

ARBUCKLE PARKS AND RECREATION DISTRICT'S COED SOFTBALL LEAUGE

Season kicks off

Games to be played Sunday nights

June 23rd to August 4th 2019

Games to be played 5--8pm

Individual player and Team registration available

Team fees \$525 for a team

\$40 for an individual player

Sign up forms available online at

www.arbuckleparksandrecreation.org

A minimum of 4 teams is required to start the league and a maximum of 8 teams will be accepted.

Call (530)908-4061 for more information

As an adult Arbuckle Parks and Recreation District (APRD) participant, it is your personal responsibility to never allow yourself or your teammates to cross that line between fun competition and unsportsmanlike behavior.

PLAYER'S CODE OF SPORTSMANSHIP CONDUCT

1. The Team Manager of each team is responsible for the conduct of players on his/her team. The manager will be ejected and/or suspended to the same extent of any player on his/her team for failure to enforce the rules of the code of conduct.
2. No player shall participate in the APRD Softball Program without signing the release form provided to the team manager. If any player participates without signing the release form the team shall forfeit the game. Further abuse of this regulation will cause that team to lose its spot in the league.
3. New players may be added or taken off rosters at any time. Teams may not exceed their **twenty** maximum players. Only 16 players will be allowed to play per game. Players that add to the roster must sign the roster and hand it in to an APRD Softball program leader prior to their game or they will not be allowed to play. New rosters must be handed to the APRD manager on site before the game.
4. No team may carry more than 20 participants on their rosters. Unless you have special permission from the Recreation Supervisor.
5. Participants must be at least 16 years old. If under 18 years of age the participant must play with a parent present during the entire game. Only exception is for APRD employees.
6. *Alcohol is strictly FORBIDDEN on the field (all areas within the boundaries of the permanent fence line including but not limited to all railings and structures surrounding and contained within the field of play) Should any player abuse this rule, the head umpire will suspend the game until the alcohol is disposed of and the player ejected from the game. If the player continues to abuse the rules, the player will be expelled from the league. Individuals unable to exercise care of themselves or others because they are under the influence of drugs or alcohol will not be permitted to play at the discretion of the head umpire.*
7. Players must treat their fellow players, umpires and spectators with respect and courtesy. Personal and malicious remarks directed at anybody in the game community, obscene or otherwise, at any time during game play, have no place in our game.
8. Umpires and supervisors are employees of the APRD and will uphold all district regulations and policy. Protests shall be based on interpretation of the rules. Umpires have the ultimate ruling and will not be argued with. Umpires' decisions are final.
9. Umpires are authorized to suspend/eject individuals or teams if their conduct is abusive either toward the umpires or fellow players. If individuals are ejected from the game, the game will be suspended until the individual leaves the field. Disputes will be solved by the head umpire during the game, any further disagreements should be referred to the Recreation Supervisor after the game. Managers must be the only players that address concerns to umpires and APRD Supervisor. They are expected to do so in a courteous and respectful manner.
10. Players must remember that this is a game and a recreational sport.

THE GAME

1. All games are governed by the official softball rulebook published by the USA Softball Association (formerly the Amateur Softball Association), with local exceptions as defined by this rule sheet.
2. Games run 7 innings or 55 minutes, whichever comes first.
3. A new inning may not begin after 50 minutes has passed in the game unless the APRD manager on site approves (in the case of a tie or close game)
4. The last game of the evening will be played for the full 7 innings unless a the 10 run rule has been invoked.

Schedule

1. Teams must play at time, place and date specified on their schedules. Unless rained out, the Recreation Supervisor will reschedule a makeup game.
2. Little League Tournament play will have priority of the field. All games will be moved during Little League tournament play to a different field.

The Game

1. Game time is 55 minutes or 7 innings, whatever comes first. No new inning may be played after 50 minutes has passed.
2. If a team is ahead by 10 runs or more at the end of five innings, the game is called.
3. APRD Scorekeeper will be responsible for keeping the official time.
4. Each team is given infield practice in equal time allotments; however, this will count against playing time unless accomplished prior to game time.
5. APRD Staff is responsible for keeping the official score in the score book. Runs marked in the score book are confirmed by the head umpire.
6. A maximum of 5 runs per inning per team is permitted. After the fifth run scores, the game proceeds to the next half inning. However, each team will be allowed to score an unlimited number of runs in the 7th inning or inning that the APRD manager on site declares at the last inning.

Equipment

1. All baseball bats and metal cleats are illegal and will not be allowed. Teams found to be using either one, will forfeit their game.
2. Game Balls- One game ball of each type will be issued per game, only this ball may be used throughout the entire game unless the ball is damaged. Game balls may not be used to warm up teams before games and are for games only.
3. Shoes- Players must wear closed-toe shoes. Athletic shoes must be worn; cleats are suggested but not required. No work boots or sandals allowed on the field.
4. Bats- only USA (formerly ASA) approved bats are allowed. USA (not USSSA) or ASA decals must be on the bat, if the decals are not present the bat will not be eligible for use. If a player is caught using an illegal bat, they can be removed from that game. Bats will be checked by the head umpire before the start of each game.

Pitching

1. The minimum arc from the pitcher's release is three feet and the maximum from the ground is twelve feet. (Arc min=6ft max=12ft)
2. The strike mat will be used for balls and strikes only. If the ball hits the mat (plate & strike mat) it is a strike. **The plate will be considered a ball.**
3. The plate umpire can call a too low or too high pitch while it is still in the air, also known as an illegal pitch. The batter has the option to either hit the pitch or take the automatic ball. If the batter swings and misses it is still a strike.

Players

1. Players may only play on one APRD Softball Team.
2. Teams must start and finish a game with a minimum of 8 players or the game will be ruled forfeit. If both Team Managers agree APRD employees can fill in to create a full team and the game can be played as either a forfeited or normal game.
3. Teams cannot have more than 16 players per game. Anyone in the dugout will be considered an active player and must bat.
4. Shoes and shirts are required and will be worn by all players, or they will not be allowed to play. Only tennis shoes or baseball cleats (must be plastic not metal cleats). **NO BOOTS**
5. Uniforms are recommended but not required.
6. Team Managers are responsible for the conduct of their team before, during and after the game.
7. Due to a permanent injury, a team may add a player at any time during the season. The player must be replacing a permanently injured player and the injured player cannot play for the duration of the season. Added players must have a complete registration form turned into APRD Supervisor on site before stepping onto the field.
8. If an injury occurs during the game that causes the player to leave the game and the team now does not have enough players to fill the roster a substitute may enter the game for the injured party with the approval of the APRD manager or head umpire as well as both Team Managers. Substitutes may come from other team or an APRD Employee.
9. A team may borrow players from the other team at anytime, but a forfeit must be declared and written on the official score sheet or if both Managers agree the game can be played as a regular game with the substituted players.

Defense

1. Outfielders may not play in front of the outfield "cheater line" (must be in the grass) until the ball is hit.
2. There must be at least three women and three men playing the six infield positions. In the outfield there must be at least two women and two men. Positions **do not** have to rotate sexes. If a team is playing with only 8 players they must make sure that both the infield and outfield does not have more men than woman. They must have equal numbers or more women.
3. Just as with the batting order, the number of men on the playing field can never exceed that of women.

4. On an infield fly the umpire **MUST** call it as an infield fly ball before the player attempting to catch the ball touches the ball. If the umpire calls the play an infield fly before the defensive player touches the ball the batter is automatically out and **runners may advance, BUT at their own risk**. An infield fly is considered ball hit within the infield with significant arc and deemed an "easy catch" with less than two outs and runners on 1st and 2nd or 1st, 2nd and 3rd. If the umpire does not call an infield fly the play will continue as normal even if the infield fly rules are met.

Batting

1. Each line-up must alternate male-female at all times with a continuous batting order of all players in the dugout. The number of females can exceed the number of males in the batting order but the opposite is not allowed. For example, if there are 9 men on a team and 5 women, it would go Man 1, Woman 1, Man 2, Woman 2, Man 3, Woman 3, Man 4, Woman 4, Man 5, Woman 1, Man 6, Woman 2, Man 7, Woman 3, etc...
2. The start of the order for batting will be decision by the Visiting team at the first at bat. If they choose to start with a Female batter the home team must follow suit.
3. Each at bat starts with 1 ball and 1 strike count.
4. Anyone in the dugout will bat regardless if they are playing defensively or not.
5. Anyone in the dugout must play at least 2 innings defensively.
6. Women will be pitched a 11" softball and men will be pitched an incrediball (mush ball)
7. A batter is out by strike-out on a fouled third strike.
8. Players arriving late may be added to the end of the line-up in accordance with the rules (see # 1)
9. Homeruns: Each team will have the ability to four (over the fence) homeruns (limit two homeruns may be hit by men and two homeruns may be hit by women for each team). Exception: if both teams have an equal amount of homeruns (for example each team has 2 men homeruns) one more homerun will be added to the total allowed. There is no limit to the amount of homeruns allowed as long as both teams continue to be equal. If one team has already hit the limit and the other team has not any home run past the limit will result in an out. However, assisted homeruns (ball deflected over fence) or "inside the park homeruns" do not count towards the four home run limit.
10. An injured batter must hit the ball and be able to make it to first base on their own. Once the batter is at first base a courtesy runner is allowed. Women can only pinch run for women and men can only pinch run for men.
11. If the wrong ball is pitched, the pitch will count as a ball and play will resume from the new pitch count.
12. If the wrong ball is pitched and played the batter has the option to take either the hit or replay the pitch at the original pitch count.
13. Teams may bat as many batters (not to exceed the 16 allowed in the dugout) as they want as long as they do not bat more than two males in a row at any point in the batting order. This includes the wrap from the bottom to the top of the order.
14. Teams may move players in and out of any fielding position as long as they remain in the same spot in the batting order.
15. No bunting, the batter must make a full swing at the ball. No bunts or half swings (slaps) are allowed. A bunt or a half swing will cause the batter to be called out. Throwing the bat after the swing is an automatic out.
16. Intentional Walks are permitted. The pitcher will notify the umpire and the batter will be awarded 1st base.

Running

1. The runner may be thrown out while advancing to the next base on a wild throw.
2. Base runners may not lead off. The base runner must remain on the base until the ball crosses the plane of the plate OR the ball is hit by the batter. No base stealing is allowed. A base runner found to be leading off will be called out. If it is the 3rd out, the batter will resume the at bat in the next inning with a clear count.
3. Everything is a force play. However, the fielder has the option of tagging the runner (except at home plate) if unable to make the play at the base. All bases should be thought of as a "finish line". If the runner's foot touches the ground on or over the "finish line" before the ball is caught by a fielder while touching the base, he is safe- whether he is advancing to a base or going back to the base. He may also go two feet to the right or left of any base to avoid contact with a fielder. If the runner decides not to cross the "finish line" of a base and instead stops in between bases, the play remains live until either he is tagged or forced out trying to get to either base.
4. Overrunning (straight through) the base your are advancing to or returning from is permitted. If the runner makes an attempt to advance to the next base after overrunning a base, they will be subject to being put out (force out or tag play). This play is considered "live".
5. First base will be a double base. It is the runner's responsibility to avoid contact when going to first base. The fielder must touch the white bag and the runner must touch the orange bag; however, to avoid contact the fielder and runner can switch bags.
6. Overrunning of 2nd and 3rd base is permitted (just like 1st base). It is the runner's responsibility to avoid contact when going into second or third base; therefore, the runner must step approximately two feet to the left or right of the bag (or on the bag) to avoid contact. The runner is "out" if he runs more than two feet to the left or the right of the base. This will be the umpire's judgment and cannot be protested.
7. There will be no plays at the home plate. A straight line will be drawn from the home plate to the backstop. For the runner to be called safe at home, his foot must touch the ground on or beyond the scoring line before the fielder touches home plate while in possession of the ball. Eliminating: tags, potential collisions, and sliding.
8. A commitment line will be marked perpendicular to the 3rd base line and placed half way between the front of home plate and 3rd base. Once the runner's foot touches the ground on or over the commitment line, the runner is committed to advance to home plate. If a runner "retreats" back across the commitment line toward third base, he will be declared out and the ball will remain live. A runner is declared out at home if the fielder touches home plate (full pitching plate) while in possession of the ball any time after the runner's foot touches the ground on or over the commitment line and before his foot touches the ground on or over the scoring line; and the ball will remain live. The only time the runner is permitted to touch home plate is to avoid contract with the fielder.
9. Contact should be avoided. The base runner should make every attempt to avoid contact with the fielder. He can run two feet to either side of the base to do so. If the contact is avoidable- base runner has time and opportunity to avoid contact but does not, the base runner will be ruled out (umpire's judgment). Incidental Contact when the fielder interferes with base runners path and the runner has no time or opportunity to avoid contact will be allowed and the runner will be ruled safe.
10. Care must be used by the fielder to not make contact with or if unavoidable to make the contact as light as possible. If a player repeatedly has contact with runners, they will be warned by the umpire. If the head umpire feels that they are not able to play with limited contact in that position the head umpire has the authority to remove that player from that position for either that game or the rest of the season.

Additional Rules

1. Official USA (formerly ASA) rules will be used, except where APRD rules apply.
2. Games are seven innings or 55 minutes, whichever comes first. In the event that a game in progress is called by the umpire, four innings will constitute a legal game.
3. Game time is forfeit time. APRD manager on site can extend game time if they have received notice that a player is detained. The player must contact the APRD Manager themselves.
4. There shall be NO postponements of games.
5. Players leaving the game for reasons other than injury will be considered out of the game for the remainder of the game.
6. All protest must be made formally to the head umpire before the next pitch is thrown. Any protest not made prior to this will be disallowed. Protests shall be made on the interpretation of the rules only.
7. Children are not permitted in the dugouts or within the playing field boundaries. This is for their safety!
8. Persons and players participating in activities sponsored by the APRD are not covered in any way for personal liability or property damage. Lock your car doors and park in safe areas. This means that persons competing in this program do so at their own risk.