

FARMERS BRANCH

2012 Spring ADULT SOFTBALL LEAGUE RULES

(Updated 02/29/2012)

Schedules will be posted to the PrimeTime Sports website one week before the league is scheduled to begin. (www.primetimesportz.com/softball/schedules/) Throughout league play, scores and standings will also be updated to the PrimeTime Sports website.

ROSTER GUIDELINES

- A. Each team will be allowed to carry a maximum of twenty (20) players on a roster, including playing coaches and managers.
- B. All teams must submit a completed team roster form prior to the third scheduled league game (this may be done at Oran Good Park or to the PrimeTime Sports office). The roster must include the Team Manager's name and cell phone number. If a change of scheduling is necessary and a team roster is incomplete, PrimeTime Sports will not be responsible for game(s) missed.
- C. For a team roster to be valid, each player listed (16 years age minimum) must include their name, jersey number, and signature. If any of these items are omitted from the team roster, that player(s) will be considered as a non-registered participant(s).
- D. All participants in league and tournament play are required to have a picture I.D. with them in the event that team rosters are checked for validity. If player(s) on a team roster can't be identified to the leagues satisfaction, that game will be forfeited to the opposing team. See FORFEITURE POLICY.
- E. Only those names that appear on the roster are eligible to play. Non-registered participant(s) playing in a league game will be just cause for the team they play for, to forfeit that game and all games in which the player(s) participated.
- F. Team Managers may add or drop players to their original roster prior to the third (3rd) week of games, regardless of the number of games actually played. Additions or replacements can be submitted to PrimeTime Sports prior to the third (3rd) week of games. No changes to a team roster will be allowed after that.
- G. Once a player is dropped from a roster, they may not appear on any roster in that league for the duration of that season. A player can only appear on one (1) roster per league division.
- H. Players may play in multiple classifications, but no more than four (4) players from any one team may play together on another team in another classification or league.
- I. In the interest of equalizing league play, after a demonstration of dominance in a classification, the PrimeTime Sports reserves the right to promote a team into a more competitive classification for future league play
- J. Co-Ed Guest Players: In the event a Co-Ed team is short players (up to 2) during a **regular season game**, guest players can be used. Guest players must be on a permanent PrimeTime Sports/Farmers Branch Softball roster. **No guest players will be allowed during playoffs.**

II. EQUIPMENT & JERSEY GUIDELINES

- A. All Players on each team must wear jerseys that are like in color, which have a permanently affixed (not taped or written on), non-duplicated number on the back (1 or 2 digits only). **Exception: Each team will be allowed to have in the line-up (including players on the substitution list), two (2) players per game that do not conform to the like colored jersey rule (Two (2) player max per team per game). The two (2) players must have a permanently affixed, non duplicated number on the back (1 or 2 digits). All other players must conform to the like colored jersey rule.** Jerseys without numerals on the back or jerseys with taped or pinned numerals will not be allowed. Failure to comply with the jersey rule as it is written will be grounds for a forfeit.
*All teams must conform to the jersey guidelines by the third week of the season.
- B. No player will be allowed to participate in a game if he/she wears a shirt that has been ripped, cut, or has abusive language, implicit language, and/or has vulgar language/verbiage (implied or actual), vulgar signs or symbols printed thereon.
- C. No player will be allowed to wear metal spikes of any kind. Only molded rubber/plastic cleats are acceptable. Detachable cleats are not acceptable. EFFECTS: Player will be removed from the game until he/she can conform to the proper shoe.
- D. Shoes must be worn by all players.
- E. Caps are optional.
- F. It is recommended that catchers wear a mask and protective gear.
- G. Casts (plaster or other hard substances in its final form) may not be worn during league games.
- H. Umpires may ban any equipment that they deem as unsafe or illegal.
- I. Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game. Players must remove jewelry if judged to be dangerous. If they fail to do so, that player is automatically ejected from the game.

III. PRE-GAME

- A. Team Managers must have their lineups in to the scorekeeper at least ten (10) minutes prior to their scheduled game time. Lineups will include the batting order and must include last name, and jersey number to be valid.
- B. **Game Balls**
 - Church & Men's League:*
The Home team will be required to provide ASA certified (12") soft balls for each game.
 - Coed League:*
Each team will be required to provide ASA certified men's (12") and women's (11") softballs for each game. Each team will bat with their own personal softballs.
Game balls are to be inspected by the umpire before each game. The ball must be ASA approved (ASA or TAAF) with red stitching only (COR .44). Softballs with blue stitching are not allowed and are illegal. Game balls must be in good playing condition as determined by the umpires.
- C. Dug-outs are "first come, first served".
- D. Home and Visitor is indicated on the schedule.
- E. A game will not begin with fewer than nine (9) players. EFFECTS: A forfeit to the opposing team will be declared at game time and a **\$30 fine** will be imposed on the forfeiting team. See FORFEITURE POLICY.

IV. THE GAME

- A. When not covered in the City of Farmers Branch/PrimeTime Sports local playing rules, the current 2012 ASA rules will apply.
- B. **Base stealing is not allowed in the Farmers Branch League.**
- C. All games will start exactly at the time scheduled with no "grace period" allowed. Both Team Managers must agree to begin a game early.
- D. A regulation game will consist of fifty-five (55) minutes, seven (7) innings, or the RUN RULE, whichever comes first.
 - 1. In the case of inclement weather or power failure, four (4) innings will constitute a regulation game. Three and one-half (3-1/2) innings if the home team is leading.
 - 2. The score of a called regulation game shall be the score at the end of the last completed inning.
 - 3. Games that are regulation tie games (when called) shall be resumed at the exact point where they were stopped.
 - 4. Games that are not considered regulation will be played over from the beginning. Note: If it is necessary to pick up a non-regulation game where it ended due to time and field restraints, the onsite PrimeTime Staff member may make that decision.
- E. No inning shall begin after fifty-five (55) minutes have expired, except in the case of a tie. Any inning which has started when the time limit expires shall be completed. EXCEPTION: If the home team is batting and has the lead. NOTE: A new inning begins after the final out of the previous inning.
- F. RUN RULES: 25 runs after two (2) innings 15 runs after four (4) innings
 20 runs after three (3) innings 10 runs after five (5) innings
- G. All batters in all leagues will come to the plate with a 1 – 1 pitch count and a foul ball to give on a two (2) strike count. A second foul ball hit on a two (2) strike count will result in an out.
- H. When a game goes into extra innings, batters in all leagues will come to the plate with a 3 – 2 (full) count (no foul to give).
- I. If the umpires determine that a team is intentionally delaying or hastening the playing of a game, the umpires may stop or add time to the game clock at their discretion.
- I. The following HOME RUN RULE will restrict balls hit "over the fence" at Oran Good Park. Any additional, unobstructed fair balls hit "over the fence" will be ruled an 'out' in the restricted leagues listed:

<u>League</u>	<u>Home Runs Allowed</u>
Church A	4
Church B	4
Co-Ed	2
Men's	2

Any ball touched by a defensive player which then goes over the fence in fair territory, is considered a four (4) base award and is not included in the HOME RUN RULE.

- K. Teams may bat with an Extra Player (EP). Any ten (10) players can play defense.
 - 1. If a team starts with nine (9) or ten (10) players, they are not allowed to add an EP at a later time.
- L. A minimum of nine (9) players can start a game.
 - 1. The first (1st) spot in the batting order will be the automatic out. Regardless of when the tenth (10th) person arrives, the team must have batted one full turn (with the automatic out) before the new player may bat.
 - 2. The new person may play the field immediately upon arrival and will occupy the first (1st) spot in the lineup.
- M. SHORT-HANDED RULE:

1. Any team that starts a game with ten (10) players or an (EP) may drop to the minimum of nine (9) or ten (10) players to finish the game. The vacant spot in the lineup will be declared an out every time that lineup position is due to bat. EXCEPTION: If a player(s) is ejected.
 2. If a player(s) is ejected from the game for any reason, the ejected player(s) team must have a substitute available to replace the ejected player(s). A team can go down to 9 players and still finish out the game. If two players are ejected from the same team, that will result in a forfeit. A **\$30 fine** will be imposed on the forfeiting team. See FORFEITURE POLICY.
 3. If the player leaving the game is a runner or batter, that player will be declared out.
 4. The player who has left the game can return to the lineup. EXCEPTION: A player who has been ejected.
 5. A game will not continue with more than one (1) automatic out. EFFECTS: That game will be considered a forfeit.
- N. Any starting or non-starting player, including an EP, may be substituted for or replaced and re-entered once, provided the players occupy their original position in the batting order.
- O. The scorekeeper should immediately be notified of all substitutions made.
1. Substitute players will be considered in the game when reported to the scorekeeper.
 2. The use of an illegal substitute is handled as a protest by the offended team while the player is in the game. No protest fee will be assessed. The umpires will handle the situation according to ASA rules.
- P. BLOOD RULE: A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgement. Uniform violations will not be enforced if a uniform change is required. The umpire shall:
1. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
 2. Stop the game clock, if deemed necessary.
 3. Apply the league rules regarding substitution, short-handed player and re-entry if necessary.

V. CO-ED RULES

- A. Team Managers may bat twelve (12) players by utilizing two (2) extra players (EP). They must be one male and one female. Any ten (10) players, five (5) male and five (5) female, can play defense.
- B. Teams may begin a game with nine (9) players providing they are composed of a combination of five (5) and four (4) players of either gender.
1. The first (1st) spot in the batting order will be the automatic out. Regardless of when the tenth (10th) person arrives, that team must have batted one full turn (with the automatic out) before the new player may bat.
 2. The new person may play the field immediately upon arrival and will occupy the first (1st) spot in the lineup.
- C. Teams must alternate the batting order according to gender. If a player leaves the game for any reason, their substitute or replacement must be one of the same gender. EFFECTS: The SHORT-HANDED RULE will apply.
- D. Positioning requirements: two (2) males and two (2) females in both the infield and the outfield, and one (1) male and one (1) female as pitcher and/or catcher.
1. NOTE: If a team plays short-handed with either three (3) in the infield or outfield, at least one of the three (3) must be a male and at least one of the three (3) must be a female player.
- F. If a male batter receives a base on balls or an intentional walk, he will automatically be awarded second base (he still must touch first base before moving to second). The female following the walked male batter must bat unless there are two (2) outs, in which case she has the option of batting or taking the automatic walk to first base.

VI. FORFEITURE POLICY

- A. Forfeitures of any league game for any reason will be dealt with in the following manner:
1. A **\$30 fine** will be levied against that team and must be paid prior to that team's next scheduled game. The fine may be paid to PrimeTime Sports or to an onsite staff member. Make certified check or money order payable to PrimeTime Sports. If the fine is not paid as described above, that team will not be allowed to play until the fine is paid in full. This procedure will be followed for the first (1st) and second (2nd) forfeits during league play.
- B. If a team forfeits three (3) league games for any reason, that team will be expelled from the league play with no refund.
1. All teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit.
 2. That team will be taken off the official softball mailing list.
 3. That team will not be invited to registration for the next season.
- C. If a team receives a win by forfeit, they will have use of the field for practice, until ten (10) minutes before the next scheduled game time. Umpires and scorekeepers will not umpire or keep score.
- D. If both teams do not have enough players at their scheduled game time, that game will be declared a double forfeit. Each team will receive credit for a game lost and the forfeiture policy will apply to both teams.
- G. EXCEPTION:
1. If PrimeTime Sports is notified by the Team Manager/Coach of intent to forfeit a game, then none of the above will apply to said team. This must be done in writing (email or letter) at least 24 hours before the scheduled league game, during business hours (Monday – Friday, 8 a.m. – 5 p.m.) in order to obtain the waiver. If the game you will forfeit falls on a Sunday, notice must be given in writing (email or letter) by 4:00 p.m. on the Friday before the scheduled game. Teams that forfeit under the “Exceptions” rules will not be charged the \$30 fee, but the game will not be made up or rescheduled. The team that forfeits will have a loss recorded in the official standings.

2. Forfeits due to injuries and family emergencies that occur during a game.

VII. POLICY FOR RAIN-OUTS AND MAKE-UPS – RAINOUT NUMER: 972-355-3788 x 412

- A. In the event of inclement weather, it is the team managers/coach responsibility to call the PrimeTime Sports rainout information line concerning the playing conditions at Oran Good Park. This information may be obtained by calling the rainout line at **(972) 355-3788 x 412**. Every attempt will be made to update the rainout line by 4:00pm on weekdays and by 11:30am for Sunday games. Please understand that the fields may become unplayable after the rainout line is originally updated; every attempt will be made to keep the rainout line updated with current information. Having the rainout number on the automated line will allow up to four (4) callers at one time. If the line is busy, keep trying and eventually the line will open to your call.
- B. Should weather conditions be questionable or deteriorate after 4:00 p.m. on weekdays and 11:30 on Sundays, please call the above listed number. If the recorded message has not been updated, then the decision to “Play or Cancel” games will be announced at the game site by a league official or the umpires.
- C. Make-ups may be played on any day available, regardless of league day (including Saturdays and Sundays).
 1. Rain-outs will be rescheduled (usually at the end of the regular season) and be available online at www.primetimesportz.com/softball/fb. An email will also be sent to each manager/coach with the revised schedule.
 2. Make-ups will not be rescheduled once posted.
- D. Steps to use the rain-out number:
 1. Call **(972) 355-3788 x 412**
 2. Make-up schedules and weekly standings will be updated. (Refer to: www.Primetimesportz.com/softball/info/)
- H. It is ultimately the responsibility of each team manager/coach to find out when their make-ups are to be played.

VIII. PROTEST GUIDELINES

- A. Only protests based on interpretation of rules and eligibility of players will be accepted.
 1. Protests based on judgment calls will not be accepted.
- B. All rule interpretation protests must be executed in the following manner:
 1. The notification of intent to protest rule interpretations must be lodged immediately prior to the next pitch.
 2. Notify the plate umpire verbally that the game is “Under Protest”.
 3. It is the protesting Team’s Manager’s responsibility to make certain that the umpires record the protest.
 4. On the first regular business day (Monday – Friday, 8:00am-5:00pm) following the protested game, the Team Manager/Coach must submit the protest in writing along with a **\$30.00 protest fee**. Make money order or certified check payable to PrimeTime Sports. If the protesting Team Manager/Coach does not submit the protest in writing and pay the fee in the allotted time, the protester forfeits the right to protest the game and the result of the game in question will not be changed. The game in question will be played to completion.
- C. EFFECT:
 1. If the protest is upheld on rules interpretation, the game will be replayed from the point at which time the incorrect decision was made with the corrected decision and the protest fee will be refunded promptly.
 2. If protest is not valid, the protest fee will not be refunded.
- D. All player eligibility and team roster protests must be executed in the following manner:
 1. Protests on player eligibility will be considered only if made by a participating team in that game (while the game in question is in progress and before completion of the 3rd inning), where the eligibility of a player is in question.
 2. The protesting team must immediately pay a **\$30 protest fee** to the onsite PrimeTime Sports staff member. Payment can be made in cash or by check. Make checks payable to “PrimeTime Sports”. The game clock will remain running.
- E. EFFECT:
 1. Protesting team can challenge only one (1) person from the opposing team.
 2. Whoever is challenged must present a picture I.D. to the scorekeeper for team roster verification.
 3. If upheld, that game will be forfeited to the offended team and the protest fee will be refunded promptly. See FORFEITURE POLICY.
 4. If protest is not valid, the protest fee will not be refunded.

IX. CONDUCT & DISCIPLINE

- A. According to City ordinances, no alcoholic beverages are allowed in the parks and/or parking lots (this includes dugouts and in the stands). If caught, legal action may be taken and a possible suspension from the league.
- B. Any player that uses loud profanity will be ejected from that game. Two (2) profanity ejections from the same season will carry a minimum two (2) game suspension, along with the ejection from that game. In case of a spectator or fan, legal action may be taken.
- C. All other unsportsmanlike ejection’s before, during, and after a league game by any player, coach, or Team Manager from any league game, will result in a minimum one (1) game suspension. This is in addition to the game the player(s) is ejected from.
- D. If a person refuses to leave the park when an umpire or official instructs him/her to do so, the game will be forfeited to the opposing team and the police will be called to handle the matter. See FORFEITURE POLICY.
- E. Team Managers will be held responsible for the conduct and actions of his/her fans/spectators and team members before, during and after a league game. This includes “trash” talking and taunting of the opposing team.
- F. An ejection of a Team Manager or player can occur at anytime before, during, or after a game.

- G. Suspensions will carry over from season to season.
- H. Verbal or physical violence, especially attacks on a game or tournament umpire or official, immediately before, during, or after a game or fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility in all league and tournament play or indefinite suspension in all league and tournament play, subject to an annual review if requested. The PrimeTime Sports onsite staff member may also submit the offending player name(s) to ASA and TAAF for further suspension in all sanctioned play.
- I. The umpires have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct before, during, or after the game. Unsportsmanlike conduct shall include, but not limited to: profanity, verbal or physical threats of any kind toward umpires, scorekeepers or officials, fighting, any intoxicated condition detected by the umpire before or during the game, or any flagrant foul as determined by the umpires.
- J. NOTE: These are all minimum penalties and can be increased due to the severity and nature of the offense.

X. TIE-BREAKER PROCEDURES

- A. In case of a tie for awarded positions or seeds in a post-season tournament at the conclusion of the season, the following tie-breaker procedure will be used to determine positions and seeds. All games played within a specific league will count toward the final standings for seeding purposes:
 - 1. Head-to-head competition (More than two (2) teams tied head to head is thrown out).
 - 2. Runs scored, up to 15 (all games)
 - 3. Runs allowed, up to 15 (all games)
 - 4. Coin-flip.

All games played will count towards final standings for seeding purposes

XI. PRIMETIME SPORTS RESERVES THE RIGHT TO ADD, DELETE, & AMEND ITS RULES/REGULATIONS/POLICIES AT ANY TIME FOR THE BETTERMENT OF THE LEAGUES.