



SPRING 2025 ADULT SOFTBALL

Registration:

Early:	January 6 th – January 13 th	\$385* per team (8-Game Season) OR \$510* per team (14-Game Doubleheader Season)
Regular:	January 14 th – February 2 nd	\$395* per team (8-Game Season) OR \$520* per team (14-Game Doubleheader Season)
Late:	February 3 rd – February 10 th	\$420* per team (8-Game Season) OR \$545* per team (14-Game Doubleheader Season)

** Spring 2025 Fees: Prices include nine (9) softballs (Co-Rec teams will receive six (6) 12" softballs and three (3) 11" softballs, Men teams will receive nine (9) 12" softballs, and Women teams will receive nine (9) 11" softballs).*

Online Registration: www.teamsideline.com/allen

Walk-In Sites: Don Rodenbaugh Aquatics Center
Joe Farmer Recreation Center
Allen Parks & Recreation Building
Stephen G. Terrell Recreation Center (STRC)

Season Begins: Monday, February 24th, 2025.

Observed City Holidays: Easter Weekend (April 18th- April 20th)

Format: 8-game season + single-elimination playoffs
14-game season + single-elimination playoffs (Doubleheader League)

Leagues: Monday: Men's Church D, Men's Church E, & Men's D (ASA/USA)
Tuesday: Co-Rec D (USSSA)
Wednesday: Men's D (ASA/USA)
Thursday: Men's D & E (USSSA)
Friday: Co-Rec D/E (ASA/USA)

For more information, please visit www.teamsideline.com/allen

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Content sections highlighted in yellow denote changes made in league rules, policies, or procedures

LEAGUE REGISTRATION INFORMATION

League registration can be completed in one of the three following ways:

- **Online Registration:** Please click on the “Athletic League Registration” tab located along the top of the webpage, www.teamsideline.com/allen.
 - **Returning Customers:** Registration is available 24-hours a day, 7 days a week. Your account should have already been created within the ACTIVE Net system.
 - Use your email on file as your login and click “Forgot Your Password?”
 - **New Customers:** Please click “Create New Account.”
 - If you have questions or to receive more information, call the Athletics’ staff at one of the following numbers: 214.509.4741, 214.509.4742, or 214.509.4744.
 - **Payments Accepted:** American Express, Discover Card, MasterCard, or Visa.
 - Please check your receipt to ensure that your team was registered for the league that you requested.
 - We will **no longer** be accepting payments **over the phone**. All payments must be made through either ActiveNet or any of the Walk-In Registration locations below.
- **Walk-In Registration:** Please submit your team registration form and league entry fee at the time of registration.
 - Walk-In Registration will be offered at:
 - Don Rodenbaugh Aquatics Center (110 E. Rivercrest, Allen, Texas 75002)
Facility Hours: Mon-Thu 5AM-9PM, Fri 5AM-8PM, Sat 8AM-6PM, Sun 1PM-6PM
 - Joe Farmer Recreation Center (1201 E. Bethany, Allen, Texas 75002)
Facility Hours: Mon-Thu 6AM-10PM, Fri 6AM-9PM, Sat 10AM-6PM, Sun 1PM-6PM
 - Allen Parks & Recreation Building (301 Century Parkway, Allen, Texas 75013)
Facility Hours: Mon-Fri 8AM-5PM, Closed on weekends.
 - Stephen G. Terrell Recreation Center (1680 W Exchange Parkway, Allen, Texas 75013)
Facility Hours: Mon- Fri 4AM -10PM, Sat 7AM-7PM, Sun 10AM-6PM
- **Refunds:** No entry fee will be refunded after schedules have been created. No Exceptions.

STAFF CONTACT INFORMATION

Justin Radney

Athletic Supervisor

Office: 214.509.4741

E-Mail: Justin.Radney@cityofallen.org

Spencer Allen

Recreation Programmer

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E-Mail: Spencer.Allen@cityofallen.org

Mason Ryden

Recreation Programmer

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E-Mail: Mason.Ryden@cityofallen.org

Riley Evans

Recreation Programmer

Office: 214.509.4747

E-Mail: Riley.Evans@cityofallen.org

**Most days, at least one staff member will be in the office between the hours of 9AM and 6PM on Monday through Friday. Please use the cell phone numbers to contact staff after 6PM.*

IMPORTANT DATES & INFORMATION

Rainout Line

469.214.4255 or rainoutline.com/search/dnis/4692144255/. Please sign up for e-mail and text alerts.

Important Dates & Information

- **Roster & Code of Conduct Due Date:** Signed roster and Code of Conduct due prior to your team taking the field for your first game.
- **Roster Additions/Changes:** **Monday, March 24th, 2025**
 - **Penalty:** Rosters not submitted by the deadline will result in a forfeit loss for that game and any subsequent game for which a team roster is not submitted.
- **League Drop-Dead Date:** **Saturday, May 10th, 2025.**
- It will be the responsibility of every coach and player to read and understand the rules, by-laws, and Code of Conduct located within this packet as well as the sanctioning body's rulebook.

Communication

- **League Website:** www.teamsideline.com/allen
 - Schedules, standings, scores, league details, upcoming registration details, & other pertinent league information will be posted on the website so everyone should refer to the website. **Note:** Through the website, coaches may opt to receive text message alerts to be notified about schedule changes or e-mails. We highly recommend every coach do this as it makes communication between administrators and teams much faster and easier.

Rosters

- **Roster Limit:** 20 players.
- **Minimum Age:** All players must be at least eighteen (18) years of age prior to the start of the season.
- A new roster must be submitted at the start of every season.
- All players must sign the team roster before playing to be considered eligible. Signature will confirm that the provided address is correct as well as that each player has read and agreed to the waiver as well as the Code of Conduct.
- At any point during the regular season, a team can pick-up a free agent player listed on our website if it is communicated with an Athletics Staff member.
- **Rosters must include the following for all players:** full name, jersey number (if applicable), home address, phone number, and signature (confirmation of address, waiver, and Code of Conduct).
- **Photo ID Card:** Every player must be able provide a government photo ID card which includes the player's name, date of birth, and picture. Any player unable to provide a government photo ID will be deemed ineligible to play.
- No individual may play on two teams in the same league on the same night.
 - Violators are subject to forfeiture of any games this player has participated in, at the discretion of the league administrators.
- **Roster Submittal**
 - **Online:** Teams may submit their team roster online. Each team member will be required to add themselves to the online team roster by accepting a roster invitation via email sent by the team coach or person who registered the team. Each team member MUST electronically sign off on the waiver portion of the roster submission to be considered eligible for league play. For detailed instructions on the online roster submission process, you may visit <http://vzaar.tv/3438160>, for a short how-to video, refer

to the instructions provided in the “Downloads” tab of www.teamsideline.com/allen, or call an athletics staff member for assistance at 214.509.4742.

- **E-Mail:** Submit via e-mail to Justin Radney (Justin.Radney@cityofallen.org) Spencer Allen (Spencer.Allen@cityofallen.org), Mason Ryden (Mason.Ryden@cityofallen.org)
- **In Person:** Submit in person to one of the Athletics’ staff members or place inside one of the softball league binders (Spirit Park Softball Fields, 1151 Ridgeview Drive, Allen, Texas 75013) as softball leagues will be offered throughout the week between 7PM and 10PM.
- Blank roster forms are located under the “Downloads” section on www.teamsideline.com/allen.
- **Roster Transactions**
- Coaches may add or remove players through **Monday, March 24th 2025**; however, it is the coaches’ responsibility to send any roster revisions to the league administrators and to collect player’s signatures.
 - Should extenuating circumstances occur (i.e., injury, player relocation, etc.) that directly hinder a team’s ability to participate for a scheduled game, an express written notice may be submitted to the Athletics’ Division requesting roster transactions after the deadline. Each request will be taken on a case-by-case basis and will be left to the discretion of the Athletics Supervisor.
 - All roster transactions must be e-mailed into the league coordinator prior to 5PM on the day of the game.
- **Roster Protests**
 - All roster protests must occur before the end of the game or when the player in question enters the game.
 - Roster protests will be conducted at the request of the opposing team as it will not be the responsibility of the officials or league administrators to question the eligibility of any players.
 - The league administrators will be responsible for verifying the eligibility of players.
 - **Note:** Protested players must present a government photo ID (full name, date of birth, and photo must be included) to allow the officials to confirm the identity of any players in question. Protested players will not be able to participate if they are unable to present a government photo ID and/or their name is not included on the team roster.
 - **Penalty:** If it is discovered prior to the game or a player entering the game, then the protested player will not be eligible to participate in the game.
 - **Penalty:** If it is discovered during the game (prior to the end of the game) or once a player has entered the game, then the game will be recorded as a forfeit.

Practices

- Ford Softball Fields may be available for reserved practices. Rental fees are \$20 per hour per field and \$10 per hour for lights in two-hour increments. The reservation must be made at least one day prior to the requested date and the fee must be paid at the time of the reservation. If the fee is not received by the prior day, then the field will not be reserved and lights will not be turned on. Please call 214.509.4700 to make a field reservation. Spirit Park will not be available for practices.

Game Locations

- All league games will be played at Spirit Park located at 1151 Ridgeview Drive (between Stacy and Custer). To assist our Department, we ask every team to police their dugout for trash after the game.

Pre-Game Warm-Ups

- Teams will be permitted to warm-up outside the gated areas or on the playing fields before games begin only.

Season

- The regular season will consist of eight (8) games (single-game league) or fourteen (14) games (doubleheader league) and a single-elimination playoff tournament.

Prizes

- Regular season winners receive championship t-shirts. Playoff winners receive a Plucker's wing party and plaque.

Lost & Found

- The Athletics' staff is not responsible for personal items left in the complex, but any items left behind will be stored inside the Spirit Park storage room until the beginning of the following week (Monday). For any lost items, please contact an Athletics' staff member. A reasonable attempt will be made to return the lost item to the rightful owner, but the individual must provide a description of the lost item.

LEAGUE FORMAT

The league format is as follows:

Day	ASA/USA	USSSA
Monday	Men's Church D, Men's Church E, & Men's D	
Tuesday		Co-Rec D/E
Wednesday	Men's D	
Thursday		Men's D/E
Friday	Co-Rec D/E	

D Teams: Teams are composed of tournament and/or league players of average skill. There is a 3 HR limit.

E Teams: Strictly recreational level of play. Teams are composed of players of beginner skill level. There is a 1 Home Run limit.

NOTE: Equalizer Rule to be used as needed for leagues to make. Please refer to the Equalizer Rule on Page 13.

Coaches will have the option of designating their choice of league and night of play at registration; however, tournament players should participate in D leagues or higher. The City of Allen reserves the right to upgrade or reassign a team's league preference based on past performance, team's skill level, and/or to assist with a league making.

LEAGUE SCHEDULES & SPECIAL REQUESTS

All schedules, standings, game results, league information, and communication will be posted on www.teamsideline.com/allen. Please register for text updates and inform all players about the website.

League Schedules

- League administrators will begin formulating league schedules the day after the registration period concludes.
- Once league schedules have been posted to www.teamsideline.com/allen, league administrators will not reschedule games at the request of any team or coach.
 - **Note:** In the event of multiple cancellations, league administrators reserve the right to schedule games on alternate nights and/or weekends. Teams will be notified in advance.
- **Special Requests:** At the time of registration, teams will be provided with the opportunity to make special requests. Teams may add special requests prior to the conclusion of the registration period. Any requests made after the registration period has ended will not be given consideration.
 - League administrators cannot guarantee any schedule requests; however, staff will try to accommodate team requests as best as possible.
 - The following special requests will be given consideration:
 - Multiple teams within our leagues on the same night (i.e. a Men's Softball and Co-Rec Softball, Men's Softball and Men's Basketball, etc.)
 - Same team in two separate leagues.
 - Bye week requests.
 - **Note:** Game start time requests will only be considered for in non-doubleheader leagues.

LEAGUE BY-LAWS

City Administration Rules

- **Sanctioning Bodies:** The City of Allen Adult Softball Leagues are sanctioned by either USA Softball (formerly Amateur Softball Association (ASA)) or United States Specialty Sports Association (USSSA) depending on the night of play. Leagues will follow these by-laws with USA/ASA or USSSA rules and regulations serving as the alternative for any rules or regulations not addressed within these by-laws.
- Allen Parks & Recreation reserves the ability to make changes to any league-related items throughout the duration of the season. Any changes will be communicated to coaches in advance via e-mail and/or phone.
- Teams and players may play in multiple leagues offered by the City of Allen; however, the City of Allen reserves the right to upgrade a team's league preference, or to deny application to participate in the league, if it is determined to be in the best interest of the leagues. The intent of this rule is to promote balanced competition in each league. A player must be on the roster of only one team per league. Players playing in more than one

league do so at their own risk as there are no schedule guarantees.

- **Alcoholic Beverages:** Consumption and possession of alcoholic beverages is allowed when sold by the food truck vendor and prohibited except in designated areas. Outside alcoholic beverages are not allowed inside Spirit Park. League administrators and/or officials will have the ability to forfeit any game if any players are found to have outside alcoholic beverages within Spirit Park.
- **Tobacco Products:** Use of tobacco products are prohibited inside the softball complex area (on the ballfields, in the dugouts, in the spectator area). Designated smoking areas have been established with the placement of “smokers’ poles” outside each gated entrance of Spirit Park.
- **Pets:** Pets are allowed inside the softball complex’s spectator area. They must be on a leash and cleaned up after. No pets will be allowed on the ballfields or inside the dugouts
- **Netting:** No individuals are to lean, sit, or hang on the backstop netting and/or sit along the concrete ledge under the netting.

Playing Field Conditions/Rainouts

- Rainout Line (469.214.4255 or rainoutline.com/search/dnis/4692144255/) will be updated by 5PM.
- If weather and/or field conditions change after 5PM, then the Athletics’ Division will update the Rainout Line and send out e-mails to coaches.
- Officials may assist with determining the playability of the fields and the status of the games.
- In the event of inclement weather or other unforeseen circumstances, games are considered complete after 40 minutes OR after 4 innings of play (3 ½ innings if the home team is leading). If stoppage occurs after this point, the score shall revert to the last completed inning of play and be considered final.

Game Times & Forfeits

- **Coin Flip:** Prior to the start of each regular season game, the home team will be determined by a coin flip. For the playoffs, the home team will be pre-determined as the team with the better record will be the home team.
- **Time Limit:** 50 minutes or 7 innings unless there is a tie.
 - If one team is present with enough players to start and the other team does not, the team with enough players can choose to take the forfeit or allow a grace period.
 - A maximum grace period of 5 minutes will be granted to teams waiting on players. The team awaiting their 9th player will be deemed visitors and forfeit the top half of the first inning.
 - The game will result in a forfeit if a team cannot meet the minimum player requirement after the 5-minute grace period.
 - If both teams do not have enough players to field a team at game time, then the game will be recorded as a double forfeit.
- **Forfeit:** A forfeit will be scored a 7-0 win in favor of the team not at fault.
- **Forfeit Penalties:**
 - **1st offense:** Written Warning and a \$25 forfeit fee will be assessed to teams who fail to show for their scheduled game time and fail to notify the Athletics’ Division by 4PM on the day of their game. The fee must be paid at least one (1) day prior to the team’s next scheduled game. Failure to pay will result in the penalty outlined with the 2nd offense below.

- **2nd offense:** Team is suspended for the remainder of season. In doubleheader leagues, teams must miss at least two (2) games in two (2) different weeks.
- If a team is suspended, a revised schedule may be generated for the remainder of the season.
 - Any games played which involve a suspended team will be considered forfeit wins for their opponents.
 - Any future games scheduled to be played which involve a suspended team will be considered forfeit wins for their opponents unless a revised schedule is created.
- As a courtesy to all involved, coaches should contact the Parks & Recreation Department representative member, by 4PM on the day of your game, if it is known that you cannot field a team for a game.
- **Light Curfew:** No new inning will start after 11:10PM. If 40 minutes or 4 innings are completed (3 ½ if home team winning or the game is tied after 4 innings), then the game will be considered complete. Every effort must be made to have lights off by 11:30PM.

Extra Innings

- If at the end of regulation in regular season games, the score is tied, then the game will end as a tie.
- If at the end of regulation in playoff games, the score is tied, the game will continue until a winner has been determined.
 - Each batter will come up to bat with a full count (one pitch).
 - No courtesy fouls.

Line-Up

- **Line-Ups:** Submit to the home plate umpire at the time of the pre-game meeting. Include every player's first name, last name, and jersey number.
 - Failure to submit a line-up to the home plate umpire at the time of the pre-game meeting may result in: 1) the game being ruled a forfeit if there are not enough players to conduct the game or 2) the game clock will begin, and the umpires will wait for the line-up to be submitted before allowing the first pitch to be thrown.
 - If a team has enough players but is deliberately slow or uncooperative in submitting a line-up, then the home plate umpire may declare a forfeit.
- **Men's & Women's:** Ten (10) players consisting of a pitcher, a catcher, and all other players in the field may be stationed anywhere they choose on fair ground as each pitch is made. *A female may play in the place of a male in any league. Teams can always have more female than male players.*
- **Co-Rec:** Ten (10) players – five (5) males and five (5) females being alternated by gender throughout the lineup.
 - **ASA/USA:** No gender specifications for defensive positioning as there must be a pitcher and a catcher.
 - **USSSA:** No gender specifications for defensive positioning as there must be a pitcher and a catcher and all other players in the field may be stationed anywhere, they choose on fair ground as each pitch is made.
- **Substitutes:** A PLAYER or a SUBSTITUTE shall be officially in the game when his name has been entered on the official score sheet, and in possession of the Umpire or who has been announced as a substitute by his manager. A substitute may take the place of a player whose name is on his team's batting order. The following regulations govern the substitution of players:
 - A. The manager of the team making the substitution, or the substitute should immediately notify the umpire.

- B. If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:
 - If the batter, when he takes his place in the batter's box.
 - If a fielder, when he takes the place of the fielder substituted for.
 - If a runner, when he takes the base runner's place on the base he was holding.
 - If a pitcher, when he occupies the pitcher's plate or pitcher's area and delivers a practice pitch.
- Whether a substitute is announced or not, when he assumes one of the above replacements of a player, any play made by or on this player shall be legal. THERE IS NO PENALTY APPLIED FOR THIS UNANNOUNCED SUBSTITUTE.
- Anyone on the team's 20-person roster may enter the game as a legal substitute even if they were not listed on the lineup card given to the umpire before each game.
- **Additional Hitter:** A Men's or Women's team may opt to use a maximum of two (2) additional hitters (AH). A Co-Rec team may opt to use an extra male and female AH, but they must use both genders as additional hitters. For Men's, Women's, and Co-Rec, all other rules apply to a line up (i.e. player leaves, has an injury, or is ejected – that spot in the lineup becomes an out).
- **Base Coaches:** Two coaches for the team which is at-bat will be allowed on the field to give words of assistance and directions to their team.
 - **Note:** For the team at-bat, the only other individuals which will be allowed on the field are:
 - The batter,
 - Any baserunners,
 - The batter in the on-deck circle/area, and
 - The batter in the hole.
 - Any other individuals must remain in the dugout or outside the field of play. No individuals are to lean, sit, or hang on the backstop netting and/or sit along the concrete ledge under the netting.
- **Shorthanded Rule:** A team may start or end a game with nine (9) players.
 - A game can start if only one team does not have a minimum of nine (9) players; however, the team with less than nine (9) players will automatically be deemed as the visiting team. Prior to the start of the bottom of the first inning, both teams must have at least nine (9) players. The game will be recorded as a forfeit if 1) neither team has at least nine (9) players or 2) the visiting team's 9th player does not arrive prior to the start of the bottom of the first inning.
 - In Men's, Women's, and Co-Rec play, if a team starts with nine (9) players, an out shall be declared for the 10th position in the lineup when that position is scheduled to bat.
- **Courtesy Runner:** Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner. A courtesy runner may be used once per inning in Men's and Women's leagues. **Note:** In Co-Rec leagues, both a male and female player may opt for a courtesy runner in each inning. Courtesy Runner(s) used in Co-Rec play must be gender specific.

Uniforms

- All team members must have a shirt/jersey with numbers permanently attached in 6" or larger on the back of their uniform.
 - Only whole numbers from 0-99
 - Numbers written in permanent marker will be allowed; however, the number must be legible and at least 6".

- No taped-on numbers will be allowed.
- No duplicate numbers will be allowed.
- Failure to wear a shirt/jersey with a permanently attached or drawn on number will make a player ineligible until they are able to provide the proper uniform.
- If at any time a team falls under the minimum number of players required (9), due to illegal uniforms, that team will forfeit the game.
- Matching uniforms are highly encouraged, but not required.
- Metal cleats are not allowed.
- Facemasks for pitchers are highly recommended throughout all leagues of play.

Game Balls

- All game balls shall have an optic yellow cover with red (ASA/USA) or blue (USSSA) seams depending on which league your team is registered for.
- All game balls shall be verified by the umpire prior to use.
- **Wrong Ball Policy:** If a team throws in an unapproved softball, the pitcher must call it to the umpire's attention and the parks approved ball must be provided. If the pitcher pitches the ball to the batter and the batter hits the ball, the result of the play stands.
- **ASA/USA Leagues:** A .52 COR/300 lb. compression 12", MacGregor X52RE ASA Slow Pitch 12" ball will be utilized by men and women in men's games and men in Co-Rec games and a .52 COR/300 lb. compression 11" ball will be utilized by women in Co-Rec games.
- **USSSA Leagues:** The Classic M Plus 12" ball will be utilized by men in men's and Co-Rec games and the Classic W 11" ball will be utilized by women in Women's and Co-Rec games.
- Teams will be required to purchase Allen Parks & Recreation stamped softballs for league play.
 - Monkey Sports (105 W. Bethany Drive, Allen, Texas 75013) and Allen Parks & Recreation staff will sell the balls at \$50.00 per dozen or \$6.00 per ball. Balls can be purchased throughout the season.
 - Allen Parks & Recreation staff will accept credit/debit card payment ONLY. If staff is unable to run the credit/debit card transaction that night, then staff will collect the individual's contact information and call the following day to collect payment.

Bats

- **ASA/USA Leagues:** Only ASA/USA approved bats will be permitted.
- **USSSA Leagues:** Only USSSA approved bats will be permitted. A list of approved bats may be found on the USSSA website: [USSSA Bat Info](#). All bats must have an USSSA stamp.
- It is up to each coach/player to police his/her team as he/she will be held responsible for infractions. This is a serious safety concern!
 - **Pre-Game Bat Inspection**
 - Prior to the start of every game, teams must make all bats available to the umpires for a pre-game bat inspection. If a player is discovered to be using an illegal bat after the pre-game inspection, the player will be called out. Both the player and the bat will be removed from the game. Any time that players have a question regarding the legality of a bat, they must ask the home plate umpire for a ruling prior to taking a position in the batter's box.
 - If an illegal bat is discovered during the pre-game inspection or prior to the batter entering the batter's box, the bat will be removed from the game and no penalty will be assessed to the player or the team.
 - **In-Game Bat Testing**
 - Hitting Up the Middle rule (see below).

- After the homerun limit has been reached, any homerun hit over the fence will result in the bat being tested.
- An Athletics' Division staff member or an umpire may ask a player to inspect his/her bat. If that staff member or umpire feels in his/her opinion that the bat may be altered/tampered with that bat will be removed from the game for bat testing.
- If a bat passes the bat test, the bat will be returned to the owner.
- A failed bat test will result in the bat being documented and banned from any City of Allen softball leagues and will be held until the conclusion of the game.
- Any refusal to turn over the bat will result in that player being asked to leave the park immediately and receive a minimum of 1-year suspension.

Thrown Bats

- When a player throws a bat intentionally in anger, the player is subject for being ejected from the game. The intent will be determined at the discretion of the umpire.
- Any bat thrown that hits a defensive player or umpire on the field will result in a dead ball and the batter will be ruled out. Further disciplinary action, regarding intent, will be determined at the discretion of the umpire.

Bat Count

- All at-bats will begin with a "1-1" count.
- **Extra Innings:** All at-bats will begin with a "3-2" count.
- **Foul Balls:** No courtesy foul balls will be given when a foul ball is hit with 2 strikes as the result will be the batter being out.

Pitching Rules

ASA/USA: The ball shall be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 10 feet from the ground.

- The strike zone is that space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, between the batter's back shoulder and the front knee.
- A pitcher must:
 - take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. (City of Allen Rule for Safety: The pitcher may choose to pitch from the pitching area, an area the width of the plate and up to six (6) feet behind the pitcher's plate.)
 - come to a full and complete stop, facing the batter, with the ball in front of his body for at least one second before starting the delivery. (While on the pitching plate prior to the required stop, any motion may be used.)
 - deliver the ball at a moderate speed (in a continuous motion) after the required stop (on the throwing side of the body) on the first forward swing of the pitching arm past the hip with an underhand motion.
 - keep the pivot foot in the proper pitching position until the pitched ball leaves the hand. If a step is taken, it may be forward, backward, or to the side, provided the pivot foot remains in the proper pitching position and the step is simultaneous with the release of the ball.
 - release the pitch within 10 seconds after receiving the ball, or after the umpire indicates 'play ball'.
- A pitcher may:
 - pitch with the hand over or under the ball.

- A pitcher may not:
 - make any motion to pitch without immediately delivering the ball to the batter. (ex: faking a pitch)
 - use a delivery in which there is a stop or reversal of the pitching motion.
 - pitch the ball behind the back or through the legs.
 - continue any pitching motion after the ball is released.
 - deliver a pitch from the fielding glove.
 - wear a batting glove on the pitching hand.
 - attempt a quick return of the ball before the batter has taken position in the batter's box or when the batter is off balance.
- In each case above, if a batter swings at or contacts any illegal pitch, it is nullified and all play stands. If the batter does not swing, a ball shall be called on the batter.

USSSA: The 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.

- The strike zone is that space directly above home plate that is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the batter assumes his natural batting stance adjacent to home plate. Any part of the pitched ball that passes through this zone is a strike.
- A pitcher must:
 - pitch from the pitching plate or from the pitching area, an area the width of the plate and up to six (6) feet behind the pitcher's plate.
 - have his pivot foot in contact with the pitcher's plate or pitching area when the pitched ball is released.
 - present the ball in front of his body (for at least one second) in either one or both hands before starting the delivery motions, after assuming the pitching position on the pitcher's plate or in the pitching area.
 - use a definite underhand motion in the delivery of the pitch at a slow speed.
 - release the ball within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box.
 - face home plate on delivery of pitch.
- A pitcher may:
 - hold or grip the ball in any manner before delivery.
 - release the pitched ball in any manner when delivering the pitch. This includes any and all types of delivery. (After the pitcher presents the ball, he may make any windup or arm motions desired, either in front of his body, above his head or behind his back, including stops and pauses in these motions.)
- A pitcher may not:
 - use tape or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball.
 - deliver a quick-return pitch.
- In each case above, if a batter swings at or contacts any illegal pitch, it is nullified and all play stands. If the batter does not swing, a ball shall be called on the batter.

Hitting Up the Middle

- A hit up the middle will be defined as any line drive ball that hits the pitcher, is caught by the pitcher in a defenseless mode, or glances off the pitcher's glove or clothing in a defenseless mode within his body silhouette. Any ball that strikes the ground first will not be included in this rule interpretation.
- This pitching rule allows the pitcher to position their body anywhere within the pitching area provided that one foot is in contact with the pitching rubber. Therefore, for the purposes of interpretation of this rule, the pitching area will be the area that the pitcher establishes at the time of release and up to 6 feet behind that established area. (Example: If the pitcher releases the pitch with their body extended to the right of the defined pitching area, the pitching area is now to the right of the originally defined pitching area). Any ball hit outside of the newly established pitching area will be deemed legal.
- **Penalties:**
 - 1st Occurrence: Dead ball. Batter is out. Runners return to the last base occupied prior to the rule violation. Both teams receive a final warning that the next player will be ejected from the game.
 - 2nd Occurrence (each team): Dead ball. Batter is out and ejected from the game. Runners return to the last base occupied prior to the rule violation.
 - 3rd Occurrence (each team): Dead ball. Forfeiture of game.
 - In any/all occurrences, when a pitcher is hit, the bat will be removed for testing. The bat can be returned to play if it passes testing. Bats will be banned if the bat fails the compression test.
- **Exception:** If a line drive is caught by the pitcher, the pitcher still can double off any base runner(s). The play will continue until a normal time out is called by the umpire and then the penalty will be enforced.
- This is a judgment call which has been adopted for safety reasons.

Home Run Limits & 1-Up Rule

- Over-the-fence home runs are limited based on the league classification below. A home run will be charged for any untouched fair fly ball hit over the fence in fair territory. A home run will be charged for any fair fly ball which touches the yellow piping along the top of the fence and bounces over the fence in fair territory. A live ball will consist of any fair fly ball which touches the yellow piping along the top of the fence and bounces back into the field of play. A four base award will consist of any fair fly ball touched by a defensive player which then goes over the fence in fair territory and will not be included in the total of over-the-fence home runs.
- All Home Runs hit after the allotted amount will result in an out, exceptions for 1-Up rule.
 - Men's, Women's, and Co-Rec D leagues are allowed a total of 3 Home Runs.
 - Men's, Women's, and Co-Rec E leagues are allowed a total of 1 Home Runs.
- The 1-Up rule allows teams to exceed the home run limit. Once both teams have reached their divisional homerun limit, teams are allowed to then exceed the limit by 1 homerun and cannot hit another homerun until the opposing team matches.
 - **Example:** Team A has hit 3 home runs in total reaching their home run limit. Team A proceeds to hit a 4th home run but is considered an out since Team B has not gone to bat yet/reached 3 home runs. Next, Team B goes to bat and hits 3 home runs. Team B proceeds to hit a 4th homerun and it counts because its only 1-up from Team A's total homeruns. Team B then proceeds to hit a 5th homerun, this does not count and is considered an out because they exceeded the 1-up difference in homeruns.

- **Note:** Women in Co-Rec leagues will be allowed unlimited home runs that do not count towards the total homerun limit or 1-Up rule.

Stealing

- Stealing will not be allowed in any ASA/USA or USSSA leagues.

Equalizer Rule

- If two divisions, advertised as C and D or D and E are combined, then the divisions will be played using the “equalizer rule.” All teams will play under the higher classification home run limit and the higher classification teams will spot the lower classification teams a total of three (3) runs per class at the beginning of the game.
 - **NOTE:** In C/D leagues, all teams are allowed a total of 5 Home Runs with the D teams being spotted 3 runs versus C teams. In D/E leagues, all teams have a 3 Home Run limit with the E teams being spotted 3 runs versus D teams.

Flip-Flop Rule & Run Rule

- **Flip-Flop Rule:** In the inning when the run rule for a game is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference to below the run rule, the game will be over. If they reduce the run difference to below the run rule, 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. If the situation reverses, the teams would flip/flop again.

Run Rule	Flip-Flop Rule
20 after 3 innings	After 2 nd inning
15 after 4 innings	After 3 rd inning
10 after 5 innings	After 4 th inning

- The home team does not bat if they are ahead.
- **Flip-Flop Rule (Example 1):** At the end of the 3rd inning, Team B (the home team) is behind by a score of 15-0 so the flip-flop rule goes into effect and Team B bats in the top of the 4th inning. Team B rallies for 5 runs and the game continues to the bottom of the 4th inning, when Team A (the original visiting team), comes to bat. Team A scores 5 runs in the bottom half of the inning so the final score is 20-5 (15 run rule after 4 innings).
- **Flip-Flop Rule (Example 2):** At the end of the 3rd inning, Team B (the home team) is behind by a score of 15-0 so the flip-flop rule goes into effect and Team B bats in the top of the 4th inning. Team B rallies for 5 runs and the game continues to the bottom of the 4th inning, when Team A (the original visiting team), comes to bat. Team A scores 4 runs in the bottom half of the inning so score after four innings is 19-5. In this case, the game would continue to the 5th inning and Team B would bat first again needing to score at least 3 runs to force Team A to bat in the bottom of the 5th.

Code of Conduct

The Adult Sports Code of Conduct applies to all players and coaches. Coaches are required to maintain order and control of their team and spectators and remind others associated with their team about the Code of Conduct. This code applies to players as individuals or as a team, and the penalties can be applied to any individual or an entire team. This code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

As a league participant, I pledge to:

1. Sign my team roster and agree to the Code of Conduct prior to participation or be subject to game forfeiture or disqualification.
2. Read, review, and understand league bylaws, rules, and policies and always adhere to them.
3. Always treat other players, spectators, officials, and staff with respect.
4. Never use physical or verbal abuse toward an opposing player, spectator, official, or staff. This is to include any defamation of character or libel of officials or staff within any social media platform or written content.
5. Always refrain from the use of profanity and/or obscene gestures.
6. Listen and follow all given instructions and directions from officials and staff and communicate in a friendly, reasonable manner.
7. Respect the facility, equipment, and facility amenities.
8. Refrain from the usage of tobacco products inside any facility and near/within any sports complex.
9. Refrain from the consumption or possession of alcohol unless sold to within the authorized vendor at the facility or sports complex.
10. Immediately leave the facility or sports complex when ejected from a game and will not return to any Allen Parks & Recreation leagues as a player, coach, and/or spectator until the issued suspension has expired.

Anti-Discrimination: Allen Parks & Recreation does not discriminate based on gender identity, sex, race, age, religion, color, disability, sexual orientation, marital status, or any other characteristic. Any type of discrimination should be directed to the Allen Parks & Recreation Program Supervisor. Any official, coach, spectator, or player found to be engaging in any type of discrimination will be subject to corrective or disciplinary action at the discretion of Allen Parks & Recreation.

If I cannot participate according to this Code of Conduct, then depending on the severity of my offense(s), any or all the following consequences may occur:

- a. Verbal warning,
- b. Removal or ejection from a game,
- c. Temporary Suspension from league play (no refund of registration fee), and/or
- d. Expulsion from the league entirely (no refund of registration fee).

Conduct & Ejections

- **Removal:** At the discretion of the official or staff, a player or coach may be removed from the game for minor infractions.
 - **Note:** Removals will NOT require the player/coach to leave the facility/park and no additional team penalties or suspensions will be issued.
- **Ejection:** At the discretion of the official or staff, a player, coach, or spectator may be ejected from the game for any unsportsmanlike conduct (to include the consumption of

alcohol). Examples: verbal abuse (cussing, arguing calls as a player/coach/spectator, etc.), physical abuse (fighting, making any type of physical contact with officials or staff, etc.), bringing alcohol into the complex, etc.

- **Verbal Abuse:** Any individual who verbally abuses a player, spectator, official, or staff, AT ANY TIME will be suspended for one week.
- **Physical Abuse:** Any individual who physically abuses a player, spectator, official, or staff will result in EXPULSION of the player(s) from all City of Allen Leagues for at least a one-year period or the respective suspension period for the sanctioning body of the league and possible legal action.
- **Note:** If an ejection reduces a team to 9 players, the team can continue to play; however, the ejected player's position in the lineup will be an automatic out. If additional players are ejected or removed at any time during the game and the available number of players falls to less than 9, then the game will be recorded as a 7-0 forfeit.
- **Suspension:** Any individual which is ejected from any game will be required to serve a suspension.
 - **First Ejection Offense: 1 Week Suspension**
 - Any individual (player, coach, or spectator) which is ejected for unsportsmanlike conduct must leave the facility property (to include the field/gym/school and spectator area) within two (2) minutes.
 - **Note:** Failure to leave within two (2) minutes, returning after being ejected, or returning while serving a suspension will result in a team receiving a 7-0 forfeit loss for any games played that day and might possibly result in a team forfeiture.
 - Any individual (player, coach, or spectator) which is ejected will be suspended automatically for a week as a player, coach, or spectator from all Allen Parks & Recreation athletic leagues. It is the responsibility of the ejected individual to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
 - The coach will be required to provide the name, e-mail address, and phone number of any individual which is ejected as Allen Parks & Recreation will send an e-mail to inform and remind the coach and ejected individuals of the one-week suspension. The one-week suspension can NOT be protested if any type of verbal or physical abuse of an opposing team, official, or staff leads to the ejection.
 - **Note:** Failure to cooperate will result in the team serving a suspension for the following week as it is expected that all individuals have signed the waiver and Code of Conduct.
 - **Second Ejection Offense: League Suspension**
 - Any individual (player, coach, or spectator) which is ejected twice within the same season will result in a suspension from all leagues for the duration of the current season.
 - **Note:** If the second ejection occurs during the last three (3) weeks of the regular season or playoffs of the current season, the individual will be suspended for the entire following season.
 - The coach will receive an e-mail to inform and remind the coach and ejected individuals of the league suspension.
 - **Note:** After the coach is notified about the league suspension of their team or any individuals, a written protest may be submitted within 14 days to be reviewed by Allen Parks & Recreation. Failure to submit a written protest within the 14-day period will result in the league suspension being upheld.

- Any incident for which a team forfeits a game due to misconduct will result in that team becoming ineligible for the league playoffs.
- The Athletic Supervisor will review any other actions determined to be detrimental to the league. Allen Parks & Recreation reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, and/or to protect the integrity of the league.

Protested Games

- The coach/team captain will serve as the official spokesperson for their team and spectators. This individual will represent their team AND may address an umpire to receive rule interpretation or obtain essential information. The coach/team captain must do so in a courteous manner to avoid being removed or ejected from a game.
- All protests must be formally presented to an official.
 - **Note:** Official(s) will be used interchangeably with referee(s) and/or umpire(s).
- All protests must be submitted in writing and accompanied with a \$25 protest fee (Money Order ONLY made out to the City of Allen) to the Allen Parks & Recreation Department within 48 business hours of the completion of the protested game. Protest fees will be returned if the protest is upheld.
- Rule interpretations will be the only protests allowed as judgement calls cannot be protested.

Make-Up Games

- Make-up schedules will be e-mailed to the team manager/coach and posted on www.teamsideline.com/allen.
- If any regular season games are cancelled, Allen Parks & Recreation has allotted make-up dates for each league. These make-up dates will take place during the two weeks immediately following the completion date of the original regular season. Allen Parks & Recreation reserves the right to schedule on alternate nights if necessary due to heavy rains, etc.
- Allen Parks & Recreation will do everything possible to make up all weather-related cancellations; however, severe or extreme weather conditions/patterns may lead to games being permanently canceled with no refunds in an effort to keep future leagues on schedule.
- All softball leagues will have a drop-dead date of **Saturday, May 10th, 2025**.

Playoffs

- Top 4 teams advance. 2nd seed vs. 3rd seed, followed by 1st seed vs. 4th seed, and then the championship game.
- All league rules remain in effect except the coin toss as the higher seeded team will be the home team.
- For any combined leagues (i.e. D/E), the top eight (8) overall teams OR top four (4) teams from each division will advance.
 - Allen Parks & Recreation will determine how playoff brackets are split as there will be two separate playoff brackets.
- For any league which consists of nine (9) or more teams, there may be more teams which advance to the playoffs. This pertains to combined leagues as well.

League Tiebreakers

- All tiebreakers will be resolved in the following order:
 - Winning Percentage
 - Head-to-Head (Two or more teams – tiebreaker awarded to team with highest number of wins against all teams involved in tie)
 - Total Run Differential
 - Total Runs Against
 - Total Runs For
 - Forfeits (Team with the fewest no-call, no-show forfeits will receive a higher seed)
 - Coin Toss.

Winning Percentage

- A win equals 1-point, a tie equals 0.5 points, a lose equals 0 points.
- Winning Percentage is calculated as follows: $(\text{Total number of wins} + \text{Ties}) / \text{Number of Games Scheduled}$



City of Allen Adult Athletics General Roster Form

LEAGUE: _____ TEAM NAME: _____

***All columns below must be completed by all players and turned in before playing. I understand that my signature confirms that I have read the waiver, provided accurate contact information, and I will abide by the Code of Conduct as well as all league rules and policies. Please see reverse side/next page for Code of Conduct.**

Name	USSSA Class	Uniform#	Email Address	Phone #	Signature
1.(Coach)					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10. (5-on-5 Flag Football roster limit)					
11.					
12. (Volleyball & Basketball roster limit)					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20. (Kickball, Softball, Ultimate Frisbee, Soccer, and 8-on-8 Flag Football roster limit)					

* USSSA Classifications: B, C, D, E, or L (League Only).
All tournament players MUST list classification found on the USSSA website*

Persons signing above understand that athletic activities involve risks and do hereby waive all claims against the AISD, City of Allen, their agents, and employees on behalf of themselves, heirs, executors, and administrators for an accident or injury that may be sustained participating in the program. We the undersigned acknowledge that all players listed are 18 years of age or older or have received parental consent and eligible under all rules and bylaws of the program.

Team Rosters may be submitted to any one of the following emails addresses.

Spencer Allen
Spencer.Allen@CityofAllen.org

Justin Radney
Justin.Radney@CityofAllen.org

Mason Ryden
Mason.Ryden@cityofallen.org

City of Allen Parks & Recreation CODE OF CONDUCT

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