

# CITY OF EL PASO



# SOFTBALL RULES

REVISED 10/30/07

## 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 pertaining to registration deadlines, changes in schedules, etc.
- ◆ Submit all league paperwork on time.
- ◆ Inform Softball Office of changes in address and telephone numbers.
- ◆ Advise Softball Office of a second contact person when coach is not available to be contacted.
- ◆ Have all players submit on-line player contract before playing.
- ◆ 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.
- ◆ **Prior to the completion of schedules, teams may request "no games" for any particular day, with no penalty. These games will not be made up. Time requests will not be accepted.**

### B. MAKE UP GAMES

Attempts will be made to make up all games. All efforts will be made to schedule make up games on the day the league plays. If the need arises, make up games can be scheduled for any day, any time. Be prepared to play. 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 cancelled game. If not, teams will be subject to forfeit fees.

### C. FEES

League Fees:

- ◆ All fees are due at sign up.
- ◆ \$220.00/16 game season.
- ◆ USSSA registration \$20.00, one time yearly fee.
- ◆ Teams with an outstanding balance will not be allowed to register until said balance is resolved.

### D. ROSTERS/ELIGIBILITY/PLAYER CONTRACTS

1. Team rosters and player contracts are done on-line at [www.elpasosoftball.com](http://www.elpasosoftball.com) and must be completed prior to coaches meeting.
2. The cutoff for adding players to a roster is the **2<sup>nd</sup> WEEK OF THE SEASON**. Any player added must submit an on-line player contract, prior to being added. A fee of \$5.00 per player will be assessed for any roster additions made between the initial roster submission and 2<sup>nd</sup> week of the season. Roster additions can only be done on-line at [www.elpasosoftball.com](http://www.elpasosoftball.com). Teams will be invoiced after any additions.
3. All players must have a Government Issued picture identification (must match name on roster), at their ballgames. Field Supervisors may do a Roster/ID check at any point of a ballgame.

4. Rosters will not exceed 20 players. **All players must submit a player contract via [www.elpasosoftball.com](http://www.elpasosoftball.com). Contracts are good for 3 years from date of submission.**
5. Non-rostered players are ineligible to play.
6. **NO PLAYER MAY PLAY ON OR BE ON THE ROSTER OF MORE THAN ONE TEAM, IN THE SAME LEAGUE.**
7. Coaches have the right to view a copy of every team roster.
8. All players participating in this program MUST be at least 16 years of age or older. If they are not at least 18 years old, they must have a signed parental permission slip on file at the Softball Office.

## 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 by 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 four (4) per division.

## F. PLAYOFFS

Playoffs will be **double elimination** between same skill level teams, if possible.

Eligibility requirements:

- ◆\$30.00 entry fee, plus umpire fees.
- ◆No delinquent fees
- ◆Must use session roster

Maximum teams allowed:

Sunday Men – 20 teams  
Sunday Mixed – 30 teams  
Tuesday Men – 12 teams  
Wednesday Men – 12 teams  
Thursday BC – 12 teams  
Thursday MR – 10 teams

Awards based on number of teams in bracket, with a maximum of four (4) team awards per bracket.

## PLAYING RULES

### A. GOVERNING RULES

The Parks & Recreation Sports Department-Softball Programming shall be the governing body and sponsor of this program.

The United States Specialty Sports Association (USSSA) will govern play except for local modifications, which take precedence.

The Field Supervisor and/or Softball Staff will act upon any situation not covered explicitly in these rules.

In addition, the Softball Staff reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the program.

The Softball Staff reserves the right to reclassify or move a team at any point 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. Umpire fees must be paid before the start of game at pregame conference.  
**NO EXCEPTIONS.**
  - a. \$12/team – two umpires
  - b. \$9/team – one umpire
2. There will be a ten (10) minute grace period for the first game only; this is also part of game time.
3. All games in all divisions have a **55** minute time limit. The umpire will keep the official time.
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. The flip-flop rule is in effect in all leagues.
8. Each batter will start with a count of one ball and one strike. The courtesy foul is in effect.
9. Speed up rules will be used as necessary. The Field Supervisor/Softball Staff will determine which speed up rule will be utilized.

## C. UNIFORMS

1. Uniform shirts must be identical, with at least a 3" permanent (no tape) clearly visible number. Players will not be allowed to play without identical team shirt. **(Clarification: The uniform rule is not intended to deny anyone the right to play, but is meant to be a means of identification. Therefore, uniforms must be as identical as possible allowing for exceptions such as size limitations and slight differences in logo. Uniform differences must be inspected and approved by the Softball Office, prior to start of games. These differences will be recorded on team roster and be available to Field Supervisor, during game play.)**
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 constitute forfeiture of ballgame.
4. Duplicate numbers are not allowed. 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 USSSA ( [www.ussa.com](http://www.ussa.com) ), will be allowed. See appropriate bat list for acceptable models. Teams using illegal bats will receive a forfeited ballgame.
2. Official Balls: Teams must furnish and bat their own ball. All balls, 12" (men) will be USSSA Elite and 11" (women) will be USSSA Elite or Distance. Balls, which have a .cor stamp, are no longer legal for play. The ball must be either white or optic yellow and easily visible to the defensive team. Excessive black marking on the ball will make same unacceptable, for play.
3. All balls that are brought into play, must be given to the umpire for inspection, prior to use.

## 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, at any time, either on defense or offense. Empty positions must be at the bottom of line up.
2. Shorthanded rule: A team may continue a game with one player less than it used to begin a game as long as the player vacancy is created by an injury and the total number of players does not fall below eight (8). If the player leaving the game is a base runner, the runner will be declared out. Whenever the absent player is due to bat, an out will be declared. A player leaving the game under the shorthanded rule may not return to the game. EXCEPTION: A player being treated under the blood rule may re-enter the game. No team shall play with more than (2) automatic outs.
3. All substitutes or re-entry must be reported to the home plate umpire.
4. All players and player equipment should remain in the dugout or behind the dugout in dead ball territory.

## F. MIXED LEAGUES

1. Teams can play with a minimum of eight (8) players, with NO MORE THAN (5) OF EITHER SEX.
2. Defensive requirements, two males and two females in both the infield and outfield, and one male and one female as pitcher or catcher.
3. Any walk to a male batter will result in a two base award. The next female batter has the option to walk or bat.
4. 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 3<sup>rd</sup> 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.
5. Point of “No Return” – There will be a line at a 90° angle with 3<sup>rd</sup> base foul line, half the distance between 3<sup>rd</sup> 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 3<sup>rd</sup> base. If runners return to 3<sup>rd</sup> base over Point of “No Return”, they will be considered out.

## G. FORFEITS

1. Game time is forfeit time. There will be a 10-minute grace period (part of game time) for the first game only. 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.
2. Teams that forfeit, prior to any actual game play, must pay the umpire fee for both teams. This fee must be resolved prior to that team's next scheduled game. Teams will not be allowed to play until forfeit fees have been resolved.
3. Any team with four (4) no show forfeits will automatically be dropped from the league. No refunds will be made.
4. 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 of scheduled game time. The team canceling games will not incur forfeit fees for games that are scheduled for either the first or last time block of the game day. All other games will incur forfeit fees.
5. Umpires will not officiate forfeited games.

## H. HOME RUN RULES

- ◆ Men's Leagues - 3 per team then doubles
- ◆ Mixed League - No Limit
- ◆ Women's League - No Limit

## I. PROTESTS

1. Umpire judgment calls will not be protested.
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.
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 have a "balance due" or 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.

## PARK POLICIES

### A. ALCOHOLIC BEVERAGES

As per City Ordinance Chapter 13.24.130 Alcoholic Beverages- Prohibitions

1. No person shall possess or consume an alcoholic beverage in any city park....
2. No person shall possess an open container containing an alcoholic beverage, or consume an alcoholic beverage, in or upon any street, alley, highway or other public way which is adjacent to or abuts any city park.

### B. LIABILITY STATEMENT

To participate in league play in the City of El Paso, all players must agree to the liability statement that appears with the on-line player contract. In addition, any injured player who remains in a game despite being injured assumes all liability for any additional injury or damage that results.

## C. PLAYERS CODE OF CONDUCT

Player is defined as a player, coach, manager, sponsor, spectator or anyone affiliated with the team. This Code applies before, during and after the game. Any violations by spectators, if not controlled by either coach, will be just cause for suspending the game.

1. **NO PLAYER SHALL:** At any time lay a hand upon, push, shove, strike, or threaten to strike an umpire or City of El Paso employee.

**PENALTY:** Violator will be removed from the game. The player will automatically be suspended for one calendar year. If the official or employee is struck, the player will draw a lifetime suspension.

2. **NO PLAYER SHALL:** At any time lay a hand upon, push, shove, strike, or threaten to strike another player.

**PENALTY:** Violator will be removed from the game. Player will automatically be suspended for a minimum of one playing season or a maximum of one calendar year.

3. **NO PLAYER SHALL:** Be guilty of a physical attack as an aggressor upon any player, umpire, spectator, or City of El Paso employee.

**PENALTY:** Violator will be removed from the game. Player will automatically be suspended for a minimum of one playing season or a maximum of a lifetime suspension.

4. **NO PLAYER SHALL:** Be guilty of using unnecessary rough tactics in the play of the game against the body and person of another player.

**PENALTY:** Violator will be removed from the game. Player will automatically be suspended for an additional one game.

5. **NO PLAYER SHALL:** Refuse to abide by an umpire's decision.

**PENALTY:** Violator will be removed from the game. Player will automatically be suspended for an additional one game.

6. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations of dissent of an umpire's decision by throwing of gloves, bats, balls etc. or any other forceful action.

**PENALTY:** Violator will be removed from the game. Player will automatically be suspended for an additional four games.

7. **NO PLAYER SHALL:** Be guilty of an abusive verbal attack upon any player, umpire, spectator or City of El Paso employee.

**PENALTY:** Violator will be removed from the game. Player will automatically be suspended for an additional five weeks.

8. **NO PLAYER SHALL:** Use profane, obscene, or vulgar language or gestures in any matter or at anytime while in the vicinity of any game.

**PENALTY:** Violator will be warned. If the player continues, he/she will be removed from the game and suspended for an additional five weeks.

9. **NO PLAYER SHALL:** Appear upon the field of play at any time in an intoxicated condition.

**PENALTY:** Violator will be removed from the game. Player will automatically be suspended for additional five weeks.

10. **NO PLAYER SHALL:** Consume or possess any alcoholic beverages before, during or after a game. Or be in violation of City Ordinance.

**PENALTY:** Violator will be suspended for a minimum of one calendar year. Complaint will be filed with El Paso Police Department.

11. **NO PLAYER SHALL:** Play illegally, or solicit another to play illegally.

**PENALTY:** Violator will be removed from the game. Team will forfeit said game. Player will automatically be suspended for a minimum of one calendar year.