



PARKS AND RECREATION DEPARTMENT



2011 ADULT SOFTBALL PROGRAM

GENERAL INFORMATION

WEB PAGE:
WWW.SPARKSREC.COM

“RAINOUT HOTLINE” 353-7811

The Sports Hotline phone number is 353-7811. This number is for rain out and other important information. On potential rain out days, the hotline will be updated as often as possible. We will not know in the morning if your games will be cancelled that evening, but we will try to make the decision as soon as we can. **The front desk will not have any additional information, so please do not call them.** Conditions can change suddenly, so if in doubt after 5:00 p.m. call your coach, or show up to your scheduled game.

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ELIGIBILITY AND ROSTER

1. Twenty (20) players per team.
2. A player who has signed more than one slow pitch league roster, or plays under an assumed name, or misrepresents his or her eligibility status, will be **BARRED** for the remainder of the year. **SPECIAL NOTE:** A player can play on a Men's or Women's team and a Coed Team. A man may also play on a 35+ Masters, 50+, 60+, 65+, 70+, 75+ team. **But you cannot play on two different teams in the same program, (i.e. 2 mens teams, 2 womens teams, or two coed teams) period, even if they are on different nights, different divisions, different leagues or one night and two night. If it is brought to the league Director's attention you will be suspended for the remainder of the year.**
3. All players **must be 18 years old** before they can participate in an adult league. **NO EXCEPTIONS!**

PLAYING RULES FOR ALL ADULT LEAGUES

NOTE: NO ALCOHOLIC BEVERAGES OR ICE CHESTS MAY BE BROUGHT INTO EITHER COMPLEX. ANY PERSON NOT ABIDING WILL BE REMOVED FROM THE FACILITY. 2ND OFFENSE AND THE PERSON WILL BE SUSPENDED FOR THE YEAR FROM THE SPARKS SOFTBALL COMPLEXES. THE CONSUMPTION OF ALCOHOLIC BEVERAGES IN EITHER COMPLEX PARKING LOT IS PROHIBITED.

1. League play will be governed by the 2011 Amateur Softball Association. Exceptions are covered in the manual.
2. Slow pitch teams may start with nine players and add a tenth or eleventh player anytime during the game when an eligible player arrives. If a player is injured during the game and there are no legal substitutes, the team will be allowed to continue with nine or ten players. This applies only to injuries; if a player is ejected for misconduct and there is no eligible substitute, the game is a forfeit.
3. Games will begin at 6:30, 7:40, 8:50 and 10:00 p.m. For a 6:30 game, if a team is short players and cannot take the field, the official will start the game clock and award two runs to the ready team. If after five minutes the team is still unable to take the field, the game is a forfeit. At the end of five minutes where no team can take the field, a double forfeit is called with both teams taking the loss. When scheduled times are delayed, the umpire declares the field ready for play which is now the new "scheduled" game time. At game time if you can prove to the umpire that your player is pulling into the parking lot or entering the gate he must wait to see if it is truly your player, if it is your **9th** player the game will start.
4. **TIME LIMITS:** No **NEW** inning may start after one hour and five minutes of playing time. Seven innings constitute a game, unless a game is called on account of darkness or adverse weather when five or more complete innings are a game. At pre-game the umpire will announce the starting time and keep the game clock. We suggest that the coaches confirm game starting time. The games will be decided by one or two extra innings, as necessary, although time has expired. A tie after nine complete innings will go as a tie.
5. Games that reach the fifth complete inning with one team twelve runs ahead, will be called, mercy rule.
6. Scheduled games may be cancelled in advance by the Sparks Parks and Recreation Department because of inclement weather and/or other unforeseen situations. Otherwise, the umpire at the playing field will make the final decision relative to playing conditions. **WE NOW HAVE A RAINOUT HOTLINE 353-7811. THIS WILL BE UPDATED AS SOON AS POSSIBLE. DO NOT CALL THE OFFICE. THEY WILL NOT HAVE ADDITIONAL INFORMATION.** After hours, Facility Coordinators will call managers, when possible. **If in doubt, show up!**
7. **BALLS:** The team managers will present one new softball to the umpire at pre-game. Pitchers will not be allowed to warm up with the official game balls. Teams that do not bring a new game ball to the park will be required to purchase one at the concession stand for \$7.00, prior to the start of the game. In coed, home teams will supply the 12" ball and visiting teams will supply the 11" ball. NOTE: City of Sparks will be using a core 52, 300 compression optic yellow flight Dudley ball. Home run balls must be retrieved immediately by the team that hit the ball.
8. After each pitch, the ball must be immediately returned by the catcher to the pitcher, unless a play is attempted against a base runner. Infielders will handle the ball only after put outs.

9. **WARMUP TIME** will be confined to the designated areas. Managers should arrive with sufficient time to exchange official game cards, **COMPLETED IN FULL** with the last name first, first initial and position. They are then given to the umpire. **NOTE:** the umpire will be the official scorekeeper and all substitutions must be reported to him or her.
10. **New Rule: All leagues will be using a 1 and 1 count to start each at bat. This means that each batter will begin each at bat with 1 ball and 1 strike.**
11. **FOUL BALL RULE:** Any foul ball after two strikes is an automatic out. The umpire will call this situation **FAIR BALL ONLY**. The batter will be called out if he or she hits a foul ball after the **FAIR BALL ONLY** situation is in effect. Runners may advance with liability to be put out if the foul ball is caught.
12. **UNIFORMS** will consist of shirts visibly numbered with team name or sponsor on them or identical in color. A team will be penalized one run for every player who enters the game without proper uniform. The date enforcement goes into effect will be noted on the schedules.
13. Softball teams using Sparks facilities for practice are required to respect all youth leagues and will not be allowed to practice on a facility unless they have obtained a practice permit. Remember, alcoholic beverages are not permitted on any school ground. Violators of this ordinance are subject to dismissal from the league without a refund.
14. ****METAL CLEATS ARE NOT ALLOWED. A PLAYER NOT COMPLYING WILL BE ASKED TO CHANGE THEIR SHOES OR GET A SUBSTITUTE, IF THIS CANNOT OCCUR THE PLAYER WILL BE DISQUALIFIED FROM THE GAME.**
15. The Sparks Parks and Recreation Department reserves the right to accept or reject any team or players registered for league play, and to reject a team name that is considered inappropriate.
16. Any team may use an extra player (EP) during league play. The EP can go in the game as a defensive player. The position they replace in the field continues to bat. If you start the game with an EP you must finish with one. If a player is injured, you may continue with nine. In coed you can use the EP only if you use an extra male and female to even the number of batters to six males and six females. If an EP is ejected for misconduct and there is not substitute, the game is a forfeit.
17. Sliding is permitted in all leagues but the City of Sparks recommends that only players who have been properly instructed in sliding techniques slide into a base. **NOTE:** Bases are not break away and are firmly anchored.
18. All leagues will use the mat at home plate for determining ball and strikes, except men's two night , men's 1A, 1B, 1C, Coed B, and Coed C.
19. The orange portion of the double first base may only be utilized by the batter-runner and the white base only by the first baseman (defensive player). The runner must use the white base after passing first and may use it to take a turn for second on a hit that goes through the infield and there is no play at first.
20. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches, all of which must be delivered underhand and at a moderate speed. No overhand or fast pitches are allowed. First violation, batter gets a ball and a warning is issued. Second violation, the pitcher is removed from pitching position, but may play another position.
21. **NEW RULE: Use of an illegal bat listed on the ASA banned bat list, or use of a bat that is not recognizable because name/description have been removed will result in a 1 year suspension from ALL ASA play as well as a 30 day suspension of the coach/manager responsible for the team. Violators will be immediately ejected from the game, if no substitute is available the game will be a forfeit. Use of an altered bat will result in a lifetime ban from all ASA play. The City of Sparks reserves the right to test any bats, at any time. Refusal will result in immediate suspension. The umpire will be checking. The City of Sparks Parks and Recreation Department reserves the right to ban any equipment they feel necessary for the safety of their participants. The list of banned bats will be posted at the ball fields or can be located at www.asasoftball.com .**
22. **NEW – The pitching height for ASA has been changed to minimum 6 feet and maximum 10 feet. Pitchers do not have to have a foot on the pitching rubber or line to throw a pitch. The pitcher may stand anywhere from the pitching rubber up to 6 feet back within the pitching rubber width to release the ball. There will not be a box painted or chalked and decisions will be up to the umpires discretion. If the pitcher is outside of this area an illegal pitch will be called. All other ASA pitching rules apply.**

23. **HOME RUN RULE** – 3 home runs, then 1 up equalizer rule. Any home run after that is an out.
24. **New Rule: Stealing – has been eliminated from league play.**
25. **BLOOD RULE:** A player, manager or umpire who is bleeding or who has blood on his uniform will be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the umpire’s judgment. Uniform rule violators will not be enforced if a uniform change is required.
The umpire will:
 - A. Stop the game and allow treatment if the injured person would affect the continuation of play.
 - B. Immediately call a manager, trainer or other “authorized person” to the injured player.
 - C. Apply the rules of the game regarding substitutes, reentry, and shorthanded player, if necessary.

MANAGER RESPONSIBILITIES

NEW RULE- the use of sunflower seeds and any other shell nuts at the Golden Eagle Regional Park is strictly prohibited.

1. No smoking, eating or alcoholic beverages will be permitted on the playing field or bench during the playing of a league contest. If an umpire observes a uniformed player drinking during a game, he or she will get one warning. If it happens again, he or she will be ejected and the team may be forced to forfeit.

NOTE: NO drinking of alcoholic beverages before a league contest. If it is apparent to the umpire that a person is intoxicated, they will not be allowed to play.

2. Managers are responsible for their fans or followers, and are expected to curtail any excessive, abusive or unwarranted actions between them and the game in progress. Failure to do so may result in forfeit.
3. Any manager (registered or acting) who plays an illegal or non-contracted player will be REMOVED from the league and a new manager selected from the team’s remaining eligible players.
4. Foul balls must be retrieved by the team at bat.
5. It is the manager’s responsibility to go over all rules and regulations with their teams. Ignorance of the rules cannot and will not be accepted as an excuse for violations. Review this manual with your team prior to the start of the season.
6. Managers should inform their players that accident and liability insurance is available and can be purchased through ASA. If you need their phone numbers, contact the office at 353-7780.
7. The City of Sparks recommends that managers of women’s and coed teams not play a woman that is pregnant. There are too many things that could possibly happen during the course of a game that might endanger the mother or unborn child.
8. Practice good sportsmanship at all times, setting an example for your team. Do not argue with the officials. You may ask a question, but when you have your answer let it alone and get on with the game.

COED SOFTBALL LEAGUE RULES AND REGULATIONS

1. If there are only nine players present, the team must start with four women and five men, or five women and four men, and increase the playing roster to ten players five men and five women as soon as possible. Listed below are the maximum and minimum number of men and women that can be on the field at any given time.

EXAMPLE	MEN		WOMEN
	5	&	4
	4	&	5
	5	&	5

2. Teams must alternate male-female while at bat, regardless of the number of players they have. **EXAMPLE:** If a team has four men and five women playing, they would bat as follows:

Male #1	In this situation you would not bat behind the same person every time, but you would follow the same person of your sex. (i.e. female #2 would always be the next female after female #1. Male #3 would always be the next male to bat after male #2). So you would always follow the same person of your sex.
Female #1	
Male #2	
Female #2	
Male #3	
Female #3	
Male #4	
Female #4	
Male #1	
Female #5	
Male #2	
Female #1	

3. If you do not slide you must avoid the impending throw from second to first, or third to second. You may not yell or otherwise attempt to distract the defensive player.
4. **NEW RULE:** Any walk to a male batter will result in a two base award. The next batter (a female) **WILL** bat. Exception – with two outs, the female batter has the option of walking or batting.
5. Fielders must play the position they assumed at the start of the inning for the entire inning, except in the case of an injury or ejection. Males and females may play any defensive position.
6. **NEW RULE:** The coed commit line has been removed and will no longer be used.
7. Teams may use a male or female pitcher during play, but because of the short distance between pitcher and batter, the Parks and Recreation Department recommends placing a male at that position.
8. The coed league will be using the mat and plate for a call strike. The area is 23” x 42”. Any ball that hits on either is a strike. (Except Coed B and C)
9. Any base runner intentionally colliding with a defensive player will be called out and will be ejected.
10. Coed play will use an 11” ball when the women bat and a 12” ball when the men bat. If the pitcher uses the wrong ball, the offensive team has the option of taking the result of the play, or having the last batter re-hit and assume the ball strike count prior to the wrong ball being discovered.

PROTESTS

1. Protests based solely on a decision which involves judgment on the part of the umpire will not be considered. Examples are: balls and strikes, safe and fair runners, and foul balls.
2. Protests based on the misinterpretation of a playing rule will be considered. Failure of any umpire to apply the proper penalty for a specific violation of a rule will be protestable.
3. Whenever a matter of protest arises during a game, the manager or captain of the protesting team **must** immediately, before the next pitch, notify the umpire and the opponents that the game is being continued under protest. This will enable all interested parties to take notice of the conditions surrounding the making of the decision, and will aid in the proper determination of the issue. This will be followed by submitting the protest in writing to the Recreation Supervisor at 98 Richards Way, within twenty-four hours of the time of occurrence of the protest, accompanied by \$20.00 in cash, check or money order. If the protest is upheld, the fee will be refunded. If it is disallowed, the fee is forfeited.

4. **PROCEDURE FOR PROTESTING ILLEGAL PLAYERS**

If an illegal player is suspected, the manager of the protesting team may bring it to the attention of the umpire between innings. The umpire will request identification from the player which must be produced in a reasonable amount of time. Play will continue while the Field Coordinator verifies the player's eligibility using the team roster. If the player is found to be illegal, play will cease and the game will be a forfeit. In addition, the manager of that team may be suspended from the league and a new manager will be selected from the remaining players. An illegal player protest will not be considered after the start of the bottom half of the second inning unless the player in question entered the game after that time. A player that cannot produce acceptable identification will be considered illegal.

PLAYER CODE OF CONDUCT

1. Any player who strikes an official is automatically suspended until his case has been considered in a court of law. Assault and battery charges must be filed by the official concerned, or the suspension will be dropped against the player. If the player is found guilty of the charges in a court of law, he or she may be suspended for a period of not less than one year, and up to an indefinite length of time, depending on the severity of the case.
2. A player who pushes, shoves, directs profanity at, or otherwise molests an official will be suspended for at least one year from the date of the incident.
3. Unsportsmanlike conduct will **NOT** be tolerated. **PENALTY:** Suspension from league play and placed on probation for the remainder of the year. This includes arguing over a call. Good Sportsmanship means being able to accept those things you cannot change graciously.
 - A. Unsportsmanlike acts defined, to include, but not limited to.
 - 1) Unnecessary rough tactics against an opposing player.
 - 2) Intentionally spiking or running into a player.
 - 3) Fighting. Three game suspension is minimum for this, but season long is more likely.
 - 4) Abusive or obscene language will not be tolerated on the field regardless of whom it is directed at. If the umpire can hear you, ejection will follow.
 - 5) Throwing a bat in anger or disgust
 - 6) Intentional delay of game tactics
 - 7) Personal insults and harassment of opposing players.
4. All managers, coaches and players will read and sign the **PLAYER CODE OF CONDUCT** and will adhere to these codes.
5. Good sportsmanship means sincerely wishing the best for your opponent. If everyone remembers that, it will be an enjoyable season for all of us. Almost everyone did much better in 2009. Let's keep it up and remember why we are out here in the first place...**FUN!!**

NEW Awards – 1st place will receive a team award and 13 t-shirts, 2nd place will receive a team plaque.

The City of Sparks will no longer award trophies to all ties for 1st and 2nd place. The following tie breakers will be used:

1. Head to Head Competition:
Unless 3 or more teams are tied, then win-loss percentage against tie teams.
2. Run Differential:
Against team(s) tied with.
3. If still tied run differential of all games during the season.
4. If all others are equal, a coin toss will decide 1st and 2nd.
Closest to a number between 1 and 20 will decide who calls the coin toss.

