

PROVO PARKS & RECREATION ADULT SOFTBALL LEAGUE

TEAM RULES 2016

Rosters:

1. Roster size: 12 - 26 players. (Maximum awards - 12 players)
2. No roster can have more than the league limit for Division I or Division II players.
 - If you play in a Division I game you are considered a Division I player.
 - If you play in a Division II game you are considered a Division II player.** You are always considered to be the higher Division ranked player.
Key: Division I – Unlimited.
 Division II – Two players from Division I
 Recreation – Two players from Division II (no Division I players.)
 Coed – No Division restrictions
3. You may be on only **one** Men's/Women's team in a league and **one** Coed team in a league at a time. No switching teams after the first game. If players participate in multiple leagues, any scheduling conflicts in League play must be resolved by the players. Provo Parks & Recreation will use discretion to move any teams for post-season play to the division that will be most competitive for that team. If your teams are moved into the same tournament bracket, you may play on each team until they play each other. Then you will have to choose a team and finish the tournament on that team.
4. A roster with names, addresses, signatures, and phone numbers must be completed before the first game and turned into the scorekeeper at the complex.
5. There is no deadline for adding players to your roster for regular season play. Any player may sign the roster and play any game during league play. **A player must play three (3) league games to be eligible for post-season play. Please be sure that any new player signs the roster (at the score building) and is accurately depicted on your line-up card.** Players will need to check in and show a picture ID before any regular season game they wish to count towards the three required for tournament. Players will need to show a picture ID before **every** post-season game.

Eligibility:

1. Coaches are responsible to have their players read and understand the "League Rules" and the players "Code of Conduct." Your team will be held accountable for the information contained therein.
2. Each team should have jerseys with legible numbers on the back, which can be seen by the scorekeeper in the score booth, by your third scheduled game (Third scheduled

game occurs on the second night of play for double header leagues). Taped numbers are not allowed. After the second game, or first week of play for double header leagues, any team that has players without a numbered jersey will give up the number of runs to the opposing team equivalent to the number of players without numbered jerseys. **i.e.** If team A has three players without numbered jerseys, those three runs will be given to team B when team A's players take their first at bat.

3. NO METAL CLEATS ALLOWED

4. Players must be at least 16 years of age by April 4, 2016 to be eligible to play.
5. Lineup cards – A **full FIRST and LAST name** must be written on the lineup cards or those individuals will not be allowed to play.

Protests:

1. All protests must be registered with the Site Supervisor at the time the infraction occurred or was noticed. To be considered further, the protesting team must submit a written protest to the Parks and Recreation Office, no later than the close of business the next working day following the protested game. The written protest must include the names of the teams and players involved. The name(s) of the officials, describe the situation, and cite the rule on which the protest is based. A \$25 protest fee must accompany the written protest. The fee will be refunded if the protest is upheld. Protests cannot be made on a judgment call, only on rule interpretations. For all post-season protests, please see the NSA rule book.

Field Rules:

1. Any children attending softball games must have appropriate supervision. Players are not considered appropriate supervision. Unsupervised children may result in a team or player losing their privilege to play softball. **No non-participants are allowed in the dugouts!**
2. Anyone caught abusing the facility will be suspended for a minimum of one week or permanently. This applies before, during, or after a game. It is a Code of Conduct violation.
3. In case of power failure, the rain-out rule will be in effect. Four (4) completed innings will be considered a complete game.
 “RAINOUT HOTLINE” 801 852 6629 (call this number after 4:00 pm).
4. Provo City does not provide accident insurance for participants in the City Recreation programs. Participants are encouraged to have their own insurance.
5. **Parking:** Please utilize parking lots adjacent to the complex and WEST of the pond. Avoid parking on any curbed residential street & **take notice of the NO PARKING signs (do not park in any residential cul-de-sac)**. Provo City is not responsible for any damage caused to your car.

Team Standings:

1. Division standings will be computed on a win/loss system. The team with the highest win/loss percentage will be the division champion. If there is a tie for first place, the tie will be broken by head to head results.

Awards:

1. Any team finishing 1st or 2nd in their respective division must contact Provo Parks & Recreation within one week of regular season completion to receive a regular season trophy. Individual awards will be given in the post-season tournament.

GAME RULES

1. Each team will have the option to bat up to 15 players and have free substitution in the field. Any 10 of the 15 players may take a defensive position. The batting order, however, must remain the same.
2. **HOME RUN RULE:**
The “one up” rule will be used in all leagues. The “one-up” rule states: You may only hit one more home run than the other team. Example: Team A hits a home run, Team B may now hit 1 home run to be even or 2 home runs to be “one-up.” All other home runs are considered outs. A home team may go “one-up” after time has expired or in the bottom of the 7th to win the game.
3. **Courtesy runners** – 1 substitute runner per team per inning for the person who just batted. Must be substituted before the next pitch is thrown. Courtesy runners do not have to be the last out in that inning or the previous inning. If their turn to bat coincides with being on base, the at-bat will be an out.
4. **RUN RULE:** If a team leads the game by 20 or more runs in the bottom of the 3rd inning, 15 or more in the bottom of the fourth inning, or 10 or more runs in the bottom of the 5th inning, the game will be called because of time constraints. This rule applies to all leagues.
FLIP FLOP RULE: At the end of the 2nd inning if the home team is down by 20 runs, the home team will remain at bat and become the visiting team at the top of the 3rd inning. If that team (new visiting team) does not score enough runs to reduce the run difference below the twenty run rule, the game is over. If they reduce the run difference to below twenty runs, then the new home team will bat. If they subsequently score enough runs to exceed the run rule the game will be over, if they do not the game will continue under that format. This also applies if the home team is down by 15 at the end of the 3rd inning and 10 at the end of the 4th inning.
5. Please refer to the NSA rules (www.playnsa.com) for altered and illegal bat information. All bats **MUST** have the official 2012 NSA stamp on them.

6. Pitching arch is 6 feet to 10 feet from the ground. The pitcher must remain in contact with the pitching rubber at all times during the pitch. The pitcher must stand and deliver the ball, no fakes.
7. All teams will be given game balls that must be picked up at the office before the third game of the season.

Game Time:

1. A team captain or representative must fill out a line-up card with the players' complete names (**first and last**) and numbers **10 MINUTES BEFORE** game time.
2. **Game clock will start at scheduled game time even if line-ups are not turned in!**
3. **Game time is determined by the official Atomic clock in the score booth.**
4. Because of time limits, games will be played as close to the scheduled time as possible. When the official indicates "Play ball", that is considered game time.
5. Games will consist of a 55 minute running clock or seven innings. No new inning will start after 55 minutes. The game clock will start at the scheduled game time or 5 minutes after the previous game. The clock will only stop when deemed necessary by the official.

Rain Delays:

1. Delays in play and cancellations due to weather will be at the Site Supervisor's discretion.

Forfeits:

1. **Game time is forfeit time.** The opposing team will be given the option to wait for the team that doesn't have enough players. If the opposing team chooses to wait and not have a forfeit the grace period will be no more than **10 minutes** after scheduled game time **NO EXCEPTION.**
Game time is determined by the official Atomic clock in the score booth; the clock will start at game time.
2. An official team is composed of 10 players. **A team can start play with no less than 8 players. If a team has 8 players at game time they must start the game. Teams will be penalized with one out if they start the game with 8 players.** A team starting with 9 players will not be penalized with any outs. As players arrive they may be inserted at the **BOTTOM** of the line up. A position for a possible 9th or 10th player will be placed at the bottom of the line up. When the 9th position comes up to bat it is an out(s) until an actual player is assigned in the line up.

3. **The postponement of games will not be considered.** All games must be played as scheduled.
4. Forfeits will not be tolerated! On your: **1st forfeit** you will be warned by phone call, **2nd forfeit** your team will be dropped unless you pay a \$25.00 deposit to be reinstated to the league. This deposit will be refunded if the remainder of regular season games are played.

Tournament Rules:

1. A coin flip will determine the home team.
2. In the championship game, the home team will be the winners' bracket team. In the "if necessary" game, the home team will be the team that just won.
3. The championship game will be a full seven innings. The "if necessary" game will be timed.

Discipline:

1. Please refer to the Player Code of Conduct.
2. Any team which receives **TWO** Code of Conduct Violations in a single game will be automatically forfeit that game. Any team receiving **FIVE** Code of Conduct violations over the course of the regular and post-season will be suspended for the remainder of the season and post-season. (No Refunds).
3. Anyone throwing a bat will be removed from the game by the umpire, site supervisor, or scorekeeper. Repeat offenses could result in suspension from league play.
4. If an infielder leaves the game due to an injury caused by a batted ball that is deemed by the umpire as indefensible, the bat and ball will be removed from play. The bat owner must release the bat for testing.
5. For all rules not covered above, refer to the Official NSA rule book or to the Site Supervisors. **Provo Recreation staff reserves the right to make all final decisions and subsequent penalties regarding the Softball program.**

PHONE NUMBERS:

Provo Parks & Recreation
Rainout Hotline

801 852 6600
801 852 6629



PROVO PARKS & RECREATION COED SOFTBALL

TEAM RULES 2016

1. A 12 inch ball will be used for the men when hitting and an 11 inch ball for the women when hitting.
2. You may bat up to 15 batters. The batting order should be in a man/woman rotation. There may be as many women hitting back to back as you like but never men. If you have 15 batters, you must start and end with a woman batting.
3. The positions must be filled as follows:
 - Pitcher/catcher (1 must be a man/1 must be a woman)
 - You may not have more than 2 men playing the infield or outfield. **
 - The pitcher/catcher does not count as an infielder.
 - Women can out-number men but men can never out-number women.

****The outfield players must be positioned behind the painted arc in the field before each pitched ball, and will not be allowed to cross the line until the ball has been batted. If a fielder crosses the line before the ball has been batted, the batter will be given a single or the result of the play. The arc will be painted at both Footprinter and Harmon Parks.**

4. **Walks:** If a man walks then the woman following him has the option to hit or take a walk only if there are two outs, if there are less than two outs she must bat. If the woman chooses to hit, the man is still advanced to second base.

5. **HOME RUN RULE:**

The “one up” rule will be used in all leagues. The “one up” rule states: After hitting the maximum, you may only hit one more home run than the other team. Example: Team A hits a home run. Team B may now hit 1 home run to be even or 2 home runs to be “one up”. All other home runs are considered outs. A home team may go “one-up” after time has expired or in the bottom of the 7th to win the game.