



City of Scottsdale Parks and Recreation Division Adult Slow-Pitch Softball League Rules

Team Managers and Assistant Managers are responsible for informing all team members of the contents of this manual. The League Coordinator reserves the right to make adjustments or rule changes for league continuity.

LEAGUE POLICIES AND PROCEDURES

ROSTERS

- All players must be 18 years or older by the first day of scheduled league play.
- Men's team rosters may only list male players. No female players can play on a men's team unless it is for the "OPEN" division.
- All players must sign the Team Roster and Waiver Form or Player Change Form before beginning participation.
- Players may play for only one team per division/bracket.
 - Team Managers should check a player's eligibility before adding the player to their roster.
- Violation of the above rules may result in player ejection, suspension, and/or game forfeiture.

Roster Verification

A complete roster must include the following:

- First and last name
- Home address (including street number, street name, city, and zip code)
- Signature (electronic signatures will not be accepted)
- Phone number

The Adult Sports Office will spot check rosters using the following guidelines:

- Rosters of all teams accepted will be checked.
- Random selections from various rosters will be verified.
- Teams that submit falsified information will be dropped from league play.

Roster Changes

- Rosters are limited to 20 players. Individual awards will be given to 12 players only.
- Team Roster and Waiver Forms will be at the playing site through the third week of regular season league play.
 - During this time, roster changes will be made on the Team Roster and Waiver Form.
- After the third week of league play, Team Managers must submit the Roster Change Form to the Adult Sports Office to add or remove individuals from their team's roster.
- Rosters are frozen after the last regular season league game is played.
- No roster additions or changes will be allowed during playoffs.

PLAYER ID CHALLENGE

- Player ID challenges are allowed through the end of the third inning, first half, or first set. The game clock will not be stopped for any roster check.
- Challenged players will have 10 minutes to produce an ID. If the ID is not presented by the end of 10 minutes, the player will be declared illegal.
- The challenging team must file a protest with the Adult Sports Office. The game will be played under protest and a ruling will be made based on the team's roster. The Sports Coordinator has final determination over a player's eligibility.
- During the regular season, teams must file a protest with the player's name and team. Rosters will be checked the next business day in the Adult Sports Office.
- During tournament play, rosters will be checked by the site supervisors if there is an ID challenge.
- Use of an illegal player(s) may result in player suspension for the next league or tournament game, and may result in forfeiture of that game.

FORFEITS

- Teams will be allowed a five-minute grace period at the beginning of the game if their team is unable to field the required number of players.
- If after five minutes a team still does not have the required number of players to play, the game will be declared a forfeit.
- No player may be picked-up to avoid a forfeit.
- Three or more forfeits may drop a team from the league without a refund, and may prevent them from registering for future leagues.
- If you know in advance that you have forfeit, please call the Adult Sports Office at 480-312-0227 so the opposing team, staff, and officials can be notified.

ALCOHOL AND DRUG POLICY

- Players or coaches found using or noticeably under the influence of alcohol or drugs will be ejected from the game and playing site.
- Attempts to hide the identity of individual(s) using alcohol and/or drugs will result in the ejection of the Team Manager and forfeiture of the game.

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.

SCOTTSDALE ADULT SPORTS BEHAVIOR POLICY

Scottsdale Adult Sports seeks to promote and maintain a fun, safe, and family-friendly environment. As a result, all players, coaches, spectators, staff, and officials are expected to act in a respectful and courteous manner towards one another. This policy extends to anyone at an Adult Sports playing site either before, during, or after a game.

Team Manager's Responsibilities

While each individual is responsible for his/her own actions, Team Managers will also be held responsible for the conduct of their team members, coaches, and spectators. Team Managers are expected to assist the Adult Sports Staff and game officials to maintain a positive playing environment. To aid in this, only the Team Manager (or Acting Team Manager) is permitted to confer with game officials and Adult Sports Staff.

Prohibited Behavior

The following actions are grounds for ejection, game forfeiture, and/or suspension:

- Inappropriate behavior
- Unsportsmanlike behavior
- Obscene language or gestures
- Verbal abuse
- Physical assault
- Verbal threats
- Threatening behavior
- Other violations of the City of Scottsdale Participant Behavior Policy

EJECTIONS, GAME FORFEITURES, AND SUSPENSIONS

The Adult Sports Staff and game officials have the authority to eject any individual from the playing site and/or forfeit a game in response to violations of Adult Sports policies. The League Coordinator will review each case and issue a warning or probation or levy additional suspensions against individuals and/or teams as deemed appropriate based on the severity of the violation(s) or if violation of Adult Sports policies is repeated. Suspensions may vary from one game to an indefinite ban from any Scottsdale Adult Sports Programs. Please be advised that engaging in physical assault, fighting and/or threatening violence can result in criminal prosecution.

Procedures

- Ejected individuals must leave the playing site (including playing area, facility/park, and parking lot) within 5 minutes.
 - If an ejected individual remains at the playing site after 5 minutes, the game will be forfeited, and the individual's suspension will be extended.
 - In the cases where the environment becomes hostile or the ejected individual refuses to leave, the Adult Sports Staff may call Scottsdale Police to assist in trespassing the individual from the playing site. Refusing to leave the premises is considered trespassing.
- Ejected individuals will automatically be suspended for a minimum of two games (the game they were ejected from, and the following scheduled game).
- Ejected individuals are not allowed to participate in any Scottsdale Adult Sports program while serving a suspension.

Suspensions

For any suspension beyond the automatic two-game ejection, the City Parks and Recreation Manager will send a letter notifying the Team Manager and Co-Manager in the case of a team suspension and the Team Manager and the suspended individual of the suspension. This letter will include details of the incident(s) leading to the suspension, the length of time of the suspension, the consequences of violating the suspension, and the process for requesting reconsideration. For an individual suspension, this letter will be sent to the suspended individual by certified mail, return receipt requested and a copy will be sent by email or regular mail to the suspended individual and Team Manager. For a team suspension, this letter will be sent to the Team Manager by certified mail, return receipt requested, and a copy will be sent by email or regular mail to the Team Manager and Co-Manager.

Request for Reconsideration of Suspension

An individual who has been suspended, or a Team Manager whose team has been suspended, from the Scottsdale Adult Sports Program beyond the automatic two-game ejection may, within 20 days of the date of the suspension letter, submit a written request for reconsideration with any applicable supporting documentation to the Parks and Recreation Director. The Parks and Recreation Director will review the request, any supporting documentation, and the facts and circumstances relating to the suspension and determine to uphold, modify, or overturn the suspension. The Parks and Recreation Director shall provide the individual or Team Manager, as applicable, with a written notice of the determination within five City business days after receipt of the individual's timely written request for reconsideration. The Parks and Recreation Director's determination regarding the request for reconsideration shall be final and shall constitute an exhaustion of the individual's or team's administrative remedies. Additionally, any administrative decision to uphold, modify or overturn a suspension, shall have no bearing on whether an individual is prosecuted or investigated for assault, fighting or other criminal conduct.

The request for reconsideration process does not apply and is not available to individuals who have been arrested for violating a suspension or trespass warning.

PROTESTS

- All protests must be made at the time of the infraction, prior to the next pitch.
- The Team Manager must notify the umpire and the site supervisor, who will resolve the issue on site.
- Protests may only be made for rule interpretations; an umpire's judgement call will not be considered.
- If an issue is not settled on site, the Team Manager must submit a written protest to the Adult Sports Office no later than 5:00pm the next business day. Protest Forms are available from the Site Supervisor.
- The League Coordinator will review the protest and contact the Team Manager once a decision has been reached. The League Coordinator has the final decision over all league issues.

SAFETY

Injuries

- A player who is bleeding, has an open wound, or has excessive amounts of blood on his/her uniform shall be directed to leave the game.
- Players should be in good physical condition to participate in this league. The City of Scottsdale does not carry insurance for league participants. Players participate at their own risk.
- Site Supervisors will provide basic first aid supplies upon request to treat injuries received while participating in an Adult Sports league game.

Jewelry

- Exposed jewelry including, but not limited to, wristwatches, bracelets, earrings, neck chains, rings, and pins may not be worn during the game.
- Other items judged dangerous by the official, umpire, or site supervisor 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.

Non-Players

- For safety and liability purposes, any non-playing person (other than coaches and scorekeepers) will not be allowed to sit in the dugout area.
- Pets and any children under 18 years of age must be supervised by non-playing adults.

OFFICIAL SCORE

- 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.
 - Each team is responsible for ensuring the final score recorded on the scoresheet is correct before it is given to the umpire or Site Supervisor.

AMPLIFIED MUSIC

Loud music is not permitted while playing in any City of Scottsdale League. Any music that interferes with or disrupts the game, as determined by the umpire or site supervisor, must be turned down upon request. All music must be family friendly and have clean language.

RAIN PROCEDURES

If you have questions about weather conditions causing a game cancellation please call (480) 312-0227 or visit: <http://www.scottsdaleaz.gov/sports/softball>

It is the responsibility of the 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 be determined prior to 3 pm unless it is obvious games cannot be played.

If games have been canceled due to inclement weather, it is the Team Manager's responsibility to contact the Adult Sports Office for your newly rescheduled game time and date. All efforts will be made to reschedule games for the same day of the week as the regular games. However, if games must be rescheduled for a different night, they will be rescheduled by the following priority list:

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

If both teams are unable to agree on a time and date for the rescheduled game, the game will be recorded as a null game. The final standings will be determined by the highest winning percentage.

GENERAL SOFTBALL RULES

GENERAL INFORMATION

- The official rulebook used shall be USA Softball's "Official Rules of Softball". All exceptions shall be listed in the Scottsdale League Rules.
- 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.
- 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.

BATS

All bats used in a Scottsdale traditional softball league must pass a "Barrel Compression" test and have a current City of Scottsdale Adult Sports tag indicating the bat has been tested for safety. Captains are responsible for ensuring all their players' bats have been properly tested by the Adult Sports staff prior to the start of the season.

- No tampered or altered bats allowed.
 - Any use of an altered bat by a player will result in automatic ejection from the league and the player's team forfeiting that game.
- All bats must meet the requirements in USA Softball's "Official Rules of Softball".
- Only those bats, which are included on the USA Softball Certified Bat list (www.teamusa.org/USA-Softball) and have a City of Scottsdale Adult Sports tag, will be allowed for use in City of Scottsdale League play.
- The Adult Sports staff has the authority to confiscate any bat for testing. If a seized bat fails the Barrel Compression testing, the approval tag will be removed, and the bat will be disallowed for league play. The umpire's decision on legal and illegal bats is final.

BALL RETURN POLICY

Each game will begin with one (1) new game ball and two (2) 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 (3) 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 USA Softball's "Official Rules of Softball"
- Any batted fair ball that bounces over any wall or fence will be ruled a ground rule double.

STARTING PLAY

- Eight (8) players are required to start and continue a game. If less than ten (10) players start the game, the missing player(s) will not be considered an out.
- Sixteen (16) players are the maximum allowed to play a game. All eligible players must be listed on the lineup. Teams cannot play fewer offensive players than play defense.

TIME, RUN RULE AND TIE GAMES

- No new inning will start after 55 minutes.
- A game will be legal after 55 minutes or four (4) innings (3½ innings if home team is ahead).
- If the score is tied and the 55-minute time limit has been exceeded, the game ends in a tie. Teams playing seven (7) innings to a tie, prior to the time limit, may use the balance of their 55 minutes to determine a winner.
 - For playoffs, USA Softball's tie-breaker rule will be in effect once the 55-minute time limit has expired, including championship games.
- Any team ahead by twenty (20) runs after three (3) innings, fifteen (15) runs after four (4) innings or ten (10) runs after five (5) innings will be declared the winner.

PITCHING

- During the first inning, each pitcher is allowed three (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 two (2) warm-up pitches, or sixty seconds, whichever occurs first.
- A pitched ball landing in front of the plate will be a dead ball. Batters may not hit the ball.
- Pitchers may release the pitch from the area marked with a line six (6) feet behind the pitching rubber up to the pitching rubber.
- A pitched ball landing on any part of the plate or mat will be called a strike.

HITTING

- Teams may bat up to a sixteen (16) player line-up, continuing to field ten (10) players. The sixteen (16) batters may rotate among the fielding positions, always maintaining the original batting order.
- Players may be added to the end of the batting order up to sixteen (16) players once the game has started.
- A team may finish the game with less than the original line-up due to player injury, ejection or emergency.
 - 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.
- All batters will begin each at bat with a one (1) ball, one (1) strike count.
- Missed swings and called third strikes will still result in a strikeout.
- Standard third-strike rules apply.

BASE RUNNING

- Any player in the line-up can be a courtesy runner. However, a courtesy runner whose turn at bat comes while on base will be called out, removed from the base, and required to take their turn at bat.
 - No more than one (1) courtesy runner is allowed per inning.
 - A male courtesy runner must run for a male, and a female courtesy runner for a female.
- Runners must use the orange portion of the bag and defensive players must use the white portion (See USA Softball's "Official Rules of Softball" for exceptions).

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:

B Leagues	3 home runs per game, per team
C Leagues	2 home runs per game, per team
D Leagues	1 home run per game, per team

- Any home run hit after a team has reached its maximum allowed home runs will be ruled an out.
- Inside-the-park home runs do not count toward the team home run total. This will be in effect at all fields.
- Combined leagues will utilize the lower league's home run rule. For example, a combined B and C league will use the C league limit of two (2) home runs per game.

FINAL STANDINGS AND TOURNAMENT PLAY

If a tie exists between two or more teams at the end of regular season play, tie-breakers will be used to determine the final standings and seeding for the tournament bracket.

First tie-breaker	Team with best record in head-to-head games.
Second tie-breaker	Team with highest total points in head-to-head games.
Third tie-breaker	Team with the fewest forfeits.
Fourth tie-breaker	Team with highest total points in head-to-head games versus the next highest seeded team.

For tournament play, the top two (2) teams in each division may move up one (1) division (except the top division) and the bottom two (2) teams may be moved down one (1) division (except the bottom division).

COED RULES

All General Softball Rules apply, with the following exceptions:

STARTING AND CONTINUING PLAY

- The number of women on offense and defense must always equal or exceed the amount of men.
- 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.
 - This is the only case where a male player will not be required to exit the game.

BALLS

- Male batters will hit a 12-inch softball; female batters will hit an 11-inch softball.

HITTING

- Women will be allowed one (1) foul ball on the third strike per at bat.
- The amount of male batters cannot exceed the amount of female batters.
- The amount of female batters can exceed the amount of male batters.
- Male batters can only bat one position in the lineup, they cannot "sub" between female players to keep a male/female batting rotation.

- The batting order must alternate between genders unless women exceed men. Men may not bat consecutively.
- If the amount of female batters exceeds male batters, then the batting order shall reflect female batters in succession. See Appendix A for examples.

WALKS

- Any walk to a male batter will result in a two (2) base award.
 - Runners already on base move only if forced.
 - The next batter (a female) will bat. EXCEPTION: With two (2) 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.

DEFENSIVE POSITIONS

- Defensive positioning with ten (10) players shall be two (2) males and two (2) females in both the infield & outfield positions, one (1) male and one (1) female in the 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.

COMMITMENT AND SCORING LINES

- A Commitment Line will be placed at twenty (20) feet from home plate. Once a runner has crossed that line, they are committed to scoring and cannot return to 3rd base.
 - If the runner crosses the commitment line and then tries to return to 3rd base, they will be called out.
- A Scoring Line will be placed at the front of home plate running perpendicular to the 3rd base line. Runners must use this line to score and NOT try to tag the home plate, being sure to stay, within reason, behind the catcher.
 - If the runner tries to tag home plate, they will be called out.
 - The catcher is allowed to touch either the home plate or home plate mat when a runner is trying to cross the scoring line.
- Sliding is prohibited when a runner is trying to score.

16" RULES

All General Softball Rules apply, with the following exceptions:

STARTING AND CONTINUING PLAY

- A minimum of two (2) female players on offense and defense is required to start and continue a game.
 - Teams that are unable to field the minimum two (2) females may play but will not be allowed to field more than eight (8) males on defense.
- 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.

EQUIPMENT

- Both male and female players will hit the 16-inch softball.
- The use of gloves by defensive players is optional.
- Bats are not required to be USA Softball certified or to have a Barrel Compression test to be used in this league. Due to the weight of the 16" ball, some newer composite bats may become damaged, and are not recommended for this league.

HITTING

- Women will be allowed one (1) foul ball on the third strike per at bat.
- The batting order must alternate between males and females as evenly as possible.

RUN RULE

- Any team ahead by twelve (12) runs after four (4) innings or ten (10) runs after five (5) innings will be declared the winner.

PITCHING

- A pitched ball landing in front of the plate will be a live ball. Batters may not swing at the ball and runners may not advance.
- Pitchers must have at least one foot in contact with the pitching rubber until the ball leaves their hand.

BASE RUNNING

- Leading off is allowed per USA Softball's "Official Rules of Softball"

APPENDIX A

EXAMPLE A

Team A has 12 players show for a game (7 female and 5 male). The batting lineup should look like this:

- | | |
|----------|---------------|
| 1. Bob | 7. Tom |
| 2. Carol | 8. Katie |
| 3. Ted | 9. Paul |
| 4. Alice | 10. Stephanie |
| 5. Dick | 11. Kristin |
| 6. Jane | 12. Sybil |

EXAMPLE B

Team B has 10 players for a game (4 female and 6 male). The 2 additional male players must:

- Be listed in the 'sub' box of the lineup for another male player.
- Alternate at bats with the listed player.
- Alternate on defense with the listed player.

The batting lineup should look like this:

- | | |
|-----------------|----------|
| 1. Bob/sub Ken | 5. Dick |
| 2. Carol | 6. Jane |
| 3. Ted/sub-Mike | 7. Tom |
| 4. Alice | 8. Katie |

With only 4 female players, the defense can only have 4 females and 4 male players on the field.