

**City of Tempe
Parks and Recreation
www.tempe.gov/adultsports**

**ADULT
SOFTBALL
LEAGUE RULES**

LEAGUE RULES AND REGULATIONS

City of Tempe Parks and Recreation reserves the right to change any rules or regulations whenever due cause warrants a change. If a change is made, all team managers will be notified. In addition, Tempe Parks and Recreation reserves the right to add additional rules and regulations when they will benefit the program.

The Amateur Softball Association (ASA) Rules on Slow-Pitch Softball will apply to all league and tournament situations not covered in the Tempe Parks and Recreation League Rules and Regulations. For equipment and safety concerns Tempe may refer to one or more, but not limited to the following softball associations: Amateur Softball Association (ASA), United States Sports Specialty Association (USSSA), Independent Softball Association (ISA), Senior Softball USA, Softball Players Association (SPA), National Softball Association (NSA).

Co-Rec Softball Basic Rule List:

1. Batters must alternate between male and female.
2. All plays at home plate are timing plays (force outs) with the defensive player at the actual home plate and the runner touching the safety home plate. There are no tag plays at home plate.
3. A minimum of 8 players are needed to start a game.

A team's game day make-up may consist of the following:

- 8 players- 4 men and 4 women
- 8 players- 3 men and 5 women
- 9 players- 5 women and 4 men
- 9 players- 5 men and 4 women (only 8 can bat – 4 & 4) (the extra male must share a spot in the order)
- 10 players- 4 men and 6 women (at no time can a team play with 6 men & 4 women in the field)
- 10 players- 5 men and 5 women

4. No new inning can start after 55 minutes.
5. When a female player is batting: Outfielders must be positioned behind the outfield boundary line until the ball is hit, and infielders must be positioned in the dirt until the ball is hit.
6. The pitcher's count always starts at 1 ball and 1 strike. Once the batter has 3 strikes they are out. If a female batter gets 4 balls, then they advance to 1st base. If a male batter gets 4 balls, then they advance to 2nd base. If there are two outs and a male batter is walked, then the next female batter has the option of either advancing to 1st base or batting.
7. In a double play situation at 2nd base, the runner advancing towards 2nd base must slide or get out of the way to keep from interfering with a throw to 1st base. This particular play is a "judgment call" designed to keep the players safe.

LEAGUE STRUCTURE

NUMBER OF GAMES:

Men's Leagues – 12 games plus tournament (2 games guaranteed) – 14 total games guaranteed

Co-Rec Leagues – 7 games plus single elimination tournament – 8 total games guaranteed

LEAGUE POLICIES – MEN'S & CO-REC

Conduct: The site supervisor and/or umpire will have the power to eject a player or spectator and forfeit a game without warning for any conduct deemed unsportsmanlike or detrimental to the game (See Sports Code of Conduct). Outbursts of foul language will not be tolerated. Any participant assaulting an official, City employee or participant will automatically be suspended for the current season and the incident may result in legal action threats to officials, City employees or participants will result in multiple game suspensions. Comments such as "I will take care you later or "I'll meet you in the parking lot" will be considered as threats and will be taken seriously. When players are listed on a team's roster it is understood that team manager will notify them of all rules and regulations including the Sports Code of Conduct. **Teams are responsible for the conduct of their fans.**

Ejections: Players ejected from a game must leave the playing area immediately. Any player ejected will face an automatic one game suspension. If a player is ejected during tournament play, he/she will be suspended for the remainder of the tournament. Depending on the incident and upon review Tempe Parks and Recreation reserves the right to determine the length of the suspension. Each incident will be reviewed and the team manager will be informed of the decision within a reasonable length of time. **Teams suspended, from a league, for violation of the Sports Code of Conduct are not eligible for entry fee refunds.**

Team Roster: All players must be *at least 18 years of age* prior to participating. Team rosters may contain not less than **twelve (12,) (no exceptions) or more than twenty (20) players**. Completed and current roster (names, addresses and phone numbers) must be submitted at the time of registration.

Players may be added to or deleted from the original roster through the sixth week of the season. Roster changes must be completed on the appropriate drop/add form before the player participates in a game. **Roster drop/add must be done at the field.**

Players may participate on only one (1) City of Tempe slow-pitch team per night. Any player found on more than the legal number of teams will be considered ineligible. Team managers and field supervisors may challenge the eligibility of any player. Player eligibility challenges are considered protest situations; refer to league rules & regulations.

Falsifying a roster, playing with ineligible players or compromising the registration process will be considered unsportsmanlike conduct and may result in forfeiture of games, loss of tournament participation and/or loss of softball program privileges. Team managers are responsible for roster authenticity. **Work addresses are not acceptable.**

Tournament Roster Checks: All teams that advance to the second round of the season ending tournament will be subject to a roster check. Players will be required to show a picture ID that matches the name on the roster. If they cannot provide identification or if they are not on the roster they will not be allowed to play. Please check with the site supervisor towards the end of the season to make sure your roster is up to date.

ALCOHOL

The consumption of alcoholic beverages during a Tempe Parks and Recreation sponsored activity is strictly prohibited. Malt beverages shall not be consumed within any portion of a public park or recreational area at such times as recreational activities organized by the community services department (Parks & Recreation) are being conducted. (Tempe City Code, Chapter 23, Sec. 23-56). **THIS INCLUDES SPECTATORS AS WELL AS PLAYERS**

Penalty: Participants or teams under the influence of alcohol or drugs or found consuming alcohol in the park (dugout), including parking lots, will be suspended from the current and any subsequent games on the same day. After review the player(s) and team may be assessed further suspensions and possible forfeiture of games won.

BEFORE THE GAME RULES & REGULATIONS

Game Time: Each game is scheduled for a one hour window, with **no new inning to start after 55 minutes**. Every evening there are four games played on each field. The objective is to keep the games moving so games three and four are as close to being on schedule as possible. The game clock will start after the umpires have communicated the following procedure:

The umpire will on two occasions, from the field, ask the home team to take the field. After the second request the umpires will take the field and instruct both teams that the clock will start. It is the home team's responsibility to take the field in a timely manner and the visiting team's responsibility to step to the plate in a timely manner. At this juncture the time you waste is your game time.

After the umpire announces the clock will start there shall be no additional warm up activity allowed except that the pitcher is allowed two warm up pitches. At this point the batter should be ready to step into the batter's box. Remember, the clock does not start with the first pitch, but when the umpires have communicated the above procedures. If the umpires do not communicate the above procedures please call or email the Parks and Recreation office the following day.

Tournament: Championship games will be 70 minutes.

Forfeit: A **TEN MINUTE GRACE PERIOD** will be given to all game times. The 10 minutes will come out of the 55-minute game time. Teams that must use the grace period, waiting for an eighth player, will be penalized two (2) runs. If both teams use the grace period, no penalty runs will be awarded. The game will start when both teams have eight (8) players present. **The term "present" means the player must be in the dugout for the visiting team or on the field for the home team - at the 10 minute mark. The term does not mean player(s) in the parking lot, walking from the parking lot or changing his/her shoes in the dugout.** On a team's second forfeit they will be dropped from the league and replaced with a team from the waiting list.

Home Team: The second team on the schedule will be the home team. Higher seed will be home team for all tournament games, except for championship game. Home team for the championship game will be the team coming out of the winner's bracket.

Weather Conditions: Decisions on rain-out games can usually be obtained after 3 p.m. by phoning the **SPORTS HOTLINE at 480-350-5293**. If unplayable conditions are known earlier in the day the Parks and Recreation staff will make every effort to contact coaches. Cancelled games will be made up at the end of the regular season, when possible, and teams will automatically play the next week's games per the current schedule. **TEMPE PARKS AND RECREATION RESERVES THE RIGHT TO ADJUST LEAGUE OR TOURNAMENT SCHEDULES OR FORMATS DUE TO INCLEMENT WEATHER CONDITIONS.**

Tie Games: If the game is tied at the end of the time limit the teams may play one additional inning. Each team will begin their half inning with a runner on second base; that runner shall be the last out from the previous at bat. If, after the extra inning, the game is still tied the game will enter the record book as a tied game.

Metal Cleats: Metal cleats are not allowed

Uniforms: It is recommended that all teams attempt to wear matching jerseys and/or full uniforms. This is not a requirement.

Dugouts: Only players, coaches and site supervisors are allowed in the dugouts. *Children are not allowed in dugouts or on the field of play. Games will be delayed until children have left the dugout.*

Infield Practice / Soft Toss: There will be no infield practice allowed between games. Soft toss against fences is prohibited due to the extensive damage it causes.

BATTING RELATED RULES AND REGULATIONS

Site Supervisor: A Site Supervisor will be assigned to each complex. Home team will keep track of the score on the score sheets provided by the site supervisor. Make sure the batting line-up is exchanged with each team at least 5 minutes prior to game time; line up cards are available from the site supervisor and should include the player's last name and first initial.

Run Rule: A team ahead by 12 runs after five complete innings automatically wins. A team ahead by 20 runs after three complete innings automatically wins. Any team ahead by 25 runs, at any point, automatically wins.

Bat Rule: Men's and Co-Rec Leagues may use all bats that meet ASA bat performance standards. Teams **cannot** use the bats found on the ASA Non-Approved Bat List. The list can be found on the ASA website, www.asasoftball.com and the Parks & Recreation website. Site supervisors have colored copies of each illegal bat.

As you know, the City of Tempe does unannounced bat checks. We pull three bats from each team on a particular field. If and when multiple bats from a particular team fail the City of Tempe's bat test, The City of Tempe reserves the right to additional bat testing. Please arrive 30 minutes prior to your game time to have any and all bats you wish to use in your game be tested. A sticker will then be applied to those bats that pass the test. These will then be the only bats to be used in the game. Testing will end 10 minutes after your scheduled game time. Only stickered bats will be allowed. You will have a 40 minute window to get any bats you wish to use in your game tested.

Players and umpires may challenge the legality of a bat. If the bat is deemed illegal during an at bat the bat is simply removed from the game. If a bat is deemed illegal, after an at bat, the player will be called out and all runners will return to the base prior to the at bat if the appeal is made prior the first pitch to the next batter. If the appeal is not made prior to the first pitch to the next batter the bat will be removed from the game and the previous at bat will stand. Under no circumstance will the offensive totals be appealed or reversed prior to the last batter. If the legality of a bat is debated, the umpire will stop the clock and the bat will be compared to the colored rendition of non-approved bats held by the site supervisor.

Bats removed from a game will be considered an ejection. An ejection report will be filed listing the player and team. Future violation will result in additional penalties.

Batting Order Options: Teams will have two batting order option

- (1) Team batting order will include all roster players that show up for the game. Players cannot share a spot in the batting order. There will be unlimited substitution at all fielding positions.
- (2) Team will use baseball rules. The batting order will be a maximum of ten spots with no players sharing a spot in the order. Once a player is removed from the game they may not reenter as a fielder or batter. There will be no unlimited substitution.
- (3) Only 8 can bat – 4 & 4 (the extra male must share a spot in the order)

Batting Order Vacated: In all leagues, if a player leaves the game due to injury or simply leaves and does not return or is ejected, his/her spot on the official score sheet can be taken by a bench substitute. If a substitute is not available, that position in the line-up is an automatic out for the player's next scheduled at bat. After the one turn at bat, the position will be passed over with all players moving up in the batting order. Co-rec teams must adjust the batting order if a vacated position results in two men batting back to back.

Strike Zone: A mat will be used during all softball play. If the ball touches any part of the mat or home plate the pitch will be considered a strike. The ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground while not exceeding a maximum height of twelve feet from the ground

One and One Count: All batters will begin their turn at bat with one ball and one strike. After two strikes on a batter, the second foul ball will result in an automatic out.

Foul Tips: Any foul tip caught by the catcher must be with two strikes to be recorded as an out.

Bat Throwing: Any player that deliberately throws a bat will be ejected from the game. In the case of an accidental bat throwing the umpire will issue a warning.

Home Run Rule: Two HOME RUNS per inning will be allowed at all fields. All home runs after two will be recorded as outs.

BASE RUNNING / FIELDING RULES AND REGULATIONS

Interference: It is the responsibility of the base runner to avoid contact with the ball and/or defensive player and not interfere in any way with the completion of the play. Contact is not always necessary – arm waving/yelling may be interference. Result: base runner will be called out.

- If you slide or run past the bag and contact the defensive player the runner is considered out of control for the situation and in violation.
- If you are obviously going to be out (force play) or you prefer not to slide, give up the play and move out of the base path or the runner may be called for interference.
- The emphasis will continue to be the protection of the defensive player.
- Out of position defensive players (playing in front of the bag) risk serious injury and will not be protected by the umpire unless the slide is deemed to be a roll block/and or take out slide which are illegal – see below.

Roll Block: The roll block or take out slide is illegal. All base runners must slide directly to the base and /or attempt to avoid all contact with the defensive player. This type of play can be very dangerous and will not be tolerated in Tempe Parks and Recreation leagues. The penalty is ejection with the strong possibility of additional penalties after the incident has been reviewed.

Fielding: Any defensive player who, in the opinion of the umpire, deliberately throws the ball at a base runner will be ejected, with the strong possibility of further penalties after the incident is reviewed. This type of play will not be tolerated.

Safety Home Plate: The Co-Rec leagues will use a second or safety home plate, which should eliminate potential home plate collisions.

Blood Rule: A participant or umpire who is bleeding or has blood on his/her clothing shall be prohibited from further participation in a game. Bleeding must be completely stopped before an individual can resume play. If a player's clothing is blood soaked it must be changed.

Courtesy Runner: One courtesy runner is allowed per inning. The courtesy runner is typically the last out or a non player using the following guidelines:

A. In the event there are no outs in the first inning the courtesy runner will be the last person in the batting order.

- B. The scorekeeper will inform the teams of who the courtesy runner is. If the scorekeeper makes an error, the correct person will then be placed in the game
- C. In the event the courtesy runner is coming to bat, the last run to score will be the runner.
- D. In the event the same runner gets on base twice in the same inning, he/she may be run for twice or for as many times as the runner gets on base in the same inning.

MEN’S RULES & REGULATIONS

Softball: 12” 44 Cor. 300 lbs. Compression
Bases: 65’
Pitching Distance: 50’-60’

CO-REC RULES AND REGULATIONS

The following rules and regulations are in addition to the ones listed above.

Bat Rule: See **Batting Related Rules and Regulations**

Softball Size:

Female Batters: 11” Cor. 47 / 375 lbs. Compression
 Male Batters: 12” Cor. 40 / 300 lbs. Compression

Season: Seven weeks of single games and a two week single elimination tournament. Guarantee 8 games.

A team’s game day make-up may consist of the following:

- 8 players- 4 men and 4 women
- 8 players- 3 men and 5 women
- 9 players- 5 women and 4 men
- 9 players- 5 men and 4 women (only 8 can bat – 4 & 4) (the extra male must share a spot in the order)
- 10 players- 4 men and 6 women (at no time can a team play with 6 men & 4 women in the field)
- 10 players- 5 men and 5 women

Minimum Number of Game Players: Teams must have a minimum of eight (8) players to begin and continue a game.

Batting Order: The batting order will be a continuous alternating order, male/female or female/male throughout the game. Teams may never bat two males back to back. Teams can bat all extra females at the bottom of the order. Extra men must share a batting order position thus alternating at bats as the team moves through the order.

Defensive Teams: Corec teams are allowed to place their players in any position including the pitcher and catcher positions.

Boundary Line: The four outfielders must stay behind the boundary line (Dawson 200’, Kiwanis 175’) until after the pitch reaches home plate. If in the umpire’s judgment, the outfielder crosses the line early and catches a fly ball or throws out a runner – the batter or runner will be declared safe. When a female is batting the infielder may not play on the grass - they must stay on the infield dirt – regardless of how few players the defensive team may be playing with. The four outfielders must stay behind the boundary line (Dawson 200’, Kiwanis 175’) until after the pitch reaches home plate.

Walk: When a male batter receives a base on balls or intentional walk, he will automatically be awarded second base. With two outs, after a male batter walks, the next female batter has the option to walk or bat (ASA rule).

Courtesy Runner: One male and one female courtesy runner are allowed per inning. The runner is typically the last out or a non player using the following guidelines:

- A. Same as Men's leagues except:
- B. A female will run for a female and a male for a male.

Safety Home Plate: Defensive players can only touch the original home plate and runners can only touch the second home plate. Runners must touch the second home plate located adjacent to the right-hand batter's box in order to be safe at home. **If the runner touches the original home plate, the runner will be out** and the ball will remain live. Once a runner crosses the commitment line, 20 feet from home plate, the runner cannot return to third base. If the runner returns, the runner will be called out and the ball remains live. **Runners tagged by the defensive team will not be out.** Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner would be out.

POST SEASON INFORMATION

MAKE-UP GAMES: Make-up games will be played during the two week period after the last scheduled league game. Refunds will not be issued if every attempt and opportunity has been addressed to play the guaranteed number of games – 14 for men's and 8 for co-rec.

LEAGUE CHAMPS: The season's record will determine the champion for each league. All teams will be involved in the post season tournaments.

TIED STANDINGS/TOURNAMENTS SEEDING:

Tournaments will be seeded after the 6th week of play.

For teams tied for at season's end the following tiebreakers will be used.

Tie breaker #1 - Head to head competition

Tie breaker #2 - Runs allowed in head to head competition (doubleheader leagues)

Tie breaker #3 – Total runs allowed during the season

Tie breaker #4 - Multiple teams tied, with uneven head to head play, will use tie breaker #3

Seeding after the sixth week does not diminish the importance of seventh week games that may decide a league championship. It allows the staff to seed for the tournament and get the information back to the teams in time for the seventh week of games so everyone knows what time they will play the following week.

EVALUATION OF TEAMS

The City of Tempe reserves the right to evaluate teams as we see fit, in order to make any adjustments necessary that will serve the best interests of the league as a whole.

Our interest is to create an environment where competitive parity is paramount.

AWARDS:

Tournament winners will receive a trophy.

Champions in each league will receive 15 Tempe softball t-shirts.

***SPORTSMANSHIP "IT'S A SPORT !"* "BE A SPORT !"**

Athletic competition, at the community recreation level, can be a rewarding lifetime activity. The City of Tempe endeavors to provide a safe and enjoyable experience that is worthy of the time and money expended and an activity which can be enjoyed by an entire family. The end product, or the quality of the experience, will rest with the attitude each participant brings to the contest. As a staff, we hope the individual competitors will rely on an old standard-----**sportsmanship**. Compete hard and compete within the rules. What society might see at the college or professional level does not necessarily enhance the experience at the community level. When the

moment of frustration rears its head ---experience the moment and move on with the contest. Remember, enjoy the recreational activity for just what it is----a game. Pursue victory with honor.

CITY OF TEMPE
PARKS AND RECREATION
SPORTS CODE OF CONDUCT

DEFINITIONS

- Recreation Coordinator** Full-time employee of Parks and Recreation directly responsible for administration of the league.
- Site Supervisor:** Part-time employee of Parks and Recreation assigned to coordinate league play at a specific site
- Official:** Person(s) on the field to administer the official rules of play. Also includes site supervisor and Parks and Recreation staff.
- Coach/Manager:** Person designated as team spokesman. May be a player or non-player.
- Individual:** Coach, manager, player, fan or spectator.
- Contest Area:** The playing field/court and surrounding area.

ENFORCEMENT PROCEDURES

A. Suspended / Ejected Player

1. The site supervisor or game official may suspend a player from a current game.
2. When requested a suspended player must remove him/her self immediately from the contest area.
3. If a suspended player does not leave the contest area then the team members are responsible for the removal.
4. Two minute clause: At some point a player will be allowed two minutes to leave the contest area. If the time limit is not met the contest will be forfeited to the opponents.
5. A suspended player may remain in the park/gym if they remain orderly. If there are additional outbursts or threats the player will be asked to leave the park/gym. Police assistance may be requested. Failure to leave will cause his/her team to forfeit.

B. Length of Suspension

1. Players suspended from a game will automatically be suspended from the next scheduled game the team plays.
2. The league coordinator shall be responsible for suspending players for more than one game.
3. The league coordinator and recreation supervisor shall be responsible for suspending players from further league play.
4. Players removed from further league play cannot be replaced on the roster.
5. Repeated Sports Code of Conduct violations may jeopardize post season participation by the individual or team.
6. The severity of the infraction will determine the penalty and maximum penalties may involve more than one season and more than one sport.
7. Each Sports Code of Conduct incident will be reviewed and the team manager will be informed of the decision within a reasonable length of time.

SPORTS CODE OF CONDUCT

A. Physical Contact Misconduct

1. No Individual Shall: At any time strike, shove, threaten to strike, or lay a hand upon an official, player or spectator.
2. No Individual Shall: Use unnecessarily rough tactics during the course of a game.
3. No Individual Shall: Threaten an official, employee, player, or spectator with future violence such as, "I will take care of you later," or "I'll meet you in the parking lot."

Assault charges may be filed for the above examples of misconduct.

B. Verbal and Visual Misconduct

1. No Individual Shall: Engage in an abusive, verbal attack upon any official or individual on or off the contest area.
2. No Individual shall: Use trash talk; profane; obscene; or vulgar language, under any circumstances, on or off the contest area.
3. No Individual Shall: Engage in an objectionable demonstration of dissent or unsportsmanlike conduct such as throwing equipment or any other forceful action.
4. No Individual Shall: Except the coach/manager, contest the decisions of an official.

C. General Misconduct

1. No Individual Shall: Refuse to abide by an officials decision.
2. No Individual Shall: Appear in the contest area under the influence of alcohol or drugs.
3. No Individual Shall: Consume alcoholic beverages while the team is participating in a game or in the contest area.

D Penalties

Minimum Penalty: Warning by the official or site supervisor.

Medium Penalty: Suspension from the current game and any subsequent games on the same day.

Medium Penalty: Official may call the game and award a forfeit victory to the opponent.

Medium Penalty: League coordinator may suspend the individual/team from between one additional game and from further league play.

Maximum Penalty: Penalty will be determined after Parks and Recreation staff review