



**City of Scottsdale
Parks & Recreation Division
Adult Softball League Rules**



ATTENTION: Team captains or co-captains are responsible for informing all team members of the contents of this manual.

ROSTERS

1. All players in the league must be at least 18 years of age prior to the first game and may play for one team only. **Male players may play on one Men's team and one Coed team.** Managers should check player's eligibility before adding the player to their roster. Teams using players on duplicate rosters may forfeit all games in which the duplicate player(s) participated.
2. Rosters are limited to 20 players for both Men's and Coed Divisions including a player coach. **First and second place individual awards will be given to only 12 players.**
3. Roster changes will be accepted until 5pm on the Friday of the 3rd week of scheduled play. Roster changes may only be made by the team manager to the Site Supervisor or Adult Sports Office. **If team-limiting procedures are in effect, the number of Scottsdale residents may not be reduced.**

Violation of the above rules may result in player's suspension and/or game forfeiture.

PLAYER IDENTITY CHALLENGE

Use of an illegal player may result in player and/or coach suspension and/or forfeiture of that game. Prior to each game, the team managers may challenge the legality of only two of the opposing team's starting player(s). Challenged players will be allowed 15 minutes into their game to produce proper identification to the Site Supervisor. If, after this 15-minute period, proper I.D. has not been presented, the challenged player(s) will be declared illegal. The Sports Coordinator will determine Player eligibility. Challenging teams must register a protest stating the player(s) names and team. The game is played under protest, and ruling will be made based on the team's roster.

League officials may question players' legality at any time.

PROTESTS

1. To Protest: The umpire and Site Supervisor must be notified and a notation made on the score sheet at the moment of the infraction, prior to the next pitch.
2. Valid protests must be written and submitted to the Sports Office by 5pm the next working day with a \$10 check payable to The City of Scottsdale. If the protest is upheld, the check will be refunded. If the protest is denied, the check will be deposited. A protest must cite specific rules, not judgment decisions.
3. A protest committee will review each protest.

TIME LIMITS AND FORFEITS

1. Game time limit: No new inning will start after 55 minutes. A game shall be considered legal after 55 minutes or four (4) innings (3½ innings if the home team is ahead). For playoffs, the A.S.A. tiebreaker rule 5 (section 11-A of the A.S.A. rule book) will be in effect once the 55-minute time limit has expired, including championship games.
2. Teams shall be allowed two 5-minute grace periods during the season (one per game). This time will be deducted from the scheduled game time. If after 5 minutes a team is still short players, the game will be forfeited. Once a team has used their two grace periods, game time will be forfeit time. If the game is able to start, the team without enough players at game time will be the visiting team and will bat first.
3. Three (3) forfeits may drop a team from the league and tournament play without a refund. Teams with two (2) forfeits will be reviewed prior to acceptance for future seasons.
4. **Forfeit fees:** \$10.00/game if the Adult Sports office is notified prior to the first scheduled game (before noon of game day), and \$15.00/game if the Adult Sports office is notified later than noon of game day or not at all. Forfeit fees must be a check (payable to: City of Scottsdale) and delivered to the Adult Sports office before the start of the next week's games. Do not deliver payments at softball sites. Failure to comply will prevent participation in future softball leagues until all outstanding debts have been paid.

PRE-GAME

1. Home teams keep the official score. If the designated home team does not provide a scorekeeper, the visiting team may provide a scorekeeper with the option of becoming home team. Score sheets, clipboards and pencils will be provided. Line-ups with first and last names of each player (written legibly by each team), starting game times from the umpire, which players score, and the final score are required on each score sheet. The score will stand once the score sheet is submitted to the site supervisor.
2. The field will be considered "open" without restriction one hour prior to the first game. There shall be no infield practice or batting practice allowed prior to the games. Pre-game warm-ups are permitted in the outfield grass areas only.

DIVISION TIE BREAKER RULE

For first and second place: If a team has won both games head-to-head, that team will be placed before the others. If each team has won 1 game, standings will be determined by (1st) total number of forfeits, (2nd) runs scored between teams involved in the tie. If teams are still tied two (2) first place awards will be given, no second place award will be given. For tournament seeding purposes, if teams are still tied after the above tie breaking procedures have been used, a coin flip will determine tournament seeding. **Note:** *In the event that canceled games creates an unbalanced league schedule the final standing will be determined by the highest win/loss percentage. No exceptions!*

TIE GAMES

If the score is tied and the 55-minute time limit has been exceeded, the game ends in a tie. Teams playing seven innings to a tie, prior to the time limit, may use the balance of their 55 minutes in an attempt to determine a winner.

GENERAL (MEN'S AND COED)

1. All batters will begin each at bat with a 1-ball, 1-strike count. Standard third-strike rules apply to men in both divisions; however, women will be allowed one foul ball on the third strike per at bat. Missed swings and called third strikes will still result in a strikeout.
2. Eight (8) players are required to start and continue a game. If less than ten players start the game, the missing player(s) will not be considered an out.
3. Men's and Coed teams may bat up to a 16-player line-up, continuing to field ten (10) players. The 16 batters may rotate among the fielding positions, always maintaining the original batting order. A team may finish the game with less than the original line-up due to player injury, ejection or emergency. In men's divisions only, that spot in the batting order is an out the first time around, except for an ejection, which will be an out for each at bat. Teams may play with (8) players. For coed, see rule #2 under "Coed Only" section below.
4. **RUN RULE:** any team ahead by 20 runs after two (2) innings (1½ innings if the home team is ahead) or 12 runs after five (5) innings (4½ innings if home team is ahead) will be declared the winner.
5. **COURTESY RUNNERS:** A courtesy runner will be allowed when requested. The courtesy runner may be the most previous out or any non-player on the roster. One courtesy runner per inning unless the team bats around the order and the courtesy runner is used again by the same player:
 - a. A courtesy runner whose turn at bat comes while on base will be out. The courtesy runner will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time.
 - b. A player may be a courtesy runner only once an inning.
 - c. A courtesy runner may not run for an existing courtesy runner except for an injury. *(If a runner violates any of these three situations, the runner will be called out and removed from the base.)*
 - d. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
6. During the first inning, each pitcher is allowed 3 warm-up pitches. By the time the pitcher has completed his/her warm-ups, the practice ball must be returned to the dugout. During the game, practice balls are not permitted on the playing field. After the first inning, the pitcher will be allowed 2 warm-up pitches, or sixty seconds, which ever occurs first.
7. A pitched ball landing in front of the plate will be a dead ball. Batters may not hit the ball.
8. A pitched ball landing on **any part** of the plate or mat **will be** called a strike.
9. For post season tournament play, the top two teams in each division may move up one division, the bottom two teams in each division may be dropped one division at the discretion of the Sports Coordinator.
10. Tennis shoes or rubber cleats are required. **For safety reasons, steel cleats are prohibited.** Shirts must be worn at all times by players, managers, and coaches.

11. **JEWELRY:** Exposed jewelry including, but not limited to, wristwatches, bracelets, earrings, neck chains, rings and pins may not be worn during the game. In addition, any other items judged dangerous by the umpire may not be worn during the game. Medical bracelets or necklaces and religious medals are not considered jewelry, but must be taped to the body to avoid exposure. Players must remove jewelry or be removed from the game.
12. **BATS:** No tampered or altered bats allowed. All bats must not exceed the 1.20 (BPF) Bat Performance Factor. All bats must meet the requirements in the A.S.A. Official Rules of Softball, A.S.A. Code-Umpire Manual, Rule 3 Section 1, the official bat. Only those bats, which are included on the 2004 ASA Certified Bat list (www.asasoftball.com) will be allowed for use in City of Scottsdale League play. Penalty for use of any bat not meeting these requirements will range from suspension, ejection, and/or banishment from the league. The umpire's decision on legal and illegal bats is **final**.
13. **BLOOD RULE:** A.S.A. "Blood Rule" applies to all games.

GENERAL (COED ONLY)

1. Teams should consist of 8-16 players. The amount of women must equal or exceed the amount of men at all times.
2. Teams may bat with a sixteen (16) player line-up, continuing to field ten (10) players. The 16 batters may rotate among the fielding positions, always maintaining the original batting order. A team may finish the game with less than the original line-up due to player injury, ejection or emergency. When a female is injured during a game, causing her removal from play without a legal substitute to replace her, an out will be counted when her turn at bat comes up. **ONLY** in this case will a male player not be required to exit the game. Players may be added to the end of the batting order up to (16) players once the game has started.
3. Male batters must hit the 12-inch softball and female batters must hit the 11-inch softball. The batting order must alternate between genders unless women exceed men. Men may not bat consecutively.
4. Defensive positioning with 10 players shall be 2 males/2 females in both the infield & outfield positions, 1 male/1 female in pitcher and catcher positions. At no time, regardless of the number of players, can the infield or outfield either be all males or all females (unless team is playing with only 2 or 3 males, in which case one still must be pitcher or catcher). **Exception to rule:** All women's team.
5. **WALKS:** Any walk to a male batter will result in a two-base award. Runners already on base move only if forced. The next batter (a female) will bat. **EXCEPTION:** With two outs, the female batter has the option to walk or bat. **NOTE:** Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.
6. When a female is injured during a game, causing her removal from play without a legal substitute to replace her, an out will be counted when her turn at bat comes up. **ONLY** in this case will a male player not be required to exit the game.
7. Courtesy runners are permitted. However, a male must run for a male, and a female for a female. No more than one courtesy runner for each gender per inning unless they bat through the line up.

DOUBLE BAG

Runners must use the orange portion of the bag and defensive players must use the white portion (See A.S.A. rule book for exceptions). Due to safety concerns, 1st base double bags will be used at all levels in all divisions (men and coed).

HOME RUN RULE

The City of Scottsdale Adult Sports program has a home run rule for all Men's and Coed leagues. The home run rules for each level of league play are as follows:

Men's or Coed teams in **A & B leagues** will be allowed three (3) home runs per game, per team. Any ball hit over the fence after the 3rd home run will result in an out.

Men's or Coed teams in **C leagues** will be allowed two (2) home runs per game, per team. Any ball hit over the fence after the 2nd home run will result in an out.

Men's or Coed teams in **D leagues** will be allowed one (1) home run per game, per team. Any ball hit over the fence after the 1st home run will result in an out.

Inside-the-park home runs do not count toward the team home run totals. This will be in effect at all fields.

BALL RETURN POLICY

Each game will begin with one new game ball and two back up balls. Teams must return all retrievable balls hit out of play as soon as possible in order to keep the speed of the game intact. If all three balls have been hit out of play, the game will be suspended until the balls have been returned to the umpire's control. **The game clock will continue to run.** The umpire will introduce a new game ball, if an out-of-play ball is unable to be retrieved (i.e. unreachable, lost or stolen). No substitute balls may be inserted into play; only City of Scottsdale official game balls will be accepted for play.

LEAGUE GROUND RULES

Ground rules concerns not covered below will be handled as stated in the A.S.A. guidelines.

All Fields

Any batted fair ball that bounces over any wall or fence will be ruled a ground rule double.

Chaparral – Northeast (field #4)

Any fly ball batted foul or fair into the residential area is an out.

Eldorado – All fields

The area of live play is within the lines extending from the backstop ends to the outfield fence. The light poles, including the bases of the poles are out of play.

Eldorado Middle

Female – Any fair fly ball batted over the outfield fence **is a home run.**

Male – Any ball batted over the outfield fence between the outfield light poles **is an out.** Balls batted over the outfield fence outside of the light poles will be a home run.

PLAYER CONDUCT

1. Any physical assault upon an official, staff member, player and/or spectator will result in automatic suspension, which may be extended for up to a lifetime as deemed proper by the Sports Coordinator and Sports Staff. This also includes any inappropriate behavior, verbal or physical abuse, towards officials, staff, players and/or spectators, on or off the field, prior to, during, or after a game.
2. Obscene and/or abusive language, threats, and other unsportsmanlike acts are grounds for player and/or coach ejection and/or suspension and/or game forfeiture. Future game suspensions will be determined by the Sports Coordinator after reviewing the circumstances of the player(s) ejection.
3. Once ejected from a game a player must not only leave the playing field, but the park area as well. Actions of the player(s) once ejected are still the responsibility of his/her team. Teams are also responsible for the conduct of their spectators.
4. **Any player/person ejected from their game will also be suspended for at least the following week's scheduled games.** If the next week's scheduled games are postponed for any reason, the suspension will be for the next scheduled games. The Adult Sports Staff will determine the severity of the suspension, which could be up to a lifetime depending upon the severity of the situation. The suspended player/person will not be allowed at the ball-field, park or facility while serving their suspension.
5. For safety/liability purposes, any non-playing personnel (other than coaches and scorekeepers), which include children and pets, will not be allowed to sit in the dugout area and must be supervised by non-playing adults. No one under 18 years of age or pets will be allowed on the playing field or in the dugout.
6. Consumption or possession of alcoholic beverages is prohibited by players and spectators during league and tournament games. Violation of this rule may result in players' ejection, suspension, and/or game forfeiture.
7. Players noticeably under the influence of drugs or alcohol will be ejected from the game and facility. Failure to abide by this rule may result in game forfeiture and player(s) suspension.

CITY OF SCOTTSDALE PARTICIPANT BEHAVIOR POLICY

Any form of discrimination, abuse, and/or unacceptable behavior will not be tolerated.

Unacceptable behavior includes, but is not limited to, the following:

- Any violation of federal or state law, or city ordinance.
- Deliberate or reckless disruption of any park activities or programs.
- Failure or refusing to obey park ordinance or park rules as directed by city staff or sign.
- Threatening or intimidating others through verbal abuse, profanity, obscene gestures, or other means
- Intentionally or recklessly damaging or defacing any park property or equipment, or personal property of others
- Fighting or other assaultive behavior

REGISTRATION GUIDELINES

Refund Procedure

1. Teams may receive a full refund for registration fees paid until two days prior to the first day of league play. After this point, only partial refunds may be received, with money withheld by the City of Scottsdale for the following expenses:
 - a. The cost of all League or tournament games played or forfeited.
 - b. Administrative costs for securing replacement teams, rescheduling, and notifying affected teams.
2. Should the Sports Staff have to cancel league or tournament games, refunds will be issued to teams for those games canceled. This does not include games forfeited for any reason.
3. Checks returned to the City of Scottsdale for insufficient funds will automatically suspend the appropriate team from league and tournament play until proper funds are secured.

Team Limiting Policy

The following elements, in order of how they are applied, make up our team limiting policy. The basis for determining who plays and who doesn't is largely dependent on our responsibility for providing as many Scottsdale residents as possible the chance to play.

1. First priority goes to returning teams, which are teams that played in the previous season.
2. Second priority goes to teams with a greater percentage of legitimate Scottsdale residents listed on their roster.

Returning Team = 60% of the players from previous season listed on the new season's roster.

Business Teams

1. Entry fee MUST be paid for by a sponsoring Scottsdale Business. (Scottsdale business defined as residing within the corporate boundaries of the City of Scottsdale.)
2. Rosters submitted for registration for a business team must contain 75% VERIFIED employees of the sponsoring business.
3. 20% of available program slots (men/coed leagues determined separately) are designated for business teams, if needed. All approved team limiting procedures still apply.

Falsification of Information

The Adult Sports Staff will make spot checks of each roster, using the following guidelines:

1. Rosters of all teams accepted for play will be checked.
2. Random selection from various rosters will be verified.
3. Teams that submit falsified information will be dropped immediately.
4. Teams with incomplete roster information will be dropped first if team-limiting is in effect.

The Adult Sports Staff will follow up on all player challenges. If a player is determined to be illegal, or information is falsified, the player and team-captain will be suspended from play for at least the balance of the season.

RAIN PROCEDURE / GAME RESCHEDULING

When in doubt about the weather conditions causing game cancellations please call the following numbers after **3PM**:

Monday thru Friday, 3pm – 6 pm call the Adult Sports Office @ (480) 312-0227. You may also call the following field offices directly after 5pm: Chaparral Park (480) 312-2353, Eldorado Park (480) 312-2483, Yavapai Ball-field (480) 312-2330 and Horizon Park (480) 312-2650

It is your responsibility as a team manager to be in contact with the Sports Staff when there may be a possibility of canceled games due to inclement weather. Rain-outs will not be determined prior to **3PM**.

After games have been canceled due to weather problems, it is your responsibility to contact the Sports Office for your newly rescheduled game time and date. Games that must be rescheduled will be rescheduled by the following priority list:

1. Alternate night consistent with present scheduled.
2. Friday evenings.
3. Saturday between 8am and 5pm.
4. Sundays after 1pm.

All efforts will be made to follow the rescheduling priority. In most cases, a maximum of two rainout dates will be made up per season. In the event that any rainouts cannot be made up a credit will be issued for the any games not played. The league final standings will be determined by highest winning percentage.

ADDITIONAL INFORMATION

1. The official rulebook used shall be the Official ASA Guide and Playing Rules with the exceptions of the Scottsdale League Rules.
2. The Sports Coordinator has the authority to institute or change rules in order to maintain continuity within the leagues.
3. The Site Supervisor shall be responsible for all field/league activities, and has the authority to make any decisions that are necessary to maintain league order and continuity.
4. The City of Scottsdale carries no insurance for players participating in their leagues. **PLAYERS PARTICIPATE AT THEIR OWN RISK.**

Scottsdale Adult Sports Office: 480-312-0227