

CITY OF EL PASO



SOFTBALL RULES

REVISED 1/10/12

LEAGUE INFORMATION

A. MANAGERS/COACHES RESPONSIBILITIES

The manager/coach is the primary link between their team and league administration. It is the manager/coaches responsibility to obtain all information regarding league play for the City of El Paso. These responsibilities include, but are not limited to the following:

- ◆ **Report to field supervisor every game day at ballfield, prior to playing.**
- ◆ Pay league fees.
- ◆ Attend coaches meeting (**mandatory**).
- ◆ Ensure all players read league rules and park policies prior to participation.
- ◆ Obtain and **read** all league information.
- ◆ Submit all league paperwork on time.
- ◆ Inform Softball Office of changes in address and telephone numbers.
- ◆ Maintain control over players in all circumstances, including disputes on the field; umpires will discuss disputes on the field with the coach only, players are not to question an umpire's call or rulings.
- ◆ **"No game" requests must be submitted via email, prior to completion of schedules. Requests will be attempted but not guaranteed.**

B. MAKE UP GAMES

All admin postponed or cancelled games will be played as per the following schedule:

Weeks 1-2	Jan 28
Weeks 3-4	Feb 10
Week 5-6	Feb 24
Week 7-8	Mar 9

Teams not able to play on any specific day must inform the Softball Office, in writing by close of business the next working day following the postponed game.

C. FEES

League Fees:

- ◆ All fees are due at sign up.
- ◆ **\$370.00/16 game season, includes umpire fees.**

D. ROSTERS/ELIGIBILITY/PLAYER ID

1. Team rosters are done on-line through www.elpasosoftball.com and must be completed prior to coaches meeting.
2. The cutoff for adding players to a roster is the last working day (12 noon) prior to league's **2nd WEEK OF THE SEASON**. Any player added must have a City of El Paso Adult Sports ID.
**Shirt numbers will be limited to the standard sequence of 0-99.
No triple digits, double digits starting with "0", fractions, decimal points or duplicates
Rosters will be submitted with players arranged in numerical order by shirt number.**
3. All players must have a City of El Paso Adult Sports id card with them at their games. Field Supervisors may do a Roster/ID check at any point of a ballgame. Players without ID will not be allowed to play.
4. Rosters will not exceed **22** players. **All players must obtain a City of El Paso identification card, cost is \$5.00.** Non-rostered players are ineligible to play.
5. **NO PLAYER MAY PLAY ON OR BE ON THE ROSTER OF MORE THAN ONE TEAM, IN THE SAME LEAGUE.**

6. Coaches have the right to view a copy of every team roster.
7. All players participating in this program MUST be 18 years of age or older.

E. FINAL STANDINGS AND AWARDS

1. Standings are determined by the overall won-loss record; in divisions of play that have odd number of games, standings are determined by winning percentage.
2. Ties will be broken by the following procedures listed in order:
 - Head to Head
 - Run differential
 - Highest total runs scored throughout the season
 - Lowest total runs allowed throughout the season
 - Coin flip
3. Individual awards are given to the League Division Champions.
4. Number of team awards will be determined by number of teams in division with a maximum of two (2) per division.

F. PLAYOFFS

TBD

PLAYING RULES

A. GOVERNING RULES

The Parks & Recreation Sports Department-Softball Programming shall be the governing body and sponsor of this program. Therefore, the program staff has the authority to act upon any situation not covered explicitly in these rules.

The National Softball Association (NSA) will govern play except for local modifications, which take precedence.

The Softball Staff reserves the right to **impose any equalizer rules necessary or move teams**, during the season in order to maintain a fair balance of competition. Winning your league division constitutes an automatic change to a higher division, in the next season team plays.

B. THE GAME

1. All games in all divisions have a **55** minute time limit. The umpire will keep the official time.
2. Field dimensions will be 70 ft. bases and 53 ft. pitcher's rubber. Pitching arc 6-10 ft. from the ground, no "fake" pitches.
3. All games are flip for home.
4. Suspended games are complete if 3 1/2 or 4 innings have been played. In the event a game is delayed, teams are required to wait for instructions from the Field Supervisor. If play resumes, absent teams will receive a forfeit.
5. International tiebreaker will be used in all games that result in a tie after the conclusion of game time or after 7 innings.
6. Run rules: 20 after 3, 15 after 4, 10 after 5.

7. Men's and Women's teams may play one (1) or two (2) EP's. Making a lineup of 11 or 12 batters, with any 10 playing defense at any given time.
8. A Courtesy Runner may be used once per inning. The Courtesy Runner can be any player on the team roster. If the courtesy runner comes to bat while on base, it is an out. **Defensive teams may walk to get to the batting spot.**
9. Each batter will start with a one and one count, and will receive a courtesy foul.
10. Speed up rules will be used as necessary.

C. UNIFORMS

1. Uniform shirts must be alike in color (different shades) with same team name/logo. Shirts may have sleeves or no sleeves. Shirts must have at least a 3" clearly visible permanent number.
2. Players wearing an over garment must still wear team shirt, and will show shirt upon request by the umpire or Field Supervisor.
3. Swapping of shirts is not allowed and will be considered an illegal substitution. Penalty is immediate ejection from the game.
4. **Shirt numbers will be limited to the standard sequence of 0-99. No triple digits, double digits starting with "0", fractions, decimal points or duplicates**

Shirt numbers must correspond to number recorded on team roster.

5. Exposed jewelry is not allowed in any league. Medical alert bracelets/necklaces are not considered jewelry.

D. EQUIPMENT

1. Only legal bats, as determined by NSA (www.playnsa.com), will be allowed. See appropriate bat list for acceptable models. Teams using an illegal or altered bat will receive a forfeited ballgame and further disciplinary procedures.
2. Official Balls: Teams must furnish and bat their own ball. Official NSA ball with logo, optic yellow, black stitch. Men, 12" softball COR .44, compression 400. Women, 11" softball COR .47 compression 400. The ball must be easily visible to the defensive team. Excessive black marking on the ball will make same unacceptable, for play. **USSSA BALLS ARE NO LONGER ALLOWED IN ANY DIVISION OF PLAY**
3. All balls that are brought into play must be given to the umpire for inspection.

E. PLAYERS

1. All Divisions of play can begin the game two players short, eight (8) players. An out must be taken for each empty position. If a legally rostered player arrives late, that player may be inserted into the game, (**up to 10 players**) at any time, either on defense or offense.
Empty positions must be at the bottom of line up. No team shall play with more than two (2) automatic outs.
2. If a player is removed, injured or ejected from the game with no substitute available, the vacated spot automatically becomes an out, when that spot comes to bat. With two (2) outs the opposing team may not intentionally or unintentionally walk the previous batter. If the previous batter is walked, the automatic out is waived, and the next batter is the player following the vacant spot.

F. COED LEAGUES

1. Teams can play with a minimum of eight (8) players, with NO MORE THAN (5) OF EITHER SEX.
2. If EP's are used, must be one male and one female.
A Courtesy Runner may be used once per inning. The Courtesy Runner can be any player on the team roster. If the courtesy runner comes to bat while on base, it is an out. **Defensive teams may walk to get to the batting spot.**
3. If a player is removed, injured or ejected from the game with no substitute available, the vacated spot automatically becomes an out, when that spot comes to bat. The player immediately following the vacant spot would be passed as a batter, but may still stay in game on defense.
4. Defensive requirements, two males and two females in both the infield and outfield, and one male and one female as pitcher or catcher.
5. Any walk to a male batter will result in a two base award. The next female batter has the option to walk or bat.
6. Scoring Line – Runs are scored by crossing or touching the scoring line, with any body part. Body part does not need to be planted across scoring line. **Scoring line is extended from back corner of right-handed batters box to 3rd base fence. Runners that touch home plate (play or no play) or run in batters box will be considered out.** All plays at home are considered force-outs. Defensive player need only have the ball and be in contact with plate before runner crosses scoring line to record the out. Runners will be considered safe if the defensive team attempts a tag play.
7. Point of “No Return” – There will be a line at a 90° angle with 3rd base foul line, half the distance between 3rd base and home plate. This is called the Point of “No Return”. Runners passing this line must continue on to the scoring line. Before crossing the Point of “No Return”, runners may return to 3rd base. If runners return to 3rd base over Point of “No Return”, they will be considered out.

G. FORFEITS

Each game has the potential of receiving a 10 minute grace period; this would still be considered part of game time.

At game time, the team with the legal amount of players (8 minimum, must be in dugout) has the following options:

- a. **Take a forfeit.**
- b. **Give opposing team a 10 minute grace period.**
 1. *If used, the clock will start. After 10 minutes, forfeit will be called by umpire if team is still short players. At any time, within the 10 minutes if enough players arrive, game **must** start.*

After scheduled game time, i.e. previous game runs long; teams will not have the option, all games will be forfeited.

Teams that have 8 legally rostered players must start their ballgame, no grace period allowed.

Variations of this rule will not be allowed.

Double forfeits will be assessed in games when neither team has the required number of players. **EXCEPTION:** Playoffs. Team with the most players at scheduled game time will be considered the winner.

Any team with **four (4)** “no show” (cannot field a legal team) forfeits will automatically be dropped from the league. No refunds will be made.

ADMINISTRATIVE FORFEIT:

Any team that cancels a game will receive an automatic loss.

The opposing team will receive a win by forfeit score of 7-0.

The Softball Office must be notified at least 72 hours (3 working days) in advance, to avoid the “no show” policy

Umpires will not officiate forfeited games.

H. HOME RUN RULES

- ◆ Men’s Leagues – One Up Rule (no team may be more than one homerun up on their opponent)
- ◆ Coed League - No Limit
- ◆ Women’s League - No Limit

I. PROTESTS

1. Umpire judgment calls will not be protested. On balls and strikes, only the three players involved (pitcher, catcher, batter) may question the umpire call. Any others will be immediately ejected.
2. Non-Rostered player: Coaches must contest player eligibility prior to game or within 15 minutes of game time. If any contested player is not a legally rostered player, he/she will not be allowed to play and will be subject to disciplinary procedures. Team will also forfeit ballgame. Coach will be ejected from game and be subject to disciplinary procedures.
3. Score: Scores must be challenged and corrected prior to the first pitch of the next half inning or it is too late and the score will stand. Winning coaches must verify score with umpires at the end of game and initial scoresheet.
4. Standings: Mistakes in standings must be brought to the attention of the Softball Staff, immediately. Protests of standings must be done by close of business the next workday, by calling the Softball Office. Scores not verified and initialed on scoresheet by the coach will not be changed.
5. Rule Interpretation: Protests must be submitted in writing to the Softball Office, by 5:00pm the next scheduled workday.

Protests will not be accepted from teams that did not attend the coaches meeting.

J. EJECTIONS

1. Any player, coach, manager, sponsor, spectator or anyone affiliated with the team, who is ejected from the game, must leave the field, dugout, and spectator area. Failure to do so will result in a forfeit. The "out of sight, out of sound" rule will apply. Anytime a game gets out of hand; the umpires, field supervisor or any Softball Staff member has the authority to forfeit a game.
2. Any team having three or more team members ejected from a game shall be penalized with a forfeit.

Infraction	Penalty
Engage in aggressive behavior that has resulted in physical violence against another player, game official, City of El Paso employee, game spectator, or program participant.	Immediate removal from the <i>game</i> or <i>facility</i> and suspension from facility or activity for a minimum of 1 year and up to 5 years.
Physically threaten a game official (umpire, referee, site supervisor), City of El Paso employee, or another player, spectator or program participant with intent to cause harm.	<ul style="list-style-type: none"> • <i>Sports League</i>: Suspension for a minimum of 2 games and up to 2 seasons. • <i>Recreation Facility/Park</i>: Trespass from the specific facility or program for a minimum of 2 operating days and up to 6 months.
Verbally abuse a game official (umpire, referee, site supervisor), City of El Paso employee, or another player, spectator or program participant with intent to cause harm.	<ul style="list-style-type: none"> • <i>Sports League</i>: Suspension for a minimum of 2 games and up to one season. • Trespass from the specific facility or program for a minimum of 2 operating days and up to 4 months.
Refusal to abide by a game official's or facility staff member's decision either with abusive and/or argumentative language or other forceful action.	<ul style="list-style-type: none"> • <i>Sports League</i>: Immediate removal from the game and suspension up to 6 games. • <i>Recreation Facility/Park</i>: Immediate removal from the facility for a minimum of 2 operating days and trespass from the facility or recreation program for up to 3 months.
Play illegally, or solicit another to play illegally.	Illegal player and/or coach to be removed from the game and suspended for a minimum of 1 season and up to 1 year. All games in which the illegal player played will be forfeited.
Appear upon the field of play or in a parks and recreation facility at any time in an intoxicated condition or to be in non-compliance with City ordinances which prohibit possession or consumption of alcohol in any City park.	<ul style="list-style-type: none"> • <i>Sports League</i>: Immediate removal from the game and suspension for 1 additional game. A police report will be filed. • <i>Recreation Facility/Park</i>: Immediate removal from the facility and trespassed from the program or facility for up to 1 month. A police report will be filed.

It should be noted that the matrix constitutes the only options available to staff. Probation, community service, or other penalties not included in the above matrix are not appropriate to be recommended.

While suspended from sports leagues, coaches/players/sports participants are not allowed to play, coach or participate in the sports league from which they were suspended.

Participants suspended from a park, recreation facility, or shelter may not return until their suspension has expired.

Suspended participants that do return to coach, play or participate in any way; or that return to a park, recreation facility or shelter from which they have been suspended, will be subject to having their suspension extended for up to one additional year.