



[SportsParkTucson.com](http://SportsParkTucson.com)

## 2020 Adult Softball - League Rules

1. All slow pitch leagues will be played using the USSSA (United States Specialty Sports Association) rules except as amended in these rules. All decisions made by Sports Park Tucson (SP) regarding rule interpretations are final and not subject to protest or league fee refunds. All players must abide by all regulations and the Code of Conduct of the Sports Park Adult Softball League.
2. SP reserves the right to establish guidelines for any and all rules or infractions not covered in the U.S.S.A. or the Sports league rules and to refuse participation to an individual or team if they do not obey the rules and regulations and keep within the spirit of sportsmanship or SP player/team Code of Conduct.
3. Managers shall see that all players and spectators are familiar with these rules and regulations. All provisions in the SP softball rules and Code of Conduct regarding behavior and actions of players, managers, and spectators apply to the entire ball field area before, during, and after the games.
4. SP will govern and administer the classification of teams and players. USSSA, NSA, and previous season's records will be utilized to assist in classifying teams and players. SP retains the right to make the final decision regarding classification and may reclassify teams as necessary. Teams that are obviously incorrectly classified in our leagues may be reclassified and moved to a different league at the discretion of the Umpires.
5. **Team Classification/Homerun Guidelines:**

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| <p><b>Men's C - 6 Homeruns per team, per game</b></p> <ul style="list-style-type: none"> <li>• Teams consist of both experienced and average players who play league and some tournaments.</li> </ul> <p><b>Men's D - 3 Homeruns per team, per game</b></p> <ul style="list-style-type: none"> <li>• Teams consist of above average to average players who play league.</li> </ul> <p><b>Men's E - 2 Homeruns per team, per game</b></p> <ul style="list-style-type: none"> <li>• Teams consist of average and inexperienced players who play league.</li> </ul> <p><b>Men's E/REC - 1 Homerun per team, per game</b></p> <ul style="list-style-type: none"> <li>• Teams consist of inexperienced players who may or may not play league. Players are out for enjoyment.</li> </ul> <p><b>Men's Seasoned Vets 35+ - 5 Homeruns per team, per game</b></p> <ul style="list-style-type: none"> <li>• Teams consist of players who will be 35+ years of age during current season.</li> </ul> <p><i>All homeruns over the allotted limits are OUTS All outfield fences are 300'</i></p> | <p><b>Co-Ed D - 3 Homeruns per team, per game per gender</b></p> <ul style="list-style-type: none"> <li>• Teams consist of both experienced and average players who play league and tournaments.</li> </ul> <p><b>Co-Ed E- 2 Homerun per team, per game per gender</b></p> <ul style="list-style-type: none"> <li>• Teams are made up with both men and women lower division players. This league is for teams who are recreational type teams.</li> </ul> |
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**6. INCLEMENT WEATHER** - We will announce 1 ½ hours before game time if games will be cancelled. Please check on our website at [SportsParkTucson.com](http://SportsParkTucson.com) for inclement weather information. We will also post to our [Facebook Page](#) and groups if games are canceled as well.

**7. Rain out/Make-Up Policy:** It is SP policy that all make-up games will be scheduled, as fields are available weeknights and weekends. Once the make-up schedule is out, there will be no changes.

- It is Sports Parks policy that all make-up games will be scheduled, as fields are available weeknights and weekends. The schedule will be available on the website one week before the make-up weekend. Once the make-up schedule is out, there will not be any changes. If fields are available, we will try to reschedule games as part of a Double Header on the night your team regularly plays. Different fields or game times may be utilized to accomplish this.

8. If a game has to be called due to inclement weather, darkness, lightning, etc., it shall be resumed from the exact point where it was stopped as long as one inning has been completed. (Exception: If the game is not tied and 4 ½ or 5 innings have been completed, depending on score/home team, the game is considered a complete game).

**9. ROSTERS:** All players must register to be on a roster at [SportsParkTucson.com](http://SportsParkTucson.com) for each season in order to be an eligible player. All team managers **MUST** make sure that ALL players who want to play on your roster complete this step. All teams are permitted to pick up players during the regular season as long as all players register on the team's roster (this must be done prior to roster cut-off date).

- **Roster Cut-off Date - Last day to add Players:** Before midnight on the day of your 3rd game (The registration period is known as open registration). Ineligible players will be marked in red if added after this time frame. No players may be added to teams after these games. This includes the end of season tournaments. If illegal players are found to be in the line-up - that team with said illegal players shall forfeit the game. Protest of illegal players must be made to the umpire while the player in question is in the game. An illegal player is defined as:
  1. Not listed on the roster.
  2. Players marked in Red.
  3. A player marked as a "sub". ALL players MUST be converted to "team-player" before Roster Cut-off Date. Even if players are not in "red" they will NEED to be converted to be eligible for playoffs.
- Players must be able to produce valid picture ID upon request.
- All players must be 16 years of age and older to participate.
- Protest of a player must be made before the player completes an at bat or plays defense.
- Dual registration is permitted; however, a player cannot be on 2 rosters in the same league division. Schedules will not be adjusted during the season to accommodate players participating in more than one league.
- Max of 20 players allowed on roster.

## **10. EQUIPMENT:**

- All players must wear shoes. Shoe must cover entire foot. The soles may have soft or hard rubber cleats. Metal cleats are PROHIBITED. The all-purpose molded cleat softball shoe is legal.
- Jewelry. All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game. **\*\*NOTE: SP STRONGLY RECOMMENDS THAT ANY TYPE OF JEWELRY NOT BE WORN IN ANY LEAGUES.**
- Uniforms are not required but sure are fun. If you decide to get jerseys made please make sure that they are family friendly. You can have uniforms if you would like but please keep it respectful. No anti anything, racial, etc.
- Pitchers MUST wear a pitching mask.
- You may bring in your own softballs so long there are no obvious tears and the ball must be visible at night. For men's leagues softballs used must be a Classic M 40/325 12" and for Coed a Classic W 11" Women's Softball.
- Bats will need to include one of the following stamps:



## 11. TIME FACTORS:

**Game Time is Forfeit Time** with the following exceptions: The team with the legal number of players has the option of:

A. Asking for immediate forfeit; or

B. Starting the game clock and allowing the team up to 10 minutes to get the proper number of legal players. Failure to field a team within the 10 minutes will result in a forfeit. NOTE: The waiting time is counted towards the official game time. OR

C. To start the game teams must have at least eight players (in the Co-Ed league: 4 and 4 players of either gender combination). If both teams have fewer than 8 players, a double forfeit will be declared. The score of a forfeited game is 7-0. In the event of a double forfeit, each team will be credited with a loss, with the score being recorded as 0-0. A team may finish a game with less than they started only due to injury (spot will be skipped in the batting order – no out will be recorded).

D. Teams may only utilize EITHER B or C. They cannot be combined.

E. Umpires will not umpire forfeited games.

G. Game time will be kept on the umpires.

**Games will last 7 innings or 55 minutes.**

### **Run Rules:**

- If after 4 ½ innings and the home team is ahead by 10 runs or more, or after 5 innings and the home team is behind by 10 runs or more, the game will be considered over.

**Scoring errors** are correctable if brought to the attention immediately or by the end of that ½ inning. After the next ½ begins, scoring corrections will not be allowed.

**No Extra Inning Play.**

**Conceding a Game:** Any team, at any time, may concede a game. Managers must notify the umpire that their team is done playing the game. The umpire will then notify the other team and the current score will stand as the final score of the game.

## 12. GAME PLAY:

### **Line Ups:**

- A team may insert one, two, three, or four additional hitters into the lineup for Men's or Co-Ed leagues (i.e. teams can bat up to 14 players during a game). Please see Special Co-ed rules on page 7 for details on the Co-Ed additional hitter rule. The batting order must stay the same throughout the game; however any 10 of the 11-14 additional hitters/players may take a defensive position throughout the game.
- Any player who arrives late is placed at the end of the batting order up to 10 players, at any time during the game. After the game has started, any player after 10 must enter as a substitute. If you think that you will have more than 10 players, add them to the bottom of the batting order. If by the time their first turn at bat comes up, and they are not present, you can scratch them from the batting order.

- At any time if a player is ejected from the game for unsportsmanlike conduct, they must be replaced by a legal substitute (same gender) or an out will be taken each time the player is scheduled to bat. Exception: If a player is ejected for player misconduct outlined in the player code of conduct #1 & #5, that team will not be allowed to replace that player in the lineup and will need to take an out every time that player is scheduled to bat. An ejected player must leave the park premises immediately after he/she has been thrown out of the game. An ejected player may not sit and watch any game after being thrown out of a game. (See Player Code of Conduct).
- All players must stay in the dugout or outside the playing field gate at all times except for the on-deck batter and the first and third base coaches. Players will not be allowed to hang out outside the dugout during play.
- Managers must hustle players on and off the field between innings. Also, please make sure your team is ready to play as soon as the game before you has finished.

**Illegal Bats:** No Senior bats will be allowed. No Shaved bats are allowed. Please refer to the Equipment section to see what bats are allowed.

### **Pitching, and Base Running:**

**A.** A pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of home plate. The pitched ball shall not rise higher than 10 feet above the ground.

**B. Quick Pitch Releases** are not allowed in any league. Pitchers must present the ball in front of his/her body (for at least one second) in either one hand or both hands before starting the delivery motion. (Reference: USSSA Rule 6 Sect 4A and Rule 6 Sect 9D)

**C. Illegal pitches** will not be called until the ball crosses the plate. Pitches become legal if they are swung at or hit.

**D. Warm-up pitches.** Pitchers are allowed to warm up with 5 pitches in the first inning. When a pitcher relieves another, not more than one minute may be used to deliver more than five warm-up pitches.

**G.** Batters will start with a 1 Ball, 1 Strike count when they come to bat. The batter will be out when the umpire calls two strikes. The batter is awarded first base when the umpire calls three balls.

**E. Foul Balls:** The batter will be out when he/she hits 1 foul ball after one called strike or if the batter hits 2 consecutive foul balls. The ball is dead whether caught or not. Runners may not advance on the last foul ball that is considered an out.

**F. All teams must retrieve their own home run and foul balls.** If teams do not retrieve their home run and foul balls and the umpire runs out of softballs, the game will not continue (the clock will continue to run) until the balls are retrieved. Please send other teammates, spectators or children to retrieve all the balls.

**G. Double First Base (when used).** When the softball is hit in such a manner that there is going to be a play at first base, the batter/runner must run to the orange bag and the defender must use the white bag. If the correct bag is not used the batter/runner will be called out or if the defender doesn't use the white bag the batter/runner will be called safe. However if the play is coming from foul territory then the defense may use the orange bag and the runner may use the white bag.

**H. Courtesy Runner:** The courtesy runner can be any same gender player. A courtesy runner whose turn at bat comes while he/she is on base will be out.

**I. Sliding (Get Down/Get out of the Way/Give yourself Up)** – Sliding is the preferred option to avoiding contact on close plays at any base. Knowing not everyone slides, we do ask that you avoid contact the best you can or give yourself up to the out. Lowering a shoulder or intentionally taking out a fielder will constitute an ejection. Errant throws can create unavoidable (incidental) contact. Incidental contact is a judgment call by the umpire.

**J. Commitment, Scoring Lines, Batters Box:** We will be using commitment and scoring lines.

1. *Commitment Line*- 30 feet up the third base line from the front edge of home plate. Once a runner touches or crosses the commitment line, he cannot retreat for any reason. A retreating runner is declared out at the moment he/she re-crosses the commitment line. Runners tagged after touching or crossing the commitment line are declared "safe" and are not required to continue to the scoring line/scoring plate. They can only be declared out if the defensive team touches the mat prior to the runner crossing the scoring line.
2. *Scoring Line*- All plays at home are force outs. Runners must have a foot on the ground touching the scoring line/scoring plate before the defensive team has possession of the ball and is touching the plate. Note- Runners

are automatically out at home if they cross through any part of the batter's box or touch home plate. This is a live ball call Umpires will make the call.

3. **Batters Box-** Batters box is 3 feet wide by 7 feet deep. Batter must have some portion of both feet inside of the batter's box when the windup/delivery begins. Any portion of the foot touching the chalk/lines is considered "in" in the box. On the swing, the batter is considered "out of the box" when he has a foot completely on the ground, completely outside of the batter's box when contact is made.

**N. Pitchers Box Rule-** A pitcher's box will be used that extends 2 feet on each side of the rubber

- Any ball hit inside this box while the middle is closed and is within the pitcher's reach will be declared a dead ball out (for coed, women may hit down the middle).
- All runners must return to their previous bases in these occurrences
- Any ball considered a hazardous safety issue by the umpire that is hit up the middle through the box, **WHETHER IN THE AIR OR ON THE GROUND**, will be declared a dead ball out
- If the ball hits the chalk or the line the ball will be declared dead and the batter will be out
- It does not matter if the pitcher is in the box when the ball is hit through it; the ball will still be declared dead and the batter will be out
- As soon as the ball goes through the box the umpire will verbally declare the dead ball, batter is out
- **THE UMPIRE'S RULING IS FINAL AND UNDISPUTABLE ON ANY BALL HIT THROUGH THE PITCHER'S BOX**
- Any player who repeatedly questions an umpire's dead ball ruling on a ball hit up the middle will be subject to ejection and or suspension.

**Scorekeeping:** It is the responsibility of the home team to provide a scorekeeper. If the home team doesn't not provide a scorekeeper the umpire's tally will be official AND UNDISPUTED.

### **13. CO-ED RULES:**

- Co-Ed teams may bat with 14, 12, 10, 9, 8,
- Please note:
  - 14 players – 7 males and 7 females
  - 12 players – 6 males and 6 females
  - 10 players – 5 males and 5 females
  - 9 players – 5 females and 4 males
  - 8 players – 4 males and 4 females

NOTE: Once the game starts NO additional batters (after 10 batters) may be added to the lineup. Late players have to become a substitute.

- The batting order must stay the same throughout the game; however any 10 of the 11-14 additional hitters/players may take a defensive position throughout the game.
- Any player who arrives late is placed at the end of the batting order up to 10 players, at any time during the game. After the game has started, any player after 10 must enter as a substitute. If you think that you will have more than 10 players, add them to the bottom of the batting order. If by the time their first turn at bat comes up, and they are not present, you can scratch them from the batting order.
- Only a maximum of 10 players can take the field at once.
- Batting order must alternate the sexes.
- Player substitution must be a male for a male and a female for a female.
- Any walk to a male batter, intentional or not, will result in a two base award. The next batter (a female) will have the option to bat or take a walk, regardless of outs.
- For defensive positioning there must be an equal number of males and females on the playing field. There is no restriction to which position they play. There is no male dominance rule. A male or female can handle any play. Only a maximum of 10 players can take the field at once.
- No outs will be recorded for either sex who is removed from the line-up due to injury.

#### **14. MISCELLANEOUS RULES:**

- A. Teams who have finished playing or getting ready to play may not hang out near dugouts or field entrance gates.
- B. No team is allowed to play pepper or bat into the fence.
- C. All players must stay in the dugout or outside the playing field gate at all times except for the on-deck batter and the first and third base coaches. Players will not be allowed to hang out outside the dugout during play.
- D. In case of a dispute, the umpires will talk to the team manager ONLY. Any physical violence will automatically suspend a player or team for the remainder of the current season and the following season or seasons at the discretion of the league coordinator.
- E. Language: There will be zero tolerance on vulgar language by teams and their identifiable fans. Players and identifiable fans that use vulgar language will immediately be ejected from the game and/or the ballpark.
- F. Blood Rule: A player, coach, or umpire who is bleeding shall be prohibited from further participation in the game until appropriate treatment can be administered. If injured person cannot cover up injury within 3 minutes that person will have to leave the game. Clock will be stopped up to 3 minutes.
- G. Any team forfeiting two or more games without notifying Sports Park at [contact@tucsonleagues.com](mailto:contact@tucsonleagues.com) may be dropped from the league with no compensation (this includes make-up games). Please be considerate of other teams. There is also a \$25 forfeit fee for any team who forfeits. Fee must be made before your next scheduled game.
- H. Team standings are designated by win percentage and not overall wins and losses to accommodate for the difference in number of games played. If two-teams have the same win percentage at the end of the season the tie breaker will be a coin flip.
- I. Insurance: Sports Park Tucson does not provide insurance coverage for players, coaches, or spectators. You are strongly advised to check your coverage with your personal carrier to insure you are covered for accidents/injury, including ambulance transportation.
- J. Customer Service: Sports Park Tucson strives in providing staff (umpires and supervisors) that are professional, knowledgeable, and courteous. These characteristics will guarantee our participants a positive experience. Please contact us immediately if any of our staff does not meet the standard of performance that you deserve. Our umpires are Independent Contractors and are not required to give out their name. We have a record of all assigned personnel and can match the field and date with the staff in question. Your input is a necessary part of our evaluation process.
- K. Alcohol. Teams are permitted to drink alcohol at Sports Park. It is a Sports Park privilege. Alcohol is not allowed in the dugouts. Exception: Anyone under 21 will not be permitted to have or consume alcohol before, during or after games. It is illegal for minors under the age of 21 to consume alcohol and violators will be reported to the Pima County Sheriff's Department.
- L. After your Game – Sports Park Rules: Clean up your trash after your game. Amplified Sound Systems need to be approved by the Head Umpire, Park League Coordinator, or Director. Music can not contain explicit language and must be family friendly. If an umpire or director asks you to turn the volume down or change the song you will need to adhere to this. If a problem persists, the umpire or director can take this privilege away. Park Closes at 11 p.m unless otherwise approved ahead of time for all nighters. If your team stays after a game – please be considerate of the other teams still playing. Thank you. We appreciate your cooperation.

**REMEMBER – IT'S JUST A GAME – HAVE FUN!**

# Player Code of Conduct

## DEFINITIONS

**Manager** – A person designated as team spokesman. One who is either a player or non-player (This person will usually be the team captain if one is not assigned).

**Player** – A person who actively participates in the game, whether offense, defense or sitting on the bench, and who is on the roster.

**Official/Umpire** – Person(s) on the field to administer the official rules.

**Participation** – Any involvement in Sports Park activities such as spectating, officiating, playing, coaching, registering for classes, or attending any event.

**Recreation Activity** – Any class or event sponsored by Sports Park.

**League Director** – The full-time Recreation Coordinator or Supervisor designated to organize and supervise the activity.

**Field Supervisor** – League Supervisor assigned to the facility or event.

**Playoff Roster**- Players who registered during open registration (before midnight on the day of your 3rd game). These players can be team-members or subs later converted into team-members to be eligible for playoffs. Only team-members who registered during the open registration window will be eligible to play in playoffs.

**Open Registration**- The period in which players are allowed to be added to rosters for playoffs. The time frame for Open Registration is before midnight on the day of your 3rd game.

**Playoffs**- Top 4 teams will be eligible to complete in playoffs at the end of the season (9th game).

## CODE

1. **NO PLAYER SHALL:** At any time lay a hand upon, shove, strike, or threaten an official, player or spectator. Officials are required to suspend the player immediately from further play and report such players to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

- **MINIMUM PENALTY:** Suspension for the remainder of the season, placed on probation for the remainder of the year.
- **MAXIMUM PENALTY:** Suspension from all recreation activities for one year and probation for the following year plus at the beginning of the following year, the case is subject to review by the Sports Park management team.

2. **NO PLAYER SHALL:** Refuse to abide by the official's decision. Officials are required to suspend the player immediately from further play and report such player to the League Director. Such players shall remain suspended until his/her case has been considered by the League Director.

- **MINIMUM PENALTY:** Suspension for one week from all SP league participation, placed on probation for the remainder of the season.
- **MAXIMUM PENALTY:** Suspension for the remainder of the season, placed on probation for the remainder of the year.

3. **NO PLAYER SHALL:** Be guilty of obscene gestures or objectionable demonstrations of dissent at the official's decision. Penalty: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgment, draw:

- **MINIMUM PENALTY:** Warning by the official.
- **MAXIMUM PENALTY:** Removal from the game and suspension for up to one week from all SP league participation.

4. **NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain. Penalty: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgment, draw:

- **MINIMUM PENALTY:** Warning by the official.
- **MAXIMUM PENALTY:** Removal from the game.

5. **NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player. Officials are required to suspend players immediately from further play and report such players to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

- **MINIMUM PENALTY:** Placed on probation for the remainder of the season.
- **MAXIMUM PENALTY:** Suspension for up to two weeks from all SP league participation and placed on probation for the remainder of the season.

6. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to suspend such players immediately from further play and report such players to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

- **MINIMUM PENALTY:** Suspension for up to two weeks from all SP league participation and placed on probation for remainder of the year.
- **MAXIMUM PENALTY:** Suspension from all recreation activities for one year and placed on probation for the following year, plus at the beginning of the following year, his/her case is subject to review by the Highlands Ranch Metro District.

7. **NO PLAYER SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator. The officials are required to suspend any player immediately from further play and report such player to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

- **MINIMUM PENALTY:** Suspension for one week from all SP league participation and placed on probation for the remainder of the season.
- **MAXIMUM PENALTY:** Suspension for the remainder of the season and placed on probation for the remainder of the year.

8. **NO PLAYER SHALL:** Appear on the field of play under the influence of alcohol in such a manner as to not have control of his/her faculties to the extent that he/she is inclined to hurt himself/herself or another player.

- **MINIMUM PENALTY:** Suspension for one week from all SP league participation and placed on probation for the remainder of the season.
- **MAXIMUM PENALTY:** Suspension for the remainder of the season.

9. **NO PLAYER SHALL:** Smoke while coming off or going on the field of play, or while on the field of play.

- **MINIMUM PENALTY:** Warning from the official
- **MAXIMUM PENALTY:** Removal from the game.

10. **NO MEMBER OF ANY TEAM SHALL:** Sit in the stands before or after their games and harass or heckle other teams or game officials.

- **MINIMUM PENALTY:** Warning from the field supervisor.
- **MAXIMUM PENALTY:** Removal from the ballpark and suspension for up to one week from all SP league games.

### **SPORTSMANSHIP**

Sports Park endorses the principles of good sportsmanship. Unsportsmanlike conduct will not be tolerated.

Unsportsmanlike conduct can include the following: Fighting, pushing, verbal/physical abuse directed toward an official or opponent, profanity/obscene gestures, flagrant/violent fouls, taunting/trash talking/baiting, cheating, throwing/abusing equipment and physical intimidation. A player may be ejected from a game (or a team may be evicted from the field of play) for engaging in Unsportsmanlike Conduct. An official may call a forfeit for unsportsmanlike conduct at any time, including after the game clock has expired. The League has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts. These guidelines apply to players and spectators.

### **ENFORCEMENT'S**

1. Any player being placed on probation for the remainder of the season and reported again for violating the Code of Conduct may be suspended for the remainder of the season.

2. A suspended player must remove himself/herself immediately from the confines of the contest areas as designated by the Field Supervisor.

3. If a suspended player does not remove himself/herself from the confines of the contest area, the Field Supervisor shall call the authorities.

4. One-minute clause: One minute shall be allowed for suspended player(s) to remove himself or herself from the designated area. If this time limit expires, the contest shall be forfeited to the opponents.



5. Any person on probation who violates the Code of Conduct will be placed on suspension until their case can be heard by the League Director.
6. Any person wishing to appeal the decision reached by the Field Supervisor and League Director should do so by calling Sports Parks to set up an appointment to discuss the decision reached.