

**CITY OF PRESCOTT
RECREATION SERVICES
SOFTBALL RULES
& REGULATIONS
2019**



Get in the Game

City of Prescott Sports Hotline: 777-1688

The City of Prescott Sports Hotline is updated to inform managers, players, scorekeepers, supervisors and umpires with league updates, rainout information or any other sports related items throughout the year. The Sports Hotline will be updated after 3pm when necessary. Please contact the sports hotline instead of the main office for league related updates.



SOFTBALL PRACTICE RESERVATION SCHEDULING POLICY

Teams are allowed one practice time per week prior to the start of the season. You may schedule practices for the current week and the following week. Space is limited on a first come first served basis.

To schedule a practice prior to the season, please contact the recreation services office at 777-1556 or 777-1588. We do not schedule practices once the season begins.

Due to the high demand for fields and the limited number of fields, Parks and Recreation will charge a \$5.00 fee for each practice time of 1-1/2 hours.

The following is the pay schedule for practice reservations:

Please read this schedule - we do not want you to lose your practice time.

<u>Practice Day</u>	<u>Pay By</u> (5:00 p.m.)
Monday	Previous Thursday
Tuesday	Previous Friday
Wednesday	Monday
Thursday	Tuesday
Friday	Wednesday
Saturday and Sunday	Thursday



If a practice is not paid for by the deadline, the reservation slot becomes available to the first team that comes in to the office with \$5.00. Teams will not be allowed to reserve by phone after failing to honor a reservation by paying or calling to cancel before the deadline.

6. **No Individual Shall:** Be guilty of a physical attack as an aggressor upon any individual. Officials are required to immediately suspend player from further play and report the incident to the league director. Such player shall remain suspended until an advisory board and/or City staff has reviewed the incident.

Minimum Penalty: Suspension from two weeks and placed on probation for remainder of the season.

Maximum Penalty: Banned from City of Prescott Adult Sports programs and/or assault charges may be filed.

7. **No Individual Shall:** Be guilty of an abusive verbal attack upon or threatening of any official or individual on or off the playing field.

Minimum Penalty: Ejection from game (if during league game) and 1 week suspension or 1 following game suspension (if occurring after the league game while on the premises)

Maximum Penalty: Two weeks suspension and placed on probation for remainder of the season.

8. **No Individual Shall:** Appear on the field of play at any time in an intoxicated condition or under the influence of any other type of drug which will infringe upon their safety or the safety of others.

Minimum Penalty: Ejection from game.

Maximum Penalty: Banned for the remaining season of play, including playoffs.

9. **No Individual Shall:** Be guilty of damaging, destroying or stealing City property.

Minimum Penalty: Compensation for damages.

Maximum Penalty: Banned from City of Prescott Adult Sports program and criminal charges may be filed.

10. **No Individual Shall:** Be guilty of any demonstration of un-sportsmanlike conduct before, during, or after league or tournament play.

Minimum Penalty: Warning by official

Maximum Penalty: 2 game suspension and probation for remainder of season.

11. **NO ALCOHOL** will be allowed on the playing field or in the dugout at any time. Consuming alcohol is prohibited by participants of the leagues/tournaments while their team's game in progress. Penalty: Automatic ejection from said game with possible additional disciplinary action. Penalty for second offense: Manager and player suspension for next two (2) games.



PRESCOTT PARKS AND RECREATION

SOFTBALL RULES AND INFORMATION

All City League softball games will be played according to the NSA and City League rules. The following are rule points of emphasis and City Recreation additions.



PLAY BALL! Season starts Friday, May 3!

SECTION I - PROGRAM INFORMATION

OBJECTIVES AND PURPOSES: The objectives and purposes of the Prescott Recreation Services Sports Program are to develop, promote and administer adult sports leagues within the limits of Yavapai County, by establishing rules and regulations governing all participating teams in a framework of organized, wholesome adult recreational sports leagues.

RULES AND REGULATION POLICY STATEMENT: The Prescott Recreation Services Department reserves the right to change any rules or regulations whenever due cause warrants a change. If a change is made, all team managers affected by the change will be notified. In addition, the Recreation Services Dept. reserves the right to add any rule or regulation when this addition will benefit the program. **Team Coaches/Managers are responsible for informing their players of all City League rules and regulations.**

NSA INFORMATION

When you register your team in the City League Program your team will automatically be an NSA (National Softball Association) registered team. You will receive an NSA rulebook in your registration packet. NSA Sanctioning entitles your team to play in any NSA sanctioned tournament this year.

LOST OR STOLEN ITEMS: Call 777-1556 or come by the Programming Office if you have lost something at one of the fields. The City of Prescott is not responsible for lost or stolen items.

Sports Supervisor: Any questions, concerns or comments regarding the City Softball league should be directed to Rick Hormann, Recreation Supervisor, at the Recreation Programming Office - 777-1557.

SECTION II - GENERAL LEAGUE RULES AND POLICIES



ALCOHOL AT FIELDS:

No alcohol is to be consumed by any player who is participating in a game during their team's scheduled game time. If a player or team is using alcohol while their team is scheduled to play, the result will be ejection of the player(s) and/or suspension from the City League Program. Alcohol in dugouts is strictly prohibited.

ASSAULTS TOWARD CITY PERSONNEL: PHYSICAL/VERBAL

Any player/coach/manager/fan verbally assaulting an official, scorekeeper, or any other Recreation Service personnel will be ejected and/or suspended a minimum of one week and may be banned from the recreation leagues for the remainder of the season (this includes all NSA tournaments). Any physical abuse will result in banishment from the league, perhaps banishment from all other City sponsored programming for 1 year, and possible legal prosecution to the full extent of the law. Players on multiple teams will be suspended for each league game in amount of weeks suspended.

Extension Mats: For all slow-pitch league play, mats will be used to determine strike zones. Balls landing on any part of Home Plate or any portion of the mat, with legal pitching arc requirements (10 ft. max/6 ft. min.), will be ruled strikes.

BALLS: Will be provided by the Recreation Division. All teams will be responsible for retrieving balls hit outside the playing field. We will be utilizing 12" optic yellow softballs in all leagues. Co-Ed leagues will utilize the 12" optic yellow softballs only.

BASE DISTANCES: The bases in all slow pitch games will be 70 feet apart.

BATS: The City of Prescott is an NSA Sanctioned league. We only permit bats with NSA Stamps as approved bats. **WE WILL HAVE LOANER BATS AVAILABLE ON SITE WITH A VALID DRIVER'S LICENSE TO GIVE TO SITE SUPERVISOR TO BORROW DURING GAMES.**

BAT THROWING: The intentional throwing of a bat is an automatic ejection from the game. The first unintentional throwing of a bat will result in a team warning by the official, after which, ejections will occur.

BENCH AREA: The team at bat must stay on the bench with the exception of the batter, person on deck, bat-boy/girl- if over the age of 18, and two base coaches. Bat-boys/girls under the age of 18 must stay behind the screen until all play has stopped.

BLOOD RULE: A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in a game until appropriate treatment can be administered. All bleeding must be stopped completely in order for the individual to resume play.

SECTION IV - CODE OF CONDUCT

The Code of Conduct will be enforced before, during, and after all league or tournament play. All rules will be strictly enforced. The term "individual" includes the following: coach, manager, player, fan or spectator. A team is responsible for the conduct of its individual players or spectators. Misconduct will result in the penalty of an individual and/or team for all City leagues and tournaments. The term "official" includes the following: umpire, scorekeeper, field supervisor, administrative City staff. When a player signs his/her name to a roster, it will be understood that they have been notified of all City League rules and the Code of Conduct. **Players on multiple teams will be suspended for every team they play for during the amount of weeks suspended.**

1. **No Individual Shall:** At any time lay a hand upon, shove, or strike an official or individual.

Minimum Penalty: Ejected from game and/or playing area with a minimum one week suspension.

Maximum Penalty: Banned from the City of Prescott Adult Sports programs and assault charges may be filed.

2. **No Individual Shall:** Be guilty of objectionable demonstration of dissent by throwing a ball or any other forceful actions.

Minimum Penalty: Warning by official.

Maximum Penalty: Ejection from the game and playing area and 1 week suspension.

3. **No Individual Shall:** Discuss with official, in any manner, the decision reached by such official except a manager, coach or captain.

Minimum Penalty: Warning by the official.

Maximum Penalty: Ejection from game and/or playing area with 1 week suspension.

The severity of the infraction will determine the penalty. The penalty could also fall between the minimum and maximum. City staff will determine the penalty within a timely manner.

4. **No Individual Shall:** Be guilty of using unnecessarily rough tactics in the play of the game.

Minimum Penalty: Ejected from game and playing area.

Maximum Penalty: Banned from City of Prescott Adult Sports programs and/or assault charges filed.

5. **No Individual Shall:** Use profane, obscene or vulgar language in any manner, or at any time on or off the playing field.

Minimum Penalty: Warning by official/league director.

6. **Coed Batting Orders:** A team may bat up to eight male and eight female batters during a Coed game. The only time a team can bat an odd number of male/female batters is the shorthanded rule of 9 players with one more male or female player with an out taken at the end of the lineup.

If a team has 8 or more players, they must bat 8, 10, 12, 14, or 16 in the lineup with no outs taken with 8 players.

7. Once your team commits to batting more than 10 players in Coed League play, (12/14/16 batters), the following procedure (A or B) must be followed if a player must leave the game for any reason, including ejection.

A. The team has a choice of either removing the batter in front or behind the player that vacated the batting spot and continues with an even amount of Male/Female batters in the lineup in order. Once this is done, both players who vacated their spots may not re-enter the game.

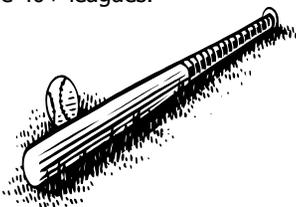
B. The team must take an automatic out in the spot of the player who left the game. This scenario will have two players of the same gender batting in a row, but they will take the automatic out in between the two players of same gender batting in a row.

8. If a coed team has 9 players at time of game, 5 men/4 women or 5 women/4 men, they must play all nine and take automatic out at end of lineup until the position can be filled. (Shorthand Player Rule)

9. If a coed team had 8 players at time of game, 4 men/4 women, there will be no outs recorded as they will be short in the infield and outfield playing defense. If a player shows up late they enter game at any time and are added to bottom of the lineup. This will bring the automatic out with shorthanded rule back in play for the remainder of the game.

MEN'S/Coed 40+

1. A player must turn 40 by the end of the calendar year or older to be eligible for the 40+ leagues. 39 year olds turning 40 by December 31 of calendar year are eligible for 40+ leagues.
2. All Other Men or Coed Rules apply to the 40+ leagues.



BUNTING/CHOPPED HITS: No bunting or chopped hits are allowed in Slow-Pitch. Penalty: Batter is out and no runners may advance.

CLEATS: Metal cleats may be worn in Men's Elite/D1/D2 divisions and adult Fast-Pitch leagues only, provided they meet NSA guidelines. In all other divisions, metal spikes are prohibited. Metal Cleats are not permitted in any coed league.

COURTESY RUNNERS: One courtesy runner may be used per inning in all leagues. Anyone on the official lineup can be the courtesy runner as long as they are the same gender. If the courtesy runner is on base when their turn at bat comes up, the courtesy runner will not be able to bat and an out will be recorded. If a courtesy runner is to be used it must be done prior to the first pitch to the next batter. In Coed, One male and one female may be used per inning. If the batter who utilizes the courtesy runner comes to bat again in the same inning, they may follow the same procedure throughout the inning.



DOUBLE FIRST BASE:

Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner must use the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion ***providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white, no appeal can be made.***

On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the runner return, the runner can return to the white or colored portion.

On any force out attempt from the foul side of first base, or an errant throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or colored portions.

EJECTIONS: **Players, coaches ejected from the game must leave the park immediately.** Any players or coaches ejected may be suspended from all league play for a period of time, which will be determined by the league director. (This includes Coed and Men's or Women's play.) Additional action may also be taken, including but not limited to probation, an extended suspension and/or total suspension. The League Director reserves the right to determine the action taken. Each incident will be reviewed and a decision will be made in a reasonable amount of time.

FAKE TAGS: A fake tag is defined as a form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is administered would constitute obstruction. When a fake tag occurs the runner and each other runner affected by the obstruction will be awarded the base or bases he/she would have reached, in the umpire's judgment, had there been no obstruction.

FIGHTING: Players who engage in fighting will be automatically ejected from the game and must leave the park immediately. Player suspensions to follow.

ALTERED OR NON-APPROVED BATS: For the safety of the players, altered and non approved bats are strictly prohibited in City of Prescott Leagues. Any bats that are discovered without an NSA Stamp or discovered altered by the owner will be removed from play. The owner of the bat and if applicable, the player who is using the bat during the time it was discovered will be suspended for the game.

FORFEITS: Game time is forfeit time (except for the first game of the night which will be allowed a 5 minute grace period with the clock running). A team must have a minimum of eight players with no out taken or 9 players with an auto out taken to begin and continue the game in Co Rec, Men's or Women's divisions. (Players must be on the field of play at game time). Forfeits are strongly discouraged and a team that forfeits more than one game may be dropped from the league with no refund. **YOU MAY NOT PICK UP PLAYERS FROM OTHER TEAMS THAT PLAY THE SAME EVENING AS YOUR LEAGUE.** If a team loses players during the season and anticipates possible forfeits in the future, the team manager should call the Parks and Recreation Programming Office to receive names of players from the free agent list.

HOME RUN LIMITS: A limit of **5** over the fence home runs per game, per team will be used in all Men's and Co-ed Slow Pitch games - all divisions. All leagues will follow the 3 over the fence home runs with the 1 up rule up to 5 over the fence home runs. Excess: For any in excess, the ball is dead, the batter is out, and no runners can advance. Fast Pitch and Women's Leagues do not have a home run limit.

HOME TEAM: The team listed second on the schedule is the home team and will occupy the third base dugout.

JEWELRY: Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Players who fail to do so will be ejected from the game.

LEAGUES: If a league drops below four teams and the teams cannot be moved, the entry fee will be pro-rated back to the remaining teams being dropped, however, the team that caused the league to go below four will receive NO REFUND. The Prescott Recreation Division reserves the right to adjust any league at any time (by moving a team up or down to another division and/or night of play), to help balance divisional play. If moved, current win/loss records will stay intact.

SECTION III - CO-ED SPECIAL RULES



1. Extra Home Line for secondary base: A chalk line for the secondary home base will be used in all coed leagues and 50+ league. A runner running home in an attempt to score must pass the chalk line before the a defensive player has the ball and touched home base with ball in possession. **Runners can not touch the primary home plate.** Defensive players can only touch the primary home plate. All plays at home are force plays rather than tagging plays. Any throw beating the runner and controlled by a defensive player while touching home plate, will result in that runner being out (this is a force out). Runners tagged by a defensive player while attempting to score will not be out. If the runner touches the primary home plate, they will be out and the ball will remain alive.

Line of No Return: In addition, a line will be drawn 20 feet from home base. This is the "line of no return". Once a runner crosses this line, they can not return to third base - they are obligated to continue towards the secondary chalk line in an attempt to score. If the runner does return to third base after he has crossed the line, they will be out and the ball remains alive. However, if the runner does not cross the line, it is play as usual, i.e. they may be tagged by a defensive player. Runners shall not be called out for contact with a defensive player not in contact with home plate unless in the umpire's judgment the runner deliberately hit or could have avoided collision.

2. Minimum Players on Field: See Players (Number of) in regular rules.

3. Fielding Positions: Fielding positions must show a minimum of two women outfielders and two women infielders. Catcher and pitcher must be male/female or vice versa. In a case when nine players are used the following ruling applies to the fielding positions: Catcher and pitcher must be opposite sex. The infield and outfield positions must have a minimum of one female in its makeup. Their must be a maximum of two males in the infield at any time.

4. Cones: A minimum of three outfielders must be positioned outside the 175' arc when women are at bat. They may move from inside the arc after the ball is hit. Penalty for violation is illegal pitch.

5. Males Walked: If a male player is walked in his time at bat, he goes automatically to second base. The male player must touch first base on his way to second. The female immediately following must take her turn at bat. There is no longer an option for the female to automatically take first base after a male batter is walked.

6. Balls: All Co-Rec Leagues will utilize 12"softballs.

SCHEDULE CHANGES: Schedule changes may be necessary at times due to weather and/or loss of facilities. In the event of changes, City staff will contact the team manager who will be responsible for contacting their players. The Recreation Division recognizes the fact that many adults have other interests besides softball, but with over 130 teams, it should be understood that requests to adjust schedules to meet individual conflicts are impractical, if not impossible. Therefore, requests to adjust schedules cannot be honored.

SCOREKEEPING: The scorekeeper is assigned to keep the official time and the official score. If there is no scorekeeper, the home team will keep the official score.

SLIDING: Sliding is allowed at any base. However, sliding is not mandatory. A base runner must either slide or make an attempt to avoid a collision with the fielder when; (1) The fielder has possession of the ball and is attempting to place a tag on said base runner; (2) the fielder obstructs a base runner without possession of the ball. Neither fielder nor base runner will be allowed to use force in performing their duties of tagging or base running. Penalty: Runner or fielder will be ejected from the game if judged flagrant. Note – When baserunners collide “standing up” with fielders in the base paths or blocking a base (with or without the ball), said runner will be called out and quite often ejected. Fielders standing in the base paths or blocking any base without the ball is therefore obstructing the baserunner, and umpires will protect the baserunner to the base or bases the umpire judges they would have reached, had there not been obstruction.

SMOKING/VAPING: Smoking OR Vaping is not allowed on the playing field or dug-out. A player may be ejected from the game for smoking or vaping during their game.

SLOW-PITCH BASE STEALING: There will be no base stealing permitted in slow-pitch City Leagues.

TIE BREAKER RULE: If a game is tied at the end of seven innings or the time limit has expired (whichever comes first), the visiting team will put the batter due to bat last on second base to start the inning. The home team gets the same opportunity when they come to bat. This procedure continues until the tie is broken. A courtesy runner may be allowed in this situation.

TIME LIMITS: All Slow-Pitch softball games will play a one-hour time limit. No new inning will begin after 55 minutes from the first pitch. All Slow-Pitch games will be scheduled one hour apart. Fast-Pitch games will feature a one hour and 30 minute time limit. **THE SCOREKEEPER WILL BE THE OFFICIAL TIMEKEEPER.** Once games begin, **a new inning begins upon the 3rd out** of the previous inning.

UMPIRES: Judgment calls by umpire are final and should not be disputed. Umpires have complete authority to order a team or player(s) to cease arguments or to penalize any violation or flagrant acts committed by a team or its players. Failure to comply with an official's request will result in player/manager ejections.

WARM-UPS: There will be **NO** infield practice between games. Do not hit or throw balls against the fences at any time. Warm-ups are not allowed in areas near spectator seating. Only one warm up pitch will be allowed between innings during all Slow-Pitch games. Replacement pitchers are allowed **five** warm up pitches.

LINE UP CARDS: Ten minutes before game time, team representatives must provide the scorekeeper with a line-up. The line-up must include player's **first and last names and names must match the roster**. Line-ups must abide by the official roster on file in the Recreation Programming Office. There will be a limit of 20 players that can be on the roster. Once a line up is submitted to the scorekeeper, any player showing up late will go to the bottom of the line up unless he/she is substituting for another player.

MITTS: A first baseman's mitt is allowed at any position on the field, provided it meets current NSA standards.

NUMBER OF GAMES: Mon-Thur leagues will play 10 Regular Season games, Friday Night will play 8 Regular Season games with top 4 teams qualifying for the end of season tournament. Playoffs may involve different evenings of play however. All make-up games will be scheduled during the later part of Regular Season, and it is possible sites and evenings of play will change. Ties for first thru fourth place at the end of the season will be broken as follows.

- (1) Head-to-head competition. (2 or More Teams Tied)
- (2) Least number of runs allowed in head to head competition.
- (3) Most number of runs scored in head to head competition
- (4) Flip of a coin.

ONE AND ONE COUNT: All Men's, Women's and Coed Slow-Pitch games will be using the one and one count. This means that every batter begins their turn at bat with the count being one ball and one strike. In all leagues, batters will have one foul ball to waste after having received two strikes.

PITCHING DISTANCE: The pitching distance for all Slow-Pitch games will be 53 ft.

PLAYERS (Number of) Men's & Women's Leagues: In all Men's and



Women's Slow-Pitch league play, teams may bat up to 15 players. **Teams may begin and end a game with a minimum of 8 players with no outs taken or 9 players (Shorthanded Rule Applies).** Slow-Pitch softball is designed to field a team of 10 players on both offense and defense. If playing with 9 players “short-handed”, the vacant position in the batting order must be listed last. An Automatic Out will be recorded each time the vacant position comes to bat if there are nine players in Men's or Women's play. If a team begins the game with 10 or more batters in Men's and Women's league play, and one or more players leave the game for any reason other than an Ejection, there will be no penalty and said player(s) will be scratched from the lineup. Players leaving the game may not be later substituted for, and they may not re-enter the game. Once a team gets down to 7 players in Men's/Women's divisions a forfeit will be declared.

PLAYERS (Number of) Co-Ed Leagues: In all Co-Ed Slow-Pitch league play, teams may bat up to 16 players. **Teams may begin and end a game with a minimum of 8 players (4 men/4 women) with no outs taken..** A team may also begin a game with 9 players as long as there are 5 men/4 women or 5 women/4 men **(Shorthanded Rule Applies).**

PLAYERS (Number of) Co-Ed Play Con't.:

If playing "short-handed", the vacant position in the batting order must be listed last. An Automatic Out will be recorded each time the vacant position comes to bat if there are nine players in the lineup. All other lineups must be even numbered beginning with 8/10/12/14/16 players consisting of equal number of men and women. If a team is playing "short-handed" and a substitute arrives, the substitute must immediately be inserted into the last position in the batting order. When a player or players leave the game for any reason other than an Ejection in Co-Ed play, an Automatic Out will be recorded when two male batters are then required to bat consecutively. Players leaving the game may not be substituted for, and may not re-enter.

PLAYERS (Number of) Men's/Women's/Co-Ed:

When Ejections occur, and there are no players available to legally substitute, an Automatic Out will be recorded when that position in the batting order comes into play. Whenever a team cannot bat the minimum of players, the game is forfeited, officials will vacate the field, and teams may utilize the field of play for practicing if so desired. Teams will be given a 5-Minute "Grace Period" to field a team for the first game scheduled each evening. For all remaining games that evening, game time is forfeit time. The **Field Supervisor** on-site will designate forfeits, in cases where teams do not have enough players present and inside the premises prior to scheduled game times.

PLAYER PARTICIPATION: A person may play on only **ONE TEAM PER**

EVENING. (Exception: Friday night slow pitch players may also play on a fast pitch team) Players may also play on a different team each night as long as they only go up or down one division. If a player is a D1 level player, they may only play on D1 and D2 teams. **The Co-Ed "E" Rec divisions may only have a maximum of three**

(3) D2 or D3 Male players on their team. Players may switch teams once per season. Women are not permitted to play in Men's divisions and Men are not permitted to play in Women's divisions in Slow-Pitch leagues. Players may not switch teams and play for two different teams on any one evening. It is the responsibility of the Player to notify the League Director and their Manager of said roster change. They must also sign the roster of their new team. There is no roster freeze, therefore a team can add players throughout Regular Season Play.

To be eligible for participating in Playoffs, all participants must be on the team roster by the team's 7th game of the season for Monday-Thursday leagues and by the team's 6th game of the Friday leagues. Coaches are responsible for informing their players to sign the team's roster or player add form before they participate in a game. If a manager wishes to add a player to his/her team, the new player must sign a player add form at the field site or the roster at the Rec Services office no later than 5:00pm ON THE DAY OF THE GAME . **The minimum age for Adult Softball participation is 16 by end of calendar year.** Anyone under the age of 18 must sign the roster and have their parent/guardian sign the individual liability waiver form.

INELIGIBLE PLAYERS: THIS WILL BE MONITORED BY THE RECREATION DIVISION. Participants should carry a photo I.D. and must show it if requested to do so. **Any team wishing to protest a game for ineligible players must do so before the first pitch of the game unless the player in question has entered the field after the game has begun.** Team manager or coach should notify the umpire or scorekeeper before the first pitch that the game is being played under protest for ineligible players and it will be noted on the score sheet. See **Protest Regulations** below for more information on protest procedures.

PLAYING TIMES: Each team must be available to play during any of the scheduled game times (6:00 or 6:30, 7:00 or 7:30, 8:00 or 8:30 and 9:00 p.m.).

PROTEST REGULATIONS: Only protest of ineligible player/players and rule interpretations will be accepted and considered valid protests. Protests involving the judgment of an official will not be given consideration. The coach/manager of the protesting team will be the only one allowed to protest. If the explanation of the official, following an appeal of the coach/manager, is not satisfactory, the coach/manager may protest to the City Recreation Division. A written protest must be accompanied by \$25, to be considered valid and will be refunded only if the protest is won. Written protests must be submitted to the scorekeeper at the game and the protest fee should be paid by 5:00 p.m. of the next scheduled working day. The League Director will rule on all protests in a timely manner.

RAINY DAY PROCEDURES: In the case of inclement weather, the **field supervisor** will decide the condition of the playing field at game time. The Recreation Division will not cancel softball games from the office UNLESS rain has occurred all day long, and/or it has been reported by Parks Maintenance personnel that a field(s) is unplayable. Sometimes fast storms will be over by the evening and the field will be PLAYABLE.

PLAYERS SHOULD CONTACT THEIR MANAGERS OR CALL THE CITY INFORMATION LINE AT 777-1688 AFTER 3:00PM for Game Updates.

If a game is canceled, they are rescheduled at the end of your schedule, not the following week. Revised schedules will be given to managers the following regular season game. Teams must be available to play on any night of the week if multiple games are canceled. One thing we cannot control is the RAIN!

ROSTERS: Rosters must be completed and turned in at the playing field, before each team's first regular season game (player complete info/signatures required). All players who have not completed their info on the initial roster, MUST COMPLETE & SIGN a Player ADD Form prior to going onto the field of play.

RUN RULE: There will be a 20-run rule after 3 innings, 15- run rule after 4 innings and a 10-run rule after 5 innings for all slow-pitch games. Once the game has been called on a run rule, officials will vacate the field of play and teams may utilize their remaining time for practice if they so desire. **Umpires reserve the right to call a game due to judgment of lack of integrity of the game by the leading team trying to keep a run rule from happening to extend the game. Leading team will lose the game by forfeit in this situation.**