow any player with no league restrictions. F3 or F4 leagues can borrow any player except those players listed on the “Upper Division Player List” (see ARTICLE VI 6.1 ff)
  - d.8 Women may not be used as a borrowed player in the men’s leagues.
  - d.9 Men may not be used as a borrowed player in the women’s leagues.
  - d.10 For Fast Pitch see ARTICLE VI. 6.5 d.
  - d.11 Teams who violate the Borrowed Player rules will forfeit all games where the BP rules was not followed.
- e. Certified Bats – Only bats which bear the USA Softball approved certification mark, or those included on the list published by the USA Softball National Office. This list can be found at [www.softball.org](http://www.softball.org) or on our website at [www.tcrecreation.com](http://www.tcrecreation.com).

Standard Park policy concerning use of “High End” bats:

- e.1 All bats must have a legible USA Softball stamp to be deemed “legal”. No stamp, no play.
- e.2 USA Softball periodically, and randomly, tests samples of bat models bearing the USA Softball approved certification mark to verify compliance with the USA Softball bat performance standards. This means that occasionally even a stamped bat may be deemed ILLEGAL. To verify the legality of a bat, please refer to the USA Softball’s website for the List of Approved Bats.
- e.3 If the Umpire or Recreation Staff suspects modification of any kind (shaving, rolling, corking, etc.) they can remove it from play.
- e.4 No Baseball, Youth or Little League Bats allowed.
- e.5 Senior bats are only allowed to be used for the Senior League.



- e.6 Each Manager is responsible for inspecting their player's bats. Any player, who walks up to home plate with an illegal bat in his/her hand, will be ejected from the game. The offending player is not eligible to play in the team's next game. Second offense, the player will be suspended from Standard Park for two (2) weeks. The third offense, the player will be suspended from Standard Park for the remainder of the season.
- e.7 Cracked, worn or damaged bats are not altered bats. These bats will also be removed from play by the Umpire and/or Recreation Staff.
- f. Combined Leagues – A player is allowed to play for two (2) teams in the same league for combined leagues. When the two (2) teams play each other, the player can only play for one (1) team. The player may not switch between teams during a game. The player is allowed to play for both teams in playoffs only if the teams are in different divisional playoffs (F1, F2, F3 or F4). If the teams are in the same divisional playoffs (F1, F2, F3 or F4), the player must declare a single team for playoffs prior to the first playoff game. The player may only play on the declared team for playoffs. All Men's games played on Field #4 will use the Men's COED softball.
- g. Continued Participation Due to Injury – Any player that is injured or has an open wound shall be prohibited from participating further in the games until the bleeding is stopped and the wound covered. In the event of an injury during the game where a team does not have a legal and eligible substitute for the injured player, that now vacant batting line-up slot becomes an automatic out.
- h. Courtesy Runners (CR) – Each team is allowed one (1) per inning (COED teams will be allowed one (1) CR of each sex per inning) once the replaced runner reaches base. For Senior League see ARTICLE VI 6.6 g. Any rostered player may be a CR. In the event a CR is on base and when his/her bat evolves, an out is declared. However, that CR is allowed to remain on base. The CR is legally in the game when the ball becomes "live."
- i. Double Base – For all leagues and divisions of Adult Slow Pitch Softball Leagues, a double base will be used at first base.
- j. Dugout Conduct – As stated in Rule 5, Section 12 of the USA Softball Rule Book, players/coaches/substitutes, cannot be outside the team area except as the rule allows or justified by the umpire. The first offense is a team warning. The second offense is an ejection of that team member. Alcoholic beverages are not allowed in the field dugouts at any time. Smoking and/or drinking alcohol in the dugout is prohibited. Any player ejected for smoking and/or drinking alcohol in the dugout during a game, will be suspended for two (2) weeks from all games, including league and playoffs, and the team will forfeit the game.
- k. First Aid Kit – Standard Park has a first aid kit that is available for players and spectators. Contact Park staff if first aid is needed.

- l. Forfeited Game – A team forfeits a game when it fails to have the minimum number of players, eight (8), to start the game. A team will also forfeit a game if an “Unverified” player participates in a game, a Borrowed Player is used more than three (3) times by the same team, an illegal player is used, and a player is listed on the roster under an assumed name or failing to provide accurate information to the scorekeeper (See ARTICLE V 5.13–5.16). The score of a forfeited game shall be seven (7) to zero (0) in favor of the team not at fault. This is the official score for the purpose of win-loss record and calculating tie-breakers for playoffs. A double forfeit counts as a loss for both teams with an official score of zero (0) to zero (0). The double loss and official score will be used for playoff tie-breakers. Umpires and scorekeepers will not work forfeited games.

The Recreation Department will check rosters after each league game. If it is determined by the Recreation Department that an illegal player was used in a game, the team(s) at fault will forfeit the game. Managers will be notified of the forfeit. A team that forfeits two (2) or more games in a season, because of a game not played, and does not contact the Recreation Department by 1:00 p.m. the day of the game, will be disqualified from playoffs.

- m. Game Times – The home team for each game is designated on the game schedule. Starting times for all games will be as listed on schedules.
- n. Home Plate Mat – At the discretion of the Tuolumne County Recreation Department, a home plate mat, or extension may be utilized for all adult slow pitch softball. A legally pitched ball, hitting any portion of the modified home plate will be called a strike.
- o. Home Team Advantage – The home team will be outlined in league schedules. The home team advantage for playoffs will be determined by league record.
- p. Jewelry – All Jewelry and other items judged to be potentially dangerous by the umpire may not be worn during the game.
- q. Late Arrival – If a team starts a game with less than ten (10) players (adult slow pitch) or nine (9) players (fast pitch), late arriving players may be added up to a total of the ten (10) players for slow pitch and nine (9) players for fast pitch on the lineup card. All late arrivals must bat last in the line-up.
- r. Line Drive – Up The Middle Rule – Any batted ball 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” as to bounce at the pitcher. Any ball hit clearly over the pitchers head is a live ball. Any pitcher stepping out, or reaching out, of the protected area during or following his/her delivery relinquishes protected status. This rule does not apply to Fast Pitch and Wood Bat leagues.

- s. Line-up Card – First and last names must be provided on the line-up card. The Manager or his/her designee is responsible for providing accurate roster information (first and last names) to the scorekeeper. Teams may not challenge what is recorded on the official scorecard if they cannot provide their own scorecard from the game. Managers are required to review and initial each scorecard to avoid confusion in League Standings. If a Manager fails to provide first and last names (nicknames and partial names not allowed) or if a Manager or his/her designee uses an “illegal” and or “Unverified” player, the team at fault will forfeit the game. If the illegal player is listed on the roster under an assumed name, the Manager or his/her designee will be suspended for two (2) weeks. This includes playoffs. (See ARTICLE V 5.13-5.16)
- t. Minimum Players – Eight (8) players must be present to start and finish an adult slow pitch game. Seven (7) players must be present to start and finish an adult fast pitch game.
- u. Official Score – The home team will provide the official scorekeeper. If home team does not provide an official scorekeeper, the home team will forfeit home team status to the visiting team. Visiting team must provide a scorekeeper to be granted home team for that game.
- v. Position Requirements – When playing with less than ten (10) players, that team is required to play with a catcher.
- w. Postponed or Rained-Out Games – In the event a game is postponed due to inclement weather or any other cause, the Tuolumne County Recreation Department will reschedule the postponed game.
  - w.1 The game will be scheduled on the first day of field availability.
  - w.2 Each manager will be given one right of refusal (if reasonable cause is given). If both managers exercise their refusal right, the Tuolumne County Recreation Department will assign the next available date.
  - w.3 If either team decides to forfeit, the game will not be rescheduled. The win will be awarded to the non-forfeiting team.
  - w.4 If a game has no bearing on league standings and managers mutually agree, it will not be played.
  - w.5 If a postponement occurs during the game, the game will be considered complete if the postponement occurs after the end of the fourth inning. The team ahead at that time will be declared the winner.
  - w.6 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.

- x. Roster – Players may be added to or deleted from the roster up until the completion of the first league game. To add a “Verified” player to a roster or to verify an “Unverified” player on a roster, the online information must be submitted prior to participating in the first game. Reminder, being on a roster does not necessarily mean being eligible for competition. Players who are added to the roster after the first league game who have not completed the Player Add process and paid the Player Add Fee, are considered illegal players. Games that “illegal” players participate in will be forfeited. (See ARTICLE VIII 8.7) Players are allowed to be added anytime during the season; however, added players are required to meet the minimum games requirements for games played to be eligible to participate in playoffs. (See ARTICLE VII 7.10)
- y. “Run Ahead Rule” – The USA Softball rule will be applicable in all softball leagues at Standard Park, including playoff games.
  - y.1 Adult Softball (Men’s/Women’s), COED, Senior, Wood Bat = 20 Runs after three (3) innings, 15 runs after four (4) innings or 10 runs after five (5) innings.
  - y.2 Fast Pitch Softball = 15 runs after three (3) innings, 12 runs after four (4) innings or 7 runs after five (5) innings.

If the Run Ahead Rule is triggered the game will be scored and finalized at the point for league standing purposes; however, if there is mutual agreement between managers the two teams can continue playing until the time limit is met. Once time has expired the game will be stopped immediately at that point no matter where in the inning the game is at.

- z. Shoes – Shoes must be worn at all times inside the park. This applies to players, managers, umpires and spectators.
- aa. Softballs – Each game will receive one (1) new ball and one (1) used ball. If they are lost during the game, teams will be responsible for providing a League approved replacement softball, which may be kept by the Recreation Department. Balls must be returned to the umpire at the completion of the game.
- bb. Steel Spikes – Are not allowed for league play.

**EXCEPTION:** Men’s fast pitch pitchers who are pitching.
- cc. Tied Game – If a game is tied after seven (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. Tied games count as a half-win and half-loss in league standings. For tied games in Fast Pitch see ARTICLE VI 6.5 q.

- dd. Time Limits – There are time limits on all league games, with the exception of the “Championship Game” in playoffs. Slow Pitch time limit is seven (7) innings or sixty-five (65) minutes, whichever comes first. Wood Bat time limit is nine (9) innings or sixty-five (65) minutes, whichever comes first. Fast Pitch time limit is seven (7) innings or ninety (90) minutes, whichever comes first. No new inning may be started if less than five (5) minutes remain in the game.
- ee. Umpire Duties – Men’s, Women’s and COED slow pitch will use one (1) USA Softball certified umpire. Fast Pitch will use two (2) USA Softball certified umpires. In the event that only one (1) umpire is present at game time, the game will begin as scheduled with only one (1) umpire.
  - ee.1 It is the duty of the umpire to administer decisions of the game in accordance with the current year’s official USA Softball Rulebook and the Standard Park Adult Softball Rules and Regulations.
  - ee.2 All games are under the control and direction of the Umpire. Only Team Managers may discuss decisions with the Umpire.
  - ee.3 Umpires will not hold up a game to look for rules between innings or batters. All situations regarding rule interpretation is to be handled through the protest procedure. (See ARTICLE XI 11.4)
  - ee.4 Umpires shall have the authority to order a player, manager or spectator to do, or cease doing, any act which in their judgment is necessary to enforce USA Softball and the Standard Park Adult Softball Rules and Regulations.
  - ee.5 Umpires are responsible for notifying the official scorekeeper of the official starting time of the game and to verify that it is recorded on the official scorecard.
  - ee.6 Umpires will monitor music as they deem necessary for the safety of the game. Any music that interferes with, or disrupts, the game, as determined by the Umpire, must be turned down or off. Music that contains inappropriate language, profanity and/or racial slurs is not allowed.
- ff. Umpire Abuse – Any player, manager, sponsor, spectator or any other person who pushes, shoves, bumps, threatens or strikes an umpire shall automatically be suspended for a one (1) year from all programs at Standard Park and will be reported to USA Softball. Any player, manager, sponsor or any other person connected with the team that swears or uses abusive language shall automatically be ejected from the game or the game will be forfeited. (See ARTICLE X)

- gg. Upper Division Players – F3 and F4 rosters may have up to two (2) players from the “Upper Division Players List.” There are no restrictions or limits of Upper Division players on F1 or F2 rosters. The “Upper Division Players List” will be determined by input from all Team Managers, Softball Umpires and the Recreation Department; however, the Recreation Department has the final say on this list.
- hh. USA Softball – USA Rules and the Standard Park Adult Softball Rules and Regulations will govern League play. Team Managers and Umpires cannot agree before, or during, a game to modify the rules. If both managers agree to ignore, modify or change USA Softball and or Standard Park Rules, both teams will forfeit the game.
- ii. Vacant Roster Spot – If a team starts a game with less than the maximum players or a spot in the line-up is left vacant for any reason, including injury or ejection, the team will not be assessed an automatic out if there are legal and eligible substitute player’s available.

## 6.2 Adult Slow Pitch Rules

- a. Ball/Strike Count – Hitters will begin with a one (1) ball and one (1) strike count. The batter will be out on the second foul after two (2) strikes.
- b. Bases – The bases will be seventy (70) feet.
- c. Courtesy Runner (CR) – Each team is allowed one (1) Courtesy Runner per inning once the replaced runner reaches base (see ARTICLE VI 6.1 h). For Senior League see ARTICLE VI 6.6 g.
- d. Designated Home Run Hitter (DHH) – A designated player, without penalty, may hit a home run every time at bat. The DHH must be declared before the start of each game, recorded on the official scorecard and Umpires must be notified. Should the DHH be walked (intentional or not), the next person in the line-up can hit a home run without penalty. If the DHH is substituted for, the team loses the DHH until the original DHH returns to the same spot in the line-up. The One Up Rule will still be in effect for all other players.
- e. Extra Player (EP) – Under normal circumstances, when all players are present, twelve (12) players (including EP’s) may bat. An extra player may not be added after the start of the game, and needs to be used throughout.
- f. Home Run Rule – Any ball hit over the “old” or “new” Home Run Fence will be considered a home run. Any ball that hits a scoreboard will be considered a home run. The “One Up Rule” will be in effect for all innings. The “One Up Rule” does not apply to the following leagues: Senior Slow Pitch, Women’s Slow Pitch, Wood Bat, and Fast Pitch. (See ARTICLE VI 6.2 h)

**EXCEPTION:** All games played on Field #2 for Men’s and COED Leagues will use the DHH Rule (see ARTICLE VI 6.2 d).

- g. Home Run Walk-Off Rule – 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.
- h. One Up Rule – Teams may only have one (1) more “over the fence” home run than their opponents. Subsequent home runs will result in an out with players on base not advancing. This rule is in effect for all innings. This rule does not apply to the following leagues: Women’s Slow Pitch, Wood Bat and Fast Pitch.
- i. Pitchers – Pitchers 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 pitching rubber plate and pitches 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.
- j. Pitching Arc – The pitching arc will be six (6) feet minimum to ten (10) feet maximum. USA Softball strike zone and or a strike a mat will be used.

### **6.3 Recreational COED League Slow Pitch Rules**

- a. Ball/Strike Count – Hitters will begin with a one (1) ball and one (1) strike count. The batter will be out on the second foul after two strikes.
- b. Bases – The bases will be seventy (70) feet.
- c. Batting Order – All legally rostered players may bat; however, four (4) women must bat in the first ten (10) spots and no more than two (2) men can bat in a row. In the event that three (3) men do bat consecutively, the third male is out and runners may not advance. If during a game a team drops below the four (4) female minimum, that now vacant batting line-up slot becomes an automatic out.
- d. Commitment Line – 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:** If a runner passes the commitment line after tagging up, he/she may return to his/her original base.
- e. Courtesy Runner (CR) – COED teams are allowed one (1) CR of each sex per inning once the replaced runner reaches base. Any rostered player may be a CR as long as a male is a CR for a male and a female is a CR for a female (see ARTICLE VI 6.1 h).

- f. Fielder/Runner Interference – All players share the responsibility for avoiding collisions. Failure to do so will constitute “interference” or “obstruction” and will result in an out and/or ejection. Any other runners will return to the base occupied at the time of the ruling, or forward as awarded by the Umpire in the case of obstruction. Blatant infractions may result in ejection from the game and/or suspension from the league at the discretion of the Umpire and/or Tuolumne County Recreation Department.
- g. Force Out – All bases and home plate are a force outs. 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.
- h. Injured Player – In the event of an injury during the game where a team drops below the four (4) female minimum, that now vacant batting line-up slot becomes an automatic out. A male player cannot replace the injured female player. If a team falls below the minimum number of players to start a game, eight (8), the game will be forfeited. Any substitution may not violate the Position Requirement Rule (see ARTICLE VI 6.3 k).
- i. Minimum Number of Players – A game may start with eight (8) players, but there must always be a minimum of four (4) female players in the batting order and on the field.
- j. One Up Rule – All COED games will be played under the “One Up” home run rule. TEAMS may only have one (1) more “over the fence” home run than their opponents. Subsequent homeruns by a male or female player will result in an out with players on base not advancing. The “One Up Rule” is in effect for all innings. The “One Up Rule” applies to the team not gender.
- k. Position Requirement – A female or male may play any position as long as two (2) players of each sex are infielders and two (2) players of each sex are outfielders. If a female is injured (see ARTICLE VI 6.3 h), a male player cannot field her position. A maximum of four (4) male players are allowed to play in the infield.
- l. Rostered Players – COED softball may bat all legally rostered players.
- m. Safety Run Through Line – A safety run through line and/or a full batters circle will be provided adjacent to home plate. A runner touching home plate and/or the plate extension mat, will result in an automatic out and no run shall score.
- n. Sliding – 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).



- o. Starting Line-up – A team shall consist of ten (10) players; six (6) male and four (4) female. In the event six (6) males are not available, a team may play with a male and female combination in favor of the female gender (i.e. four (4) male and six (6) female).
- p. Walking A Male Player – A walk to a “male” batter will result in the batter being awarded **two bases** if the next batter is a “female”. A walk to a “male” batter will result in the batter being awarded **one base** if the next batter is a “male” player.

#### 6.4 Competitive COED League Slow Pitch Rules

- a. Ball/Strike Count – Hitters will begin with a one (1) ball and one (1) strike count. The batter will be out on the second foul after two strikes.
- b. Bases – The bases will be seventy (70) feet.
- c. Batting Order – All legally rostered players may bat; however, four (4) women must bat in the first ten (10) spots and no more than two (2) men can bat in a row. In the event that three (3) men do bat consecutively, the third male is out and runners may not advance. If during a game a team drops below the four (4) female minimum, that now vacant batting line-up slot becomes an automatic out.
- d. Commitment Line – The COED Competitive League does not use commitment lines.
- e. Courtesy Runner (CR) – COED teams are allowed one (1) CR of each sex per inning once a runner reaches base. Any rostered player may be a CR as long as a male is a CR for a male and a female is a CR for a female. (See ARTICLE VI 6.1 h)
- f. Fielder/Runner Interference – USA Softball Rules for Fielder-Runner Interference will be enforced.
- g. Injured Player – In the event of an injury during the game where a team drops below the four (4) female minimum, that now vacant batting line-up slot becomes an automatic out. A male player cannot replace the injured female player. If a team falls below the minimum number of players to start a game, eight (8), the game will be forfeited. Any substitution may not violate the Position Requirement Rule (see ARTICLE VI 6.4k). USA Softball Rules for Fielder-Runner Interference will be enforced.
- h. Minimum Number of Players – A game may start with eight (8) players, but there must be a minimum of four (4) female players in the batting order and on the field.
- i. One Up Rule – All COED games will be played under the “One Up” home run rule. TEAMS may only have one (1) more “over the fence” home run than their opponents. Subsequent homeruns by a male or female player will result in an out with players on base not advancing. The “One Up Rule” is in effect for all innings. The “One Up Rule” applies to the team not the gender.

- j. Position Requirement – A female or male may play any position as long as two (2) players of each sex are infielders and two (2) players of each sex are outfielders. If a female is injured (see ARTICLE VI 6.4 g), a male player cannot field her position. A maximum of four (4) male players are allowed to play in the infield.
- k. Rostered Players – COED softball may bat all legally rostered players. If a team opts to bat all legally rostered players, four (4) females must bat in the first ten (10) spots and no more than two (2) men can bat in a row.
- l. Safety Run Through Line – Competitive League does not utilize a safety run through line adjacent to home plate. Runners are required to touch home plate.
- m. Sliding – Sliding is allowed in the COED Competitive League.
- n. Starting Line-up – A team shall consist of a minimum of ten (10) players; six (6) male and four (4) female. In the event six (6) males are not available, a team may play a game with a male to female combination in favor of the female gender (i.e. four (4) male and six (6) female).

## 6.5 Fast Pitch

- a. Bases – The bases will be sixty (60) feet.
- b. Base Running – A base runner may leave the base when the pitcher releases the ball.
- c. Batting Order – Batting order will be determined by one of the following methods. The batter must take the batter's positioning in the batter's box within ten (10) seconds after being directed to do so by the umpire. Failure to do so will result in the umpire calling a strike on the batter, no pitch will be thrown, and the ball is dead.
  - c.1 Straight Substitution – The team only bats the nine (9) defensive players. The balance of players must be listed as substitutes and the team does not have the ability to use free substitutions for the duration of the game once the line-up card becomes official. The line-up card is considered official when accepted by the home plate umpire. Any changes after that point are considered a substitution.
  - c.2 Free Substitution – Teams must list all their players as batters making sure the batting order does not change throughout the game and then any nine (9) players may play a defensive position at any time during the game.

**EXCEPTION:** A team may state at the beginning of the game that the starting pitcher will not bat. This may not be altered after the game begins. Any substitute pitcher must still continue batting.

- d. Borrowed Player (BP) – For Men’s Fast Pitch only, a team may borrow up to two (2) eligible players from a current registered fast pitch team in the same league to fill their roster up to nine (9) players for that particular game. Borrowed Players cannot pitch. Borrowed Players can only play right field and/or second base. Teams may not borrow players if it will bring their total number of players for that game above nine (9) players. These players need to be noted on the scorecard as Borrowed Players (BP) and the team in which they are associated with. If the team’s player arrives after the game time to bring the team’s total above nine (9), then the new player must substitute in for one of the Borrowed Players.
- e. Catcher’s Mask and Equipment – Catchers must wear masks with throat protectors. An extended wire protector may be worn in lieu of an attached throat protector. Helmets are optional, and if worn any style is allowed. Fast Pitch Catchers cannot merely wear the plastic face mask/guard. See USA Rule 3 Section 5. Teams must supply their own approved catcher’s gear.
- f. Certified Bats – Only fast pitch bats which bear the USA Softball approved certification mark, or those included on the list published by the USA Softball National Office. This list can be found at [www.softball.org](http://www.softball.org) or on our website at [www.tcrecreation.com](http://www.tcrecreation.com).
- g. Courtesy Runner (CR) – The team at bat may use a Courtesy Runner for the pitcher and/or catcher providing the pitcher or catcher bats for themselves and reaches base safely. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. The same Courtesy Runner may not run for both the pitcher and the catcher at any time during the game. For more detail, see USA Softball Rules Section 10.
- h. Designated Player (DP) – A Designated Player may be used for any player provided it’s made known prior to the start of the game and the player’s name is indicated on the line-up card as one (1) of the nine (9) in the batting order. The name of the player for whom the DP is batting (FLEX) will be placed in the tenth (10) position in the line-up. (DP rule applies if using the straight substitution rule)
- i. Helmets – Helmets must be worn according to USA Softball Rule 3 Section 5. It is mandatory for all offensive players including the batter, on-deck batter and base runner(s) to wear batting helmets with double ear flap National Operating Committee on Standards for Athletic Equipment (NOCSAE) approved helmets.
- j. Line-up – See ARTICLE VI. 6.5 c.
- k. Minimum Number of Players – Teams consist of nine (9) players. A game may start with seven (7) players. Players that arrive late may be added to the bottom of the line-up; if done immediately when they arrive (even if every batter has already batted). If a late player is not immediately added to the line-up they must be used as a regular substitute.

- l. Pitching Distance – Men’s League will pitch from forty-six (46) feet.
- m. Pitching Rules – The pitcher must start his/her delivery with at least one (1) foot on the pitcher’s rubber and otherwise follow all rules of USA Fast Pitch Softball.
- n. Run Ahead Rule – 15 runs after three (3) innings, 12 runs after four (4) innings or 7 runs after five (5) innings.
- o. Shoes – Participants must wear appropriate athletic shoes while playing. Rubber cleats are acceptable. Metal cleats, golf, football, or track shoes are not allowed.  
**EXCEPTION:** Pitchers may wear metal cleats only while they are pitching.
- p. Softballs – Each game will receive one (1) new ball and one (1) used ball. If they are lost during the game, teams will be responsible for providing a League approved replacement softball, which may be kept by the Recreation Department. Balls must be returned to the umpire at the completion of the game.
- q. Tied Games – If the game is tied after seven (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. Tied games count as a half-win and half-loss in league standings.
- r. Time Limits – There will be a time limit on all games, with the exception of “The Championship” game in playoffs. Fast pitch time limit is seven (7) innings or ninety (90) minutes whichever comes first. No new inning may be started if less than five (5) minutes remain in the game.
- s. Warm-Up Pitches – For the first inning and anytime a new pitcher enters the game, the pitcher will be allowed five (5) warm-up pitches. All innings except the first inning the pitchers will be allowed three (3) pitches or one (1) minute whichever comes first. If the pitcher does not conclude their warm-up within the first (1) minute, a ball will be called on the batter.

## **6.6 Senior Softball – Men’s Over 50 League**

- a. Ball/Strike Count – Hitters will begin with zero (0) ball and zero (0) strike.
- b. Base Running – Runners are allowed to overrun all bases as long as no move is made toward the next base.
- c. Bases – The bases will be seventy (70) feet.
- d. Batting Line-up – All uninjured players on the roster must be in the batting line-up, but no more than ten (10) in defensive positions. Late or borrowed players must be inserted at the bottom of the line-up.

- e. Borrowed Player (BP) – May be used to complete the ten (10) man roster. BP's must first be recruited from the opposing teams. Should there be insufficient numbers on the opposing team, then players may be borrowed from other registered and "Verified" Senior League players. BP's can play any defense position and must bat at the bottom of the line-up. BP's from the opposing team have no "base advance" restrictions. BP's who are not from the opposing team, shall be limited to one (1) base advance only. A BP who is a base runner may advance without limitation by a regular rostered player. Upon arrival of the regular rostered player, he will immediately replace the BP.
- f. Certified Bats – All bats used in USA Softball play for the Senior Divisions must be Official Softball Bats certified by USA Softball. See Rule 3 Section 1 of the official USA Softball Rule Book.
- g. Courtesy Runner (CR) – Each team is allowed unlimited Courtesy Runners per inning; however, a player can only pinch run one time per inning. In the event a CR is on base and when his bat evolves, an out is declared. However, that CR is allowed to remain on base. The CR is legally in the game when the ball becomes "live."
- h. Defensive Position Changes – There will be no limit to defensive position changes by rostered players as long as there is no delay of game.
- i. Fielder/Runner Interference – All players share the responsibility for avoiding collisions. Failure to do so will constitute "interference" or "obstruction" and will result in an out and or ejection. Any other runners will return to the base occupied at the time of the ruling, or forward as awarded by the Umpire in the case of obstruction. Blatant infractions may result in ejection from the game and or suspension from the league at the discretion of the Umpire and/or Tuolumne County Recreation Department.
- j. Home Run Rule – Any ball hit over the "old" or "new" Home Run Fence will be considered a home run. Any ball that hits a scoreboard will be considered a home run. Teams in the Senior Leagues will be restricted to three (3) home runs per game. Each subsequent home run after the teams third will be an out.
- k. League Fee – Each team shall pay a league fee, per league, spring and summer. The players will combine to form the pool from which all teams shall be formed.
- l. Pitching Arc – The pitching arc will be six (6) feet minimum and not exceed a maximum height of twelve (12) feet from the ground. USA Softball strike zone and or a strike a mat will be used.
- m. Player Registration – All participants in the league are required to accept the Player Registration and Liability Release form through their online account to become a "Verified" player.

- n. Pool of Players – 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 Tuolumne County Recreation Department fee schedule.
- o. Run Limit – All teams are limited to five (5) runs per inning until the last or open inning.
- p. Run Through Line – A “Run Through Line” will be inserted at the front of home plate, perpendicular to third base line. A base runner will be required to cross the line before the 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.
- q. Sliding – 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).
- r. Team Manager – 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 to the team “next in line” for selection.

## **6.7 Wood Bat League**

- a. Ball/Strike Count – Hitters will begin with one (1) ball and one (1) strike count. The batter will be out on the second foul after two strikes.
- b. Bases – The bases will be seventy (70) feet.
- c. Certified Bats – The Recreation Department will provide three (3) approved wood bats per game to be used by both teams. Teams are not allowed to use their own wood bats. The supplied wood bats shall not be more than 2.25 inches in diameter at the largest part, no longer than 34” in length nor exceed 38 ounces in weight. Composite, composite-wood, bamboo, bamboo-wood bats are not allowed.
- d. Courtesy Runner (CR) – Each team is allowed one (1) Courtesy Runner per inning once the replaced runner reaches base (see ARTICLE VI. 6.1 h). For Senior League see ARTICLE VI 6.6 g.
- e. Extra Player (EP) – Under normal circumstances, when all players are present, twelve (12) players (including EP’s) may bat. An Extra Player may not be added after the start of the game, and needs to be used throughout.
- f. Home Run Rule – The Wood Bat League does not have a home run limit.

- g. Home Run Walk-Off Rule – 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.
- h. Pitchers – Pitchers 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 pitching rubber plate and pitches 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.
- i. Pitching Arc – The pitching arc will be six (6) feet minimum to ten (10) feet maximum. USA Softball strike zone and or a strike a mat will be used.
- j. Time Limits – There are time limits on all Wood Bat League games, with the exception of the “Championship Game” in playoffs. The time limit is nine (9) innings or sixty-five (65) minutes (whichever comes first). No new inning may be started if less than five (5) minutes remain in the game.

## ARTICLE VII - LEAGUE PLAYOFFS

- 7.1 Adding Players – Teams may add players to the roster provided they are serious and compelling reasons. All additions for playoffs must be approved by the Recreation Department no less than 24 hours before game time.  
  
**EXCEPTIONS:** Emergency personnel called to duty or medical situations. Vacations are no longer accepted as viable reasons for adding players as playoff dates are scheduled months in advance. Any player added due to these exceptions must meet player eligibility requirements and must be a “Verified” Player and have played in a minimum number of league games (see ARTICLE VII 7.10) as a “Verified” rostered player.
- 7.2 Forfeits – A team that forfeits two (2) or more games in a season, because of a game not played, and does not contact the Recreation Department by 1:00 p.m. the day of the game, will be disqualified from playoffs.
- 7.3 Format – Playoff format will be determined by the Recreation Department. The top four (4) teams from each League Division (F1, F2, F3 or F4) will qualify for playoffs in divisions with six (6) or more teams. For Combined Leagues, the top eight (8) teams will qualify for playoffs with seeds 1 – 4 being the upper division playoffs and seeds 5 – 8 being the lower division playoffs. The Recreation Department reserves the right to assign teams to F2 playoffs regardless of record; however, teams assigned to F2 for playoffs, must qualify to be eligible for playoffs.
- 7.4 Illegal Player – A team using an illegal and/or an “Unverified” player shall automatically forfeit each game in which the player participated. If a team uses an illegal or “Unverified” player under an assumed name, that team shall automatically be dropped from the playoffs.
- 7.5 Minimum Games – Players must meet the minimum number of games to qualify for playoffs. See ARTICLE VII 7.10.

- 7.6 Multiple Teams – Players are eligible to participate on multiple teams for playoffs. To be eligible, the teams must be in different divisions (F1, F2, F3 or F4), the player must be a “Verified” rostered player for each team and the player must play in the minimum number of league games (see ARTICLE VII. 7.10) as a “Verified” player for each team.

**EXCEPTION:** If leagues are combined, players are allowed to play for both teams in playoffs if the teams are in different divisional playoffs (F1, F2, F3 or F4). If the teams are in the same divisional playoffs (F1, F2, F3 or F4), the player must declare a single team for playoffs prior to the first playoff game. The player may only play on the declared team for playoffs. See ARTICLE VI 6.1 f.

- 7.7 Team Standings – Team standings are determined by overall win percentage. Win percentage takes into consideration tied games.

- 7.8 Tie Breaker – If two (2) or more teams have the same winning percentage at the end of the season, the following league tie breaker will be used to determine playoff seeding:

- a. Head to head (among teams tied)
- b. Winning percentage (if different number of games played and/or ties)
- c. Fewest runs allowed in head to head play
- d. Fewest runs allowed for the entire season
- e. Least number of forfeits
- f. Coin toss

- 7.9 Time Limit – Playoff games will have the same time restrictions of sixty-five (65) minutes as all league games. Championship games however will continue through at least seven (7) innings, nine (9) innings for Wood Bat, (no ties) except as provided by the USA Softball “Run Ahead Rule.” No new inning may be started if less than five (5) minutes remain in the game.

- 7.10 Verified Players – To be eligible for playoffs, a player must appear in a minimum number of the team’s league games as a “Verified” and rostered player, as outlined by leagues below:

- a. Spring League minimum is three (3) league games
- b. Summer League minimum is four (4) league games
- c. Fall League minimum is two (2) league games

Games played during league as an “Unverified” player or Borrowed Player do not count towards the league game minimum to qualify for playoffs.



## ARTICLE VIII - 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).***

- 8.1 Age Limit – Age limits will be applied to any player whose class has not graduated from high school or will not graduate during the current season. To play in adult leagues a player must be at least fifteen (15) years of age by the first league game and have completed or be completing his/her freshman year of high school. Players under eighteen (18) years of age must have their parent or guardian register and accept all waivers online. Any such player without the required waivers will be considered an illegal player upon the protest of the opposing team or review by the Recreation Department.
- 8.2 Changing Teams – A player may not leave one (1) team for another team in the same league without approval by the Recreation Department.
- 8.3 Completed Roster – All rosters must be completed with the player’s first and last name and email address.
- 8.4 High School Player – No player may participate on any team and simultaneously compete on a high school athletic team which represents a high school or junior college. Any team which violates this rule shall forfeit all games in which the ineligible player played. 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.
- 8.5 Online Registration - All rosters must be submitted utilizing the online registration process as provided on the Tuolumne County Recreation Department’s website; [www.tcrecreation.com](http://www.tcrecreation.com), prior to the start of the season.
- 8.6 Multiple Team Player – A player may play for multiple teams in the same season as long as the teams are not in the same division (F1, F2, F3 or F4) and the player does not place any of the teams in violation of other rules. Players may play on more than one (1) team per night; however games will not be scheduled, rescheduled, or held up for players playing on multiple teams. Players are eligible to participate on multiple teams for playoffs. To be eligible, the teams must be in different divisions (F1, F2, F3 or F4), the player must be a “Verified” rostered player for each team and the player must play in the minimum number of league games (see ARTICLE VII 7.10) as a “Verified” player for each team.

**EXCEPTION:** If leagues are combined, players are allowed to play for both teams in playoffs if the teams are in different divisional playoffs (F1, F2, F3 or F4). If the teams are in the same divisional playoffs (F1, F2, F3 or F4), the player must declare a single team for playoffs prior to the first playoff game. The player may only play on the declared team for playoffs. See ARTICLE VI 6.1 f.

- 8.7 Player Additions – Player Adds are accepted online after the first game and will require a Player Add Fee as outlined in the Tuolumne County Fee Ordinance and Recreation Department Fee Schedule, which is due and payable at the time of the add. Players who are added to the roster after the first league game who have not completed the Player Add process and paid the Player Add Fee, are considered illegal players. Games “illegal” players participate in will be forfeited. Players are allowed to be added anytime during the season. Added players are required to meet the minimum requirements for games played to qualify for playoffs.
- 8.8 Team Classifications – Team classifications are determined by the Recreation Department with consideration given to the submitted roster and prior league standings. Teams may be required to move up or down to the next level.
- 8.9 Playoff Eligibility - A player must be a “Verified” and rostered member of the team and participate in a minimum number of league games (see ARTICLE VII 7.10) in order to be eligible to participate in league playoffs.
- 8.10 Roster Changes – Rosters may be altered or changed online only through the end of the first game. All additions after the first game must be completed by the team Manager through the online registration process for Player Adds. (See ARTICLE VIII 8.7)
- 8.11 Upper Division Players – F3 and F4 rosters may have up to two (2) players from the “Upper Division Players List.” There are no restrictions or limits of Upper Division players on F1 or F2 rosters. The “Upper Division Players List” will be determined by input from all Team Managers, Softball Umpires and the Recreation Department; however, the Recreation Department has the final say on this list.
- 8.12 Verified Players - Each roster must have a minimum of ten (10) “Verified” players with a maximum of twenty (20) “Verified players”. Players who are added to the roster after the first league game who have not completed the Player Add process and paid the Player Add Fee, are considered illegal players. Games “illegal” players participate in will be forfeited.

## **ARTICLE IX - ILLEGAL PLAYERS**

- 9.1 Illegal players are any players who do not conform to the player eligibility rules in ARTICLE V and ARTICLE VIII.
- 9.2 Proper eligibility is the obligation of both players and managers.
- 9.3 Manager or his/her designee who uses an “illegal” and/or an “Unverified” player will forfeit all games that the “illegal” and/or “Unverified” player played in. Managers who repeatedly use “illegal” and/or “Unverified” players, and players who repeatedly play as an “illegal” and/or “Unverified” player, will be suspended from all programs at Standard Park for two (2) weeks, including playoffs. (See ARTICLE V. 5.13-5.16)
- 9.4 A team using an illegal player in league and/or playoffs shall automatically forfeit each game in which the player participated. If a team uses an “illegal” player under an assumed name during playoffs, that team shall automatically be dropped from the playoffs. (See ARTICLE VI 6.1 l and ARTICLE VII 7.4)
- 9.5 Illegal players can be identified for suspension if a protesting team completes and files a Protest Form during the game or when an eligibility check is done by the Recreation Department. (See ARTICLE VI 6.1 l and ARTICLE XI 1)

- 9.6 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 the 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.
- 9.7 Protests that require only identification will be handled by the umpire on the playing field at the time of the protest. The game clock will continue to run.
- 9.8 The Manager or his/her designee is responsible for providing accurate names to the scorekeeper. If a Manager fails to provide first and last name (nicknames and partial names not allowed), the game will be forfeited.
- 9.9 If a Manager or his/her designee knowingly uses an "illegal" and or an "Unverified" player, the game will be forfeited.
- 9.10 Managers/players who repeatedly violate the "Unverified" rule will be suspended for two (2) weeks.
- 9.11 A Manager who lists a player on the roster under an assumed name, the player, Manager or his/her designee will be suspended from the game, including playoffs. If a team uses an "illegal" or "Unverified" player under an assumed name, during playoffs, that team shall automatically be dropped from the playoffs.
- 9.12 Players who are added to the roster after the first league game who have not completed the Player Add process and paid the Player Add Fee, are considered illegal players. Games "illegal" players participate in will be forfeited.

## **ARTICLE X - PLAYER EJECTION**

- 10.1 Rules concerning player misconduct also apply to managers, spectators and players of earlier games waiting to play in a later game. Player/Spectator ejections may be enforced by umpires and/or Recreation Department personnel.
- 10.2 Players are subject to ejection by an umpire according to USA Softball Rules of Play. Not all ejections will result in further suspensions. Any Player/Manager ejected from a game will automatically be disqualified from participating in the remainder of any game that night, and will be suspended from his/her team's next game, playoff games included. The ejected Player/Manager is required to vacate Standard Park immediately. This includes the parking lot. If the player refuses to leave Standard Park, the offending team will forfeit the game. The ejected Player/Manager will be prohibited from attending the team's next contest, including playoffs. Players/Managers ejected a second time during the same season for unsportsmanlike conduct, that Player/Manager shall be suspended from Standard Park for two (2) weeks. The third time a Player/Manger is ejected from a game for unsportsmanlike conduct will be suspended from Standard Park for one (1) month.
- 10.3 Any player, manager or spectator who verbally threatens physical harm, physically touches, pushes and/or strikes an umpire, team manager, player or park employee, will be suspended from all programs at Standard Park for a minimum of one (1) year from the date of the incident. Local Law Enforcement will be called if necessary.
- 10.4 In the event that a Player/Manager is ejected from the game, he/she is required to vacate Standard Park immediately. This includes the parking lot.

- 10.5 Anyone ejected from Standard Park will be given reasonable time to vacate the premises.
- 10.6 In the event that the Player/Manager 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 suspensions of the Player/Manager may result.
- 10.7 Unnecessary delay of game will result in immediate expulsion of the delaying player. Continued delay will result in further suspension and possible forfeiture.
- 10.8 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.
- 10.9 Any Player/Manager who leaves the confines of the dugout/bench area during a fight that has broken out, will be ejected from that game and is ineligible for the team's next game. If the team Manager does not instigate or escalate the fight, he/she is allowed to break up the fight and will not be ejected from the game.

## **ARTICLE XI - PROTESTS**

### **Protest decisions will not be retroactive to previously played games**

#### **11.1 Roster and Classification**

- a. Protests which concern roster listing or classification must 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 night.

**EXCEPTION:** 1) Protests that require only identification will be handled by the umpire on the playing field at the time of the protest and 2) During playoffs a decision will be made before the game is resumed.

- b. The Recreation Department will check rosters after each league game. If it is determined by the Recreation Department that an illegal player was used in a game, the team(s) at fault will forfeit the game. Managers will be notified of the forfeit.

#### **11.2 Judgment Calls**

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

#### **11.3 Player Eligibility**

- a. Protest must be made before the last out of the game has occurred.
- b. Notify the umpire and he/she will notify opposing Manager and scorekeeper.
- c. Record on official scorecard.

- d. Follow procedure on Protest Form (Appendix A). Include all pertinent information.
- e. Submit form to Recreation Staff along with protest fee (as outlined in the Tuolumne County Fee Ordinance and Recreation Department Fee Schedule)
  - e.1 Protest fee will be refunded if protest is upheld.
  - e.2 Protest fee will be forfeited if protest is denied.
- f. If protest is upheld, violating team will forfeit game.
- g. Decisions will not be made on night of protest.
 

**EXCEPTION:** 1) Protests that require only identification will be handled by the umpire on the playing field at the time of the protest and 2) During playoffs a decision will be made before the game is resumed.
- h. All decisions are final.
- i. Managers will be informed of the decision.

#### **11.4 Rule Interpretation**

- a. Protest must be made to umpire before the next pitch is delivered.
- b. Record on official scorecard.
- c. Follow procedure on Protest Form (Appendix A). Include all pertinent information.
- d. Describe the situation that caused the protest.
- e. Identify the rule that is protested.
- f. Submit form to Recreation Staff along with protest fee (as outlined in the Tuolumne County Fee Ordinance and Recreation Fee Schedule) immediately following the game.
  - f.1 Fee will be refunded if protest is upheld.
  - f.2 Fee will be forfeited if rule is denied.
- g. Protests will be decided by the Recreation Department.
- h. If protest is upheld, the 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 the protest.
 

**EXCEPTION:** 1) Protests that require only identification will be handled by the umpire on the playing field at the time of the protest and 2) During playoffs a decision will be made before the game is resumed.
- j. Managers will be informed of the Recreation Department's decision.
- k. All decisions are final.

**APPENDIX A**  
**PROTEST FORM**



Managers will be informed of the protest decision. All decisions are final.



**APPENDIX B**  
**MANAGERS AGREEMENT**

# 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.