



## RECREATION AND PARKS DEPARTMENT

### ADULT SPORTS PLAYER CONDUCT

All participants shall behave in a sportsmanlike manner at all times. Unsportsmanlike conduct such as aggressive play, profanity, derogatory remarks, physical/verbal abuse, trash talking, taunting, fighting, unnecessarily rough tactics, threatening, charging, refusing to abide by a sports official's decision, throwing any foreign matters, mocking, drinking, intoxication, or smoking will not be tolerated.

#### A. PARTICIPANTS CODE OF CONDUCT

It is the direct responsibility of the Team Manager to educate all team members with the PARTICIPANT'S Code of Conduct. **INFRACTIONS AND PENALTIES ARE REFERENCED IN THE PARTICIPANT'S CODE OF CONDUCT.** The term **PARTICIPANT** as used in the Player's Code of Conduct shall apply to all team personnel such as the manager, coaches, scorekeeper, sponsors, players, substitutes, fans, etc. The PARTICIPANT'S Code of Conduct shall apply before, during, and after any City Game.

B. The Recreation Services Manager takes disciplinary action based on the events surrounding the player's ejection.

C. Any player ejected/suspended from a game for any reason shall leave the park immediately. The ejected player will not be permitted to attend games during the suspension period. Failure to cooperate with this rule will result in further suspensions and team forfeitures. If the infraction is serious as ruled by the Recreation Services Manager, the individual will face permanent suspension from all Adult Sports activities for a period of time as determined by the Recreation Services Manager (typically one calendar year). All cases will be reviewed and acted upon by the Recreation Services Manager. If the ejected player would like to meet and discuss his/her suspension with the Recreation Services Manager, the request must be submitted in a timely manner.

D. A one game suspension = 7 calendar days (i.e. a player who gets suspended on Monday cannot play for any team on any night for a total of 7 consecutive days, the player would be eligible to return the following Tuesday)

#### • **EJECTION RULES**

- **ANY PLAYER, COACH, or MANAGER** thrown out of a game for any reason, will automatically be suspended from participating in the next game for his/her team. The incident will also be reviewed by the Recreation Services Manager and a possible longer suspension may follow.
- **ANY PLAYER, COACH or MANAGER** ejected from a total of two (2) games in the same season will be suspended for the remainder of that season. The two games do not have to be from the same league or division. If two players from the same team are ejected at any time from the game for any reason, the game will be called a forfeit in favor of the opposing team.

#### • **PHYSICAL / VERBAL ABUSE**

- **ANY PLAYER, COACH, or MANAGER** thrown out of a game for verbally threatening any other player, an official or spectator will automatically be suspended from participating in the next TWO GAMES for his/her team. The incident will also be reviewed by the Recreation Services Manager and a possible longer suspension may follow.
- **ANY PLAYER, COACH, or MANAGER** who attacks, physically abuses or threatens to push, shove, or strike an official, player, or staff member may be permanently banned from participation in Adult Sports with the City of Guadalupe.

---

## RECREATION AND PARKS DEPARTMENT

**This Code of Conduct has a zero-tolerance policy and applies to all team personnel (including players, managers, coaches, scorekeepers, sponsors, and substitutes) and applies to all before, during, and after games. Adult Sports staff reserves the right to rule on any violations covered or not covered under the Code of Conduct.**

### PARTICIPANT'S CODE OF CONDUCT

1. NO PARTICIPANT SHALL: Consume alcohol before, during, or after a game while on City property (including City parking lots) and/or appear on the field of play, at any time, intoxicated or under the influence of.

**MINIMUM PENALTY: Game forfeit (Team) and placed on probation the remainder of the season.**

**MAXIMUM PENALTY: Permanently banned from participation in adult sports with the City of Guadalupe.**

*NOTE: If multiple infractions occur, a permanent ban may be issued.*

2. NO PARTICIPANT SHALL: Refuse to abide by the official's decision.

**MINIMUM PENALTY: Warning by the official.**

**MAXIMUM PENALTY: Removal from the game.**

*NOTE: If multiple infractions occur, penalty could be greater than one (1) game.*

3. NO PARTICIPANT SHALL: Be guilty of objectionable demonstrations by throwing of equipment or any other forceful action.

**MINIMUM PENALTY: Warning by the official.**

**MAXIMUM PENALTY: Removal from the game.**

*NOTE: If multiple infractions occur, penalty could be greater than one (1) game.*

4. NO PARTICIPANT SHALL: Be guilty of using unnecessary rough tactics in the play of the game against the body and person of any opposing player.

**MINIMUM PENALTY: Removal from the game and minimum two (2) games suspension.**

**MAXIMUM PENALTY: Permanently banned from participation in adult sports with the City of Guadalupe.**

**NOTE: *If multiple infractions occur, a permanent ban may be issued.***

5. NO PARTICIPANT SHALL: Use profane, obscene, or vulgar language in any manner, or at any time.

**MINIMUM PENALTY: Warning from Official.**

**MAXIMUM PENALTY: Removal from the game and one game suspension.**

**NOTE: *If multiple infractions occur, penalty could be greater than one (1) game suspension.***

6. NO PARTICIPANT SHALL: Smoke while in a park/city facility.

**MINIMUM PENALTY: Warning.**

**MAXIMUM PENALTY: Removal from the game.**

**NOTE: *If multiple infractions occur, penalty could be greater than one (1) game suspension.***

7. NO PARTICIPANT SHALL: Be guilty of discussing publicly with the spectators in a derogatory or abusive manner, any play, decision, or personal opinion of other players during the game.

**MINIMUM PENALTY: Warning.**

**MAXIMUM PENALTY: Removal from the game.**

**NOTE: *If multiple infractions occur, penalty could be greater than one (1) game suspension.***

8. NO PARTICIPANT SHALL: Be guilty of using illegal equipment. Example: a bat that has been altered in any way. Altering includes, but is not limited to: sanding, filing, shaving, lengthening, shortening, weight-altering, excessive taping, painting, heating, and cooling.

**MINIMUM PENALTY: Removal from the game.**

**MAXIMUM PENALTY: Permanently banned from participation in adult sports with the City of Guadalupe.**

**NOTE: *If multiple infractions occur, a permanent ban may be issued.***

9. NO PARTICIPANT SHALL: Be guilty of showboating (displaying inappropriate behavior when one team dominates the other). Showboating includes, but is not limited to: not putting forth the effort to play a game when one team has outscored the other, taunting the other team.

**MINIMUM PENALTY: Warning by the official.**

**MAXIMUM PENALTY: Removal from the game.**

**NOTE: *If multiple infractions occur, penalty could be greater than one (1) game suspension.***

10. NO PARTICIPANT SHALL: Permit anyone to remain in the dugout, on the team's bench, or on the field/court of play that is not a rostered player or coach.

**MINIMUM PENALTY: Warning by the official.**

**MAXIMUM PENALTY: Removal from the game.**

**NOTE: *If multiple infractions occur, penalty could be greater than one (1) game suspension.***

11. NO PARTICIPANT SHALL: Permit the use of any equipment or device which, in the sole judgement of the game official, compromises the safety of participants. This includes the use of radios or similar devices on the person of a player, in the dugout, or in spectator viewing area, which might inhibit the ability of players to hear verbal calls and/or instructions by the official.

**MINIMUM PENALTY: Warning by the official and discontinued use of the device**

**MAXIMUM PENALTY: Removal from the game.**

**NOTE: *If multiple infractions occur, penalty could be greater than one (1) game suspension.***



## Adult Softball Rules and Regulations

The City of Guadalupe Recreation and Parks Department follows the USA Softball official rule book. Some of the USA Softball rules have been modified in an effort to better serve our local softball leagues.

Rules outlined in this handbook supersede any USA rules. All other rules not mentioned in this book default to the USA Softball rules. USA Softball Rule Books can be obtained by contacting Recreational Sports staff.

### TABLE OF CONTENTS

Registration .....	6
Communications.....	6
Eligibility.....	7
Rosters.....	7
Rain-outs, make-ups, and forfeits.....	8
Rules of play.....	<u>9-11</u>
APPENDIX A. PROTEST PROCEDURES .....	17
APPENDIX B. DUTIES OF THE UMPIRES .....	18



## REGISTRATION

### A. Where

Registration occurs at The City of Guadalupe Recreation & Parks Department Office, 918 Obispo Street. The office is located next to the Auditorium. (9 am to 4 pm Monday-Friday. All leagues are filled on a first-come, first-served basis. No space is guaranteed for any team. Mail in registration is not accepted. Registration closes when all slots are filled.

### B. Fees

\$535.00 Payment for a resident team and \$655 payment for a non-resident team is due at time of registration. All checks and money orders for league fees should be made payable to “City of Guadalupe.” Any returned checks will result in the team being dropped from the league. Visa, MasterCard and American Express are also accepted. All fees must be paid in full.

### C. Registration

Game nights are not guaranteed. Inappropriate team names will not be allowed (this includes play on inappropriate words or slang). Team names that are deemed inappropriate will be re-named by staff. A Manager’s Agreement must be turned in by each team prior to the start of the season. It is included with the In Person Registration Forms.

IN PERSON – A registration form must be completed in full and presented at the time of registration. Payment will not be accepted unless accompanied by the registration form.

### D. Managers Meeting

All NEW teams are required to have a manager or team representative attend the Managers Meeting prior to the start of the league. Meeting days and times will be noted on the league Registration Form. If a manager fails to attend a Manager Meeting or sign and turn in the Manager Agreement the team will be dropped from the league and fees will not be refunded.

## COMMUNICATIONS

Parks and Recreation Adult Sports Staff value comments and encourage communication regarding issues involving the league. However, due to the sheer number of players in the league, it can be difficult to field all correspondence. Therefore, we ask that Managers are the spokesperson for the team and all team communication is funneled through the manager. Correspondence received directly from players will generally not be responded to.

## ELIGIBILITY

The team manager/coach is responsible for enforcement and adherence to the following eligibility rules:

- Players in all adult sports leagues must be 16 years of age to participate in the league. (Players under age 18 must complete a minor waiver/parental release form to play).
- All players must bring identification to each game. At any time, players may be asked to prove identity. Managers are strongly encouraged to keep copies of players' identifications to alleviate any problems during identification checks.

## ROSTERS

A. **EACH SEASON** a team roster must be completed and signed by all players by the registration deadline. Teams that falsify the roster will be disqualified from the league and fees will not be refunded. Any team without a signed roster at the start of the first league game will not be allowed to play and will forfeit all games until a team roster is turned in.

B. Co-ed rosters are limited to 18 players.

C. A player's name and signature on the participant's waiver confirms full understanding of the waiver and release of liability form as well as all league rules and regulations.

D. Adding Players -- If a roster has not exceeded the maximum player limit, players may add names to the roster by filling out an add form. Add forms must either be turned into the office or to the umpire prior to the player playing in a game. There is no fee for adding players.

E. Dropping Players – If a roster has reached the player limit and the Manager wishes to add a player, players may be dropped from the roster by filling out a drop form. Drop forms must either be turned into the office or umpire. PLEASE NOTE: once a player is dropped from the roster they may not be added back to the roster for the duration of the season. There is no fee for dropping players.

F. No roster changes can be made after the 2nd week. In some instances, players may be added and dropped after the 2nd week, but it is at Recreation and Parks staff's discretion. Contact Recreation Services Manager if you wish to make a change after the 2nd week as some exceptions may apply.

G. Any player wishing to change from one team to another during the season must obtain written permission from both team managers and the Recreation Services Manager. Approval must be obtained from the Guadalupe Recreation and Parks Department and add/drop forms must be submitted.

H. Players cannot play on two teams within the same league on the same night. Any player in violation of this rule will be suspended for one game, and all teams involved will forfeit all games the player has played in.

## RAIN-OUTS, MAKE-UPS, AND FORFEITS

Games cancelled due to rain, a forfeit or other unforeseen circumstance are a possibility. Staff will do their best to schedule make-up games; however, because of the tight schedule make-ups are not always possible. Forfeited Games will be scored 10-0. Therefore, teams will not receive a credit/refund for cancelled games, nor will they be charged for forfeited games. The league fee reflects this possibility. Any team forfeiting two games in a season without giving prior notice will be dropped from the league and fees will not be refunded. In the event that it starts to rain during a game, a game that has finished the bottom of the 4th inning will be considered a complete game.

## PLAYOFFS

- A. The playoff notifications are done by e-mail and a phone call to the qualifying teams.
- B. In leagues with five or more teams, the top four teams (based on regular season records) will play in a one-week, single elimination playoff for the championship.
- C. In leagues with four or less teams, only the top 2 teams will play in a playoff for the championship after an 8-week season.
- D. Regular Season Tie Breaker System between two teams is as follows:
  - 1. If one of the two tied teams forfeited against the other team during the season, they automatically lose the tie-breaker
  - 2. Head to Head
  - 3. Least runs against Head to Head
  - 4. Least runs against for all games
  - 5. Coin Toss
- E. Regular Season Tie Breaker System between three or more teams is as follows:
  - 1. If any of the tied teams forfeited against one of the other tied teams, they automatically lose the tie breaker
  - 2. Head to Head (must win head to head series of all teams involved)
  - 3. Least runs against Head to Head
  - 4. Least runs against for all games
  - 5. Random Drawing

## RULES OF PLAY

All slow pitch softball games are governed by the American Softball Association (ASA) official softball rules with the following exceptions:

### RULE 1. THE GAME – DIAMOND – EQUIPMENT

**EQUIPMENT** Personal equipment must be furnished by the teams or participants. All playing equipment must meet the approval of the umpire and meet requirements listed in the official ASA rule book and current ASA bat regulations.

**No new inning shall start after 45 minutes of game play.** Once an inning begins, it shall be played in its entirety, regardless of time. If the final inning is called and game is completed prior to 1 hour, the game is over. The game clock starts when the first batter is asked to take his or her position in the batter's box. The umpire is in control of the game clock and will ask players to take their positions promptly.

NOTE: Games played at **Jack O'Connell Park** may not start a new inning after **7:45 p.m.** (make-up games will NOT be scheduled).

### **FORFEITED GAMES**

A forfeited game shall be declared by the umpire in favor of the team not at fault if a team fails to have the minimum number players required to start. A team has ten minutes from the scheduled game start time to have at least eight players on the field. The Umpire's game clock is the sole judge of game time. The game clock will not start during this grace period. Once both teams have the minimum of 8 players needed to play, the game clock will start.

### NOTE:

1. Out of courtesy, team managers are asked to notify both the opposing manager and the league administrator in advance of a forfeit. Make-up games may be rescheduled based on availability, no guarantees. Refunds/Credits will NOT be given if make-up games are not scheduled.

2. Any team forfeiting two games in a season without giving advance notice will be dropped from the league and fees will not be refunded.

3. When a forfeit is declared, teams involved may use the field, however, the umpire will not officiate the game. Games played after a forfeit are played at the team's own risk.

## **GROUND RULES**

Jack O'Connell:

A. Out of Play:

1. Dugout openings, gate on first base side, opening on third base side.

B. Two bases:

1. Any fair ball that bounces over the right field fence.

C. Three bases:

1. Any fair ball rolling into the first base dugout on the youth baseball field

2. Any fair that rolls into the parking lot.

3. Any fair ball that bounces into the exposed portion of the center field light pole.

D. Home run:

1. Any fair ball hit over the left or right field fence.

2. Any fair ball that bounces over the left field fence.

**THE OFFICIAL DIAMOND** shall have 65-foot baselines with an option to use 60-foot baselines. The pitching distance shall be 50 feet. The pitcher may stand up to six feet behind the pitching rubber when pitching but must still maintain a pivot foot within the width of the pitching rubber.

**SHOES** All players are required to wear closed-toed athletic shoes at all times during Guadalupe Recreation and Parks Department games. Metal cleats are not allowed. Use of molded rubber or multi-purpose shoes is recommended.

**PENALTY FOR USE OF ILLEGAL BAT:** Batter declared out, ball declared dead, and the game instantly forfeited on behalf of the offender's team. <https://www.teamusa.org/USA-Softball/CertifiedEquipment/Equipment-Bats> \*\* Fast Pitch bats are not permitted \*\*

### NOTE:

A. If a team is caught a second time in a season using an illegal bat, the team will be dropped from the league and fees will not be refunded.

B. Umpires have the authority to remove any bat from a game if they feel the bat is unsafe. Unsafe may be determined because the ball seems to be coming off the bat at a much higher velocity than normal. If the bat in question cannot be proven to be “illegal” but just “unsafe”, no penalty will be issued but the bat must be removed from the current game; the bat is now considered illegal for the rest of the game and using it again in the same game will result in the penalties above. Teams may not use the bat again in any game until cleared with the league administrator. Teams cannot protest the game because of a ruling of “unsafe bat”, but teams may get the bat reinstated for later use with the permission of the league administrator.

**NEW SOFTBALLS** One new ball per field per night will be provided. If a backup ball is needed, the umpire will use the best available used ball. A 12-inch ball will be used during Coed games. Balls will be cleaned between games.

**PRE-GAME WARM-UPS** No team shall take batting or fielding practice before their game. Warm-ups should take place in the outfield. A team can take infield warmups as soon as the umpire tells them to take the field.

**MERCY RULE** A game will end when one team is ahead by 15 runs or more after 5 innings (4 ½ if the home team is winning).

## **RULE 2. DEFINITION OF TERMS**

**AN ILLEGAL SLIDE** is a slide that includes motion in excess of what is necessary to reach a base and interferes with a fielder making a play or has the possibility of causing injury to a fielder. An illegal slide occurs:

1. When a runner slides outside of a direct line to a base.
2. When a runner slides and pops-up into a fielder.
3. When a runner slides and rolls over into a fielder.
4. When a runner slides and throws his hands up or makes any other similar movement in an attempt to distract a fielder making a play.
5. When a runner slides through and past a base and makes contact with a fielder.
6. When a runner slides into a base with his foot at or above the knee of a fielder at or near the base.

**PENALTY:** Illegal slides will be treated like interference. The ball is dead. The offending runner will be called out. Runners may not advance past the base last touched at the time of the illegal slide.

### **RULE 3. TEAMS, PLAYERS, AND SUBSTITUTES**

**COURTESY RUNNERS** A courtesy runner may be used for any player who has safely reached a base. Teams are allowed a courtesy runner as needed per Umpire discretion. The courtesy runner used shall be the player of the same sex as the original base runner who:

1. Was the last out in the inning.
2. If no outs have been made in the inning, then the last batter in the prior inning.
3. In the first inning and no outs, the batter listed last in batting order.

**NOTE:** If the player identified by the above procedure is currently a base runner, then the previous “last out/last up” player should be used. If Courtesy runner in on base and their turn to bat arrives, an OUT is recorded.

**ALL FIELDERS MUST BAT** Any fielder failing to bat will be called out when it is his or her turn to bat. Thereafter, the team will not receive any more penalties, but the said player may not re-enter the game.

**EXCEPTION:** Once a player has been skipped in the line-up and called out, the team may continue to take outs for the player’s spot in the lineup if they wish to keep the player eligible for return later in the game. They must alert the umpire, before each subsequent at bat, that they wish to take the out, otherwise the player will be skipped and not allowed to re-enter the game.

**EXCEPTION:** Any player injured during the game and “officially removed” from the game will not be called out for his or her next at bat. Said player may not participate further in the game, and his/her position will be skipped for the remainder of the game with no further penalty. If a legal substitute is available, they may be used to replace the injured player with no penalty.

**NOTE:** To be officially removed from a game for injury purposes, the player must be injured and removed from the field of play during an offensive or defensive play. The team must notify the umpire to remove the player from their line-up before his or her next at bat.

## **RULE 4. PITCHING REGULATIONS**

**A LEGAL DELIVERY** Shall be a ball delivered to the batter with an underhanded motion from the pitchers' area. The Ball must not exceed a height greater than 14' above the ground and must be over the batter's head in their natural batting stance at the apex of its flight. Any pitch outside these limits will be indicated as illegal by the umpire.

**PITCHER-HIT BY BATTER / AUTO OUT:** If after a legal pitch is delivered (or batter has hit an illegal called pitch), the pitcher is hit by a batted ball in their normal follow-through position, the batter shall be declared out and the ball declared dead. Runners shall not advance. If pitcher makes a definite defensive play on the ball, (not self-defense), ruling is play-on.

## **RULE 5. BALL DEAD – BALL ALIVE AND IN PLAY**

**DEAD BALL** A ball will be called dead and out of play if a runner performs an illegal slide (see definition of illegal slide)

## **RULE 6. BATTING**

**BATTER'S STARTING COUNT** – Batter's will start at a 1-1 count. After 2 strikes, batter is afforded a courtesy foul. If another foul is hit, batter is called out.

**BATTER'S BOX** The batter's legal position shall be with both feet entirely within the batter's box (the lines defining the batter's box are considered "in" the box). The batter must take position after the umpire declares "PLAY." If the batter refuses to take his position in the batter's box, the batter will be called out.

**NOTE:** The umpire shall give the batter a reasonable opportunity to take his proper position in the batter's box.

**BATTING OUT OF ORDER IS AN APPEAL PLAY** Although batting out of order is an appeal play, the umpire will notify the team that they are batting out of order and all consequences will be adhered to.

**3 AND PUSH HOMERUN RULE** After a team hits 3 homeruns, they are not allowed to hit another home run until the other team matches their 3 homeruns. Once both teams are at 3 homeruns neither team is allowed to be up more than 1 homerun the rest of the game. Every time a player hits a homerun that puts their team up by 2 homeruns after the 3rd homerun, **that player will be called OUT.**

EXAMPLE: Team A hits 3 homeruns while Team B hits none. Every player to hit a homerun for Team A after this will take first base until Team B matches Team A with 3 homeruns. At this point neither team is allowed to exceed 1 more homerun than the other team.

## **RULE 7. BASE RUNNING**

The base runner is out under the following circumstances:

1. When he/she runs more than three feet away from his baseline to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball. A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base he is attempting to reach safely.

2. If according to the umpire, a baserunner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the umpire will call the ball dead and runner AND the batter out for interference. In no event may bases be run or runs scored because of such action.

Interference is defined by:

a. an illegal slide (see Rule 2. illegal slide);

b. running through a base (i.e. his momentum carries him past the front of the bag, standing up)

c. running outside of the baseline

d. EXCEPTION: It is not interference if a fielder instigates contact with a runner or if an

obviously errant throw strikes a runner who is trying to avoid a throw by running outside of the baseline during a double play attempt.

3. Walking leads are permitted once a pitched ball leaves the pitcher's hand. If catcher throws to any base after a legal pitch has been delivered, play at every base is a force-out, regardless of other base runners. If the catcher overthrows the play or the throw is misplayed by the

infielder, the ball is live and runners may advance at their own risk.

## **RULE 8. SCORING OF RUNS**

**ONE RUN SHALL BE SCORED** every time a runner, after having legally touched the first three bases, shall touch the home base (including the plate extension) before three players are out. A run shall not count, if the runner reaches home on or during a play in which the third player is forced out or is put out before reaching first base. Also, if the third out is made by a preceding runner failing to touch a base or failing to tag-up on a caught fly ball, a following runner shall not score.

**NOTE:** An out for leaving a base too soon on a batted ball caught on the fly is not a force-out – when such an out is the third out in the inning, any runner scoring before the out was made will count.

**NOTE:** In case of a runner failing to touch a base -- if the base missed is the one to which a runner is forced to advance and the out is the third out in an inning, no run scored in that series of plays will count regardless of whether the runs were across the plate before the out was actually made.

## **RULE 9. PLAYER CODE OF CONDUCT**

**UNSPORTSMANLIKE CONDUCT** Managers/coaches are responsible for the conduct of their players/teams at all times. All players are accountable for their behavior before, during and after a game. A player may be suspended for unsportsmanlike conduct at any time.

**EJECTED PLAYERS** Any player ejected twice in the same year, that player is prohibited from participating in The Guadalupe Recreation and Parks Adult Sports Leagues for one year.

**SUSPENDED PLAYERS** The Guadalupe Recreation and Parks Department maintains the right to determine the length of suspension for any violation. Penalties listed below are minimum sanctions.

A. **ONE GAME SUSPENSION:** Unsportsmanlike conduct such as equipment throwing, abusive language, and “trash” talking,

B. **LEAGUE SUSPENSION:** Unsportsmanlike conduct such as fighting with other players, flagrant contact with other players and excessive abusive language directed at an official.

C. **ONE YEAR SUSPENSION:** Two ejections in one-year, flagrant contact with an official, threatening an official.

## **ALCOHOL, VAPING, DRUG AND TOBACCO USE**

**Alcoholic beverages may NOT be consumed in the park premises prior to, during, or after any scheduled games.** The game will be forfeited by the team observed consuming alcoholic beverages. A second offense results in the team being dropped from the league and fees will not be refund. If the umpire/staff feel the safety of the participants and/or spectators is in jeopardy, they have the right to cancel, delay, or shorten the game. Parks and Recreation staff members are advised to contact police whenever alcohol consumption is witnessed. Use of tobacco, vaping devices and drug use is also NOT permitted during the play of a game. Tobacco and / or vaping products may NOT be used in the dug-out or on the field during game time.

## **RULE 10. CO-ED RULES**

1. No team shall start a game with less than eight players (**minimum 2 females & maximum 6 males**). **There can never be more than 6 males on the field at a time.**

2. When a female player is up to bat, a minimum of three outfielders must be behind the 180 foot arc until the ball is hit.

**PENALTY:** It is a delayed dead ball, and the batter will be awarded first base. If a play follows the infraction, the manager of the offense can elect to decline the infraction and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a walk, a hit batter, or otherwise, the play proceeds without reference to the infraction.

3. Coed leagues use a commitment line which is marked across and perpendicular to the foul line and placed 20 feet from home plate. Once a player has crossed the line to go toward home plate, the player must continue to home plate.

**NOTE:** If a runner crosses the commit line and then returns to third base, the defense must appeal that the runner crossed the commitment line in order to record the out.

4. Coed leagues use a ten-foot scoring line that extends from the corner of home plate (closest to third base) at a 90-degree angle to third base, starting at the batter's box. To score, the runner's foot must be on the ground on or beyond the line before the defensive player touches home plate or the plate extension with the ball in his possession. (This rule was adopted to avoid collisions at home plate). If the batter or batter-runner touches home plate or the mat extending from home plate, or crosses over either the plate or mat, while it is in its proper position, he/she is automatically out. The fielder may not tag the runner out once the runner passes the commitment line, they must use home plate as a force play for an out to occur.

5. A male batter who is walked on three (3) consecutive balls without any strikes received during his turn at bat or intentionally walked prior to any pitches shall be awarded second base, no matter the number of outs in the inning. Base runners advance only if forced to vacate their bases. The next batter (female) has the option to either bat or take first base – only on 3 pitch walk to previous batter.

NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.

**6. INNING RUN LIMIT** During innings 1 – 6, a team at bat may only score a maximum of six runs. After the sixth run is scored, that half of the inning is finished, and the opposing team shall come to bat, regardless of the number of outs in the inning.

**7. OPEN INNINGS** Any inning that starts after 50 minutes shall be declared an open inning, which mean that 6+ runs may be scored if a team is down by more than 6 runs.

EXCEPTION: An open inning will be announced at the start of an inning in which the 6-run limit would prevent a team from avoiding being mercied.

EXCEPTION: An open inning may be announced during an inning if

a. an inning starts before 50 minutes have been played and the game clock expires while the visiting team is still batting and before the visiting team reaches the six-run limit.

b. an inning starts before 50 minutes have been played and the game clock expires while the home team is at-bat and the visiting team did not have their runs limited in the same inning and the home team is trailing by more than the 6-run limit would allow them to score.

c. In the fifth inning or later, this visiting team goes up by 21 runs or more (including their 6th run)

## APPENDIX A. PROTEST PROCEDURES

### **PROTESTS THAT MAY BE CONSIDERED ARE:**

Use of an illegal player may be protested at any time and can affect games already played. The Guadalupe Recreation and Parks Department will determine the player's status and notify all managers affected by the decision. Penalty for use of an illegal player is a one-year suspension of the player from all City league games. Teams using an illegal player will forfeit all games in which the player participated in.

### **PROTESTS THAT WILL NOT BE CONSIDERED ARE:**

Protests that are based solely on the disagreement of an Umpire's decision, for example: accuracy of judgment, technical calls or protests regarding a ruling which would have little or no effect on subsequent play or the final outcome of a game.

### **THE PROTEST MUST BE FILED WITHIN 24 HOURS**

A formal written protest must be received in writing at The Guadalupe Recreation and Parks Department Administrative offices (918 Obispo Street) within 24 hours of the game in question. DECISIONS REGARDING PROTEST are made at the league commissioner's discretion and cannot be appealed.

## APPENDIX B. DUTIES OF THE UMPIRES

The Guadalupe Recreation and Parks Department furnishes one game official. The official is completely in charge of the game. Discussion of any game or official's decisions is made with team managers only.

**TEAM AGREEMENT** Scorekeepers are not provided; therefore, the umpire will use a flip score to keep track of runs scored. If the umpire is late or does not show, teams may agree to play the game with a mutually agreed upon volunteer official (player or spectator), or contact the league commissioner to have the game rescheduled.