



City of Concord Adult Softball Rules & Code of Conduct

All league play will be conducted according to the rules and regulations set forth herein, as well as governed by USSSA Slow Pitch Softball Rules and Regulations for the current year. Exceptions to these rules are stated herein.



City of Concord

Adult Softball Rules and Code of Conduct

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I. MISSION STATEMENT

- A. The City of Concord Adult Softball League organizes competitive and recreational softball games for players of all skill levels. Through well-structured leagues that emphasize respect, fun, and accountability, we ensure enjoyable and organized games. Our league brings joy, fosters friendships, promotes healthy lifestyles, and strengthens the sense of belonging within our community.

II. LEAGUE OVERVIEW

- A. The Code of Conduct contained herein will govern all players, managers, coaches, spectators and sponsors before, during and after all games. The Concord Recreation Services Department (League Director) shall enforce all rules as necessary. Recreation Services also reserves the right to establish regulations at any time deemed necessary for the safe and efficient operation of the Adult Softball Program.
- B. Flagrant violation of any regulation or interpretation of such will result in individual and/or team suspension, which forfeits all rights, privileges and fees, etc. Disciplinary or rule decisions must be appealed in the following manner:
 - 1. Written appeal to a Board, consisting of Recreation Services Representatives, League Director and the Umpire in Chief.
 - 2. All written appeals must be submitted within 30 days from the date of notification.

III. UMPIRES

- A. Official umpires are contracted by the Recreation Services Department and will have full authority over players, coaches, managers and spectators at all times.
- B. Umpires have the authority to eject and/or order any player, manager, coach, sponsor or spectator out of the game, off the field and/or away from the playing field (*out of sight and sound*) for violations of the league rules or the Code of Conduct, such as, but not limited to unsportsmanlike conduct.
- C. Lack of compliance or further abuse by the ejected individual - either on the playing field or off - could result in forfeiture of game by the umpire or field supervisor.
- D. Player/team ejections and unsportsmanlike conduct is subject to further disciplinary action by the League Director.
- E. Recreation Services staff have the identical authority of an umpire if they deem players, managers, coaches, sponsors or spectators are acting in an unsportsmanlike manner.

IV. ENTRY FEES

- A. Concord Recreation Services shall establish league fees to cover costs for the safe and efficient operation of the Adult Softball Program. No team will be permitted to take the field unless it is in good financial standing.
- B. All returned checks are subject to additional fees as determined by the City of Concord Treasurer's Office. Team will not be allowed to take the field until all returned items and associated fees have been paid.
- C. All declined or invalid credit card transactions will be charged a \$35 fee per occurrence.
- D. No refund of team registration fees will be issued once schedules are completed.

V. TEAM NAMES

- A. In keeping with the “Family Friendly” environment, team names must be deemed appropriate in content for all players and spectators. Team names, intended or otherwise, that can be considered a derogatory name or reference, that suggest any violent action or that can be construed as an innuendo toward a sexual act will not be allowed.
- B. League Director reserves the right to not allow any team name they deem inappropriate, regardless of if it has been allowed in previous seasons.

VI. TEAM ROSTERS

- A. Players/Teams must adhere to all Team Roster and Player Participation rules outlined in this document.
- B. No player, coach or team may take the field without a current completed Official Team Roster and Hold Harmless Agreement on file. Managers must complete the roster section designated for the manager and have the roster on file with the City of Concord prior to the start of the team’s first league game.
- C. Rosters must list a minimum of eight (8) players. No more than twenty (20) players may be on the roster at any time; unless exception is made by the League Director.
- D. All players must complete their TeamSideline registration. Listing an incorrect name, address, league/tournament classification or birth date is grounds for forfeiture or dismissal from the league without any reimbursement of fees.
 - 1. Only those listed as players on the official team roster will be allowed to actively participate in a game as a player.
- E. Roster additions will be reviewed weekly to determine player’s eligibility to play in the team’s division.
- F. All communication regarding schedules and important league updates are done via email. Manager’s that don’t use or check email are required to appoint a team member as the main contact and include their email on the team roster.
- G. The League Director reserves the right to remove players from a roster, deny any player addition and/or drop any player from a team to ensure the team is playing within the league’s team/player classification rules.
- H. To be allowed in the dugout and/or on the field during a game, managers and coaches (not listed as players) must have a signed *Hold Harmless Waiver for Non-Players* is on file with the City of Concord. Managers and Coaches must be at least 18 years of age.

VII. ROSTER ADDITIONS

- A. Player Additions must be submitted online at www.TeamSideline.com/Concord before the player takes the field.
- B. Roster additions for eligible players will receive tentative approval for the game. The League Director reserves the right, at any time, to deny/revoke all roster addition(s)/changes.
 - 1. Refer to the *Player Participation /Eligibility* and the *Ineligible Player* sections to determine eligibility for any player you wish to add.
- C. Additions will be allowed:
 - 1. Prior to the start of the 10th game in a 12 game season
 - 2. Prior to the start of the 8th game in a 10 game season
 - 3. Prior to the start of the 7th game in an 8 game season
 - 4. Prior to the start of the 6th game in a 7 game season
 - 5. League Director must approve any exception.

- a) In case of injury, proof must be provided.
- b) Additional restrictions/conditions may be imposed on players added by exception.
- D. Players who are not officially listed on the current team roster, regardless of playing history on the team, will not be eligible to play on that team the remainder of the season if the deadline for additions has past.
- E. It is the Managers responsibility to check their official roster online at www.TeamSideline.com/Concord prior to the start of the last game where additions are allowed to make sure it is complete and all players are officially rostered.

VIII. ROSTER DROPS

- A. Managers must contact Recreation Services league representative to drop players from their roster. This can be done by:
 - 1. Sending an email to sports@cityofconcord.org
 - 2. Calling (925) 671-3423 during business hours, M-F, 10:00 a.m. to 4: p.m.
 - 3. Contacting the Field Supervisor during regular league games.
- B. Once a player has been dropped from a team roster, they may not be added back to that team's roster until the next league season.
- C. It is essential for managers to be aware of their players' commitments to other teams within the same division or on the same night of play. This can lead to scheduling conflicts that result in players being unable to attend games.
 - 1. It falls upon the manager to ensure such conflicts are minimized, allowing players to fulfill their commitments effectively.

IX. PLAYER PARTICIPATION/ELIGIBILITY

- A. All players must be 18 years of age or older to play.
- B. Exception: Players that are under 18 , but at least 17 years of age, may play but must have a Parent Permission Form on file. Contact the League Director for details.
- C. Players may play on up to two (2) teams in the same division on the same night of play.
- D. Players may play in leagues one division higher or one division lower from their team level.
 - 1. Example: A C2 player may play for a C1 team or a D1 team. They may not play on a D2 team.
- E. Conference Players may NOT play on teams in the following levels
 - a) Men's D1 or D2
 - b) Women's C or D
 - c) Mixed White or Blue
- F. Scheduling conflicts are the sole responsibility of the player. A player on two or more teams must notify their manager at the time of rostering which team they have chosen to play on in the event of a scheduling conflict.
- G. It is the Manager's responsibility to be aware of all other teams their players are rostered on. League/Playoff schedules will not be adjusted or changed to accommodate conflicts.

X. INELIGIBLE PLAYER

- A. An ineligible player may be defined as (but may not be limited to) any player who:
 - 1. is not listed on OR has not personally signed the roster for the team they are playing for
 - 2. is not properly listed on the team roster (i.e. incorrect address, birth date, etc.)
 - 3. has been ejected or is currently suspended

4. is playing under an assumed name or any name other than their own
- B. Players may not participate in any game for any team in which they are deemed ineligible.
- C. Listing and/or playing a non-rostered or ineligible player during a game may result in a forfeit, including instances where an ineligible player is discovered after the conclusion of the game.
- D. Players caught participating in an ineligible status may be immediately ejected from any game in progress and subject to further disciplinary action.
- E. Penalties and sanctions may also be issued to managers, acting managers and/or teams for allowing ineligible or non-rostered players to participate in their game(s).

XI. ROSTER CHECKS

- A. The league reserves the right to conduct random roster checks before, during and after all games, including pre-season, regular season and playoff games.
 1. The official Game time will not start until the roster check is completed for both teams.
- B. All players must have a valid photo I.D. This I.D. must be a valid, state issued Identification Card or Driver's License or other league approved form of photo identification.
 1. Players may be requested to show I.D. to a league representative before, during, or after games.
 2. Failure to produce an appropriate ID as described above may result the player being ejected from the game, and/or forfeiture of any games in which the player participated.
- C. If the discovery of an ineligible player was due to a roster check or finding by a league representative, and no official protest was filed by the opposing team, the following may occur:
 1. Games in progress:
 - a) 1st occurrence (Team or Player):
 - If additions are still allowed, and the player is not already rostered on two (2) other teams in the same division, the player must immediately be added to the team roster.
 - If the addition deadline has passed or the player is ineligible to be added to the roster, the non-rostered player will be immediately ejected from the game and an out will be recorded for each time that batter would have come up to bat. No substitution will be allowed for this ineligible player.
 - b) 2nd occurrence (Team or Player):
 - The player will be ejected from the game and an out will be recorded for each time that batter would have come up to bat. No substitution will be allowed for this ineligible player.
 - Manager/players will be subject to additional disciplinary action
 - Pending league review of the situation, the game may be declared a forfeit.
 - c) If the removal of one or more ineligible players results in less than 8 eligible players remaining in the game, the game will be declared a forfeit.
 2. Completed Games:
 - a) Manager/players will be subject to additional disciplinary action
 - b) Pending league review of the situation, the game(s) in question may be declared a forfeit.

XII. TEAM/PLAYER CLASSIFICATION

- A. Player Declaration and/or Official Team Roster turned in at time of registration must accurately reflect the overall team composition and team playing ability.
- B. Teams will be assigned to divisions by Recreation Services staff using four criteria; prior league records, playoffs results; team roster and the overall strength of the team.

- C. All rosters, including Player Additions, will be reviewed by the league. Roster changes and/or Player Additions will not be approved by the league if they significantly increase the overall playing level of the team.
 - 1. Players who do not correctly disclose their highest playing level(s) may be automatically dropped from the roster and will not be eligible to play for that team the remainder of the season.
 - 2. That player is also subject to suspension from all other Concord League teams.
 - 3. Flagrant non-disclosure may also result in additional manager and team sanctions.
- D. League Director reserves the right, at any time, to change the playing level classification of a team or player when performance or roster changes deem it appropriate.
- E. The league reserves the right during the season to realign teams to a different division, deny/revoke Player Additions and/or disqualify teams from playoffs if needed to maintain the overall competitive balance within the league.
- F. In cases where a specific level is unavailable, the League Director reserves the right to place teams or players at the most appropriate level.

XIII. OUTSIDE PARTICPATION

- A. Teams who participate in leagues or tournaments outside the City of Concord will do so without disrupting the established Concord league schedule or playoff schedule.
- B. Games will not be rescheduled to accommodate conflicts.

XIV. FIELD CONDITIONS & RAIN OUTS

- 1. Managers/players should check with the “Rain Information Hotline”, (925) 671-3479 on the day of the game if weather or field conditions are questionable. Calls should be made after 4 p.m. Mon – Fri and after 3 p.m. on weekends. It is the team’s responsibility to check the Hotline.
- 2. This number is updated only as field conditions change and will specifically reference games at Willow Pass Park.
- 3. League officials have authority to cease play of any or all games, in progress or otherwise, whenever playing conditions are deemed to be unsafe and warrant doing so. Refer to the *Complete Game* and *Continuation Game* sections herein for more information.

XV. FIELD RULES

A. Dugouts & Field of Play

- 1. Home Team will occupy the 3rd base dugout/designated dugout area. Away Team will occupy the 1st base dugout/designated dugout area. **Exception:** Teams with a double header can remain in the same dugout if they so choose.
 - a) Out of respect for the teams arriving for the next game, teams are encouraged to exit the dugout area as quickly as possible at the conclusion of their game.
 - b) Teams must make sure all trash and beverage containers are removed from the dugout area prior to vacating.
- 2. All managers, coaches and players, in the dugout or on the field, must be listed on the Team Roster online, with correct designation and have submitted the Team Roster/Hold Harmless Agreement. The Players Code of Conduct governs all players and persons affiliated with the team, including base coaches, sponsors and spectators.

3. Non-players, age 18 or older, are allowed in the dugouts during games only if they have a signed *Hold Harmless Waiver for Non-Players* on file with the league. Under no circumstances are non-players under the age of 18 allowed in the dugouts.
4. Only umpires, on-deck batter, base coaches and defensive players may be on the field during play. All other individuals are required to remain in the dugout to ensure safety and non-interference with play.
5. Loose bats, balls, gloves, equipment and apparel of any kind must be kept out of the field of play during games. Each team is responsible for maintaining its own dugout area.

B. Equipment

1. Players must wear closed toed shoes at all times. Metal spikes/cleats are not allowed in league games or on the fields at Willow Pass Park.
2. Pitchers and other defensive/offensive players are strongly encouraged to wear personal protective equipment, including but not limited to mouth guards, shin guards, helmets and face masks.
3. Flagrant throwing of bats or other equipment will result in ejection. Further penalties, subject to degree of infraction, may be imposed

C. Player Ejections

1. Managers, Players and Coaches are responsible for knowing and adhering to all rules and the Code of Conduct.
2. League officials and Umpires are not required to issue “warnings” to teams or players prior to imposing penalties or ejecting players for violations of the rules and/or Code of Conduct.
3. Team managers are responsible for controlling their players, coaches and spectators.
4. If a player is ejected, and no substitution is available, an automatic out will be recorded each time that player would have come up to bat.
5. Ejected players may not, under any circumstance reenter any game in which they were ejected. Ejected players must receive clearance from the League Director or a designated Representative before playing in any other league game, regardless of team or night of play.

D. Alcohol, Smoking & Amplified Sound

1. In keeping with a Family Friendly environment, players, coaches and spectators are asked to abide by the following:
 - a) In order to maintain a respectful and inclusive environment, music played during League events must refrain from containing lewd or inappropriate language and/or at a volume level that interferes with communication between league officials or players during game play. League officials reserve the authority to instruct teams to discontinue playing music if it is deemed inappropriate or it is interfering with communication during any game.
 - b) Smoking/vaping of any substance, possession and/or consumption of alcoholic beverages and illegal substances are not allowed in any park. (CMC # 74-36)
 - The intent and purpose of prohibiting smoking of any kind is to protect the Health, Safety and Welfare of all Participants. (Or the general public). (Health & Safety Code 8.35.040 (b))
2. No player, coach or manager may drink or have in his/her possession any alcoholic beverage or any illegal substance on the field of play, in the dugout, or in the general ball park vicinity during their game.
 - a) Refer to the Code of Conduct for penalties imposed for offenses involving alcohol or other illegal substances.

3. No player, manager or base coach may play or take the field in an intoxicated or impaired condition.
4. If a player is ejected for possession or consumption of alcohol during their game, the Manager/Acting Captain will also be ejected from the game. Additionally, the Manager/Acting Captain may face suspension.

E. Line-up Cards & Batting Order

1. Line-up cards must be turned in to the scorekeeper prior to game time. No player may play a defensive or offensive position without being in the batting order.
 - a) The umpire may declare a delay of game and begin issuing penalties if line-up(s) are not submitted by game time.
2. Managers have the option of batting up to 14 players. Changes to the batting order may not be made after the game clock starts.
3. Adding players to the batting order: Legally rostered players (up to the maximum of 14) may be added up until the 1st pitch of 4th inning.
 - a) If a team is playing with less than 10 players, the manager may add legally rostered players (up to the 10th player) at any time during the game.
 - b) Additional batters added to the lineup after the game clock is started must be put in after the last batter listed on the line-up card. (They may not be inserted between other batters already in the line-up)
4. Substitutions: Substitute players do not need to be listed in advance on the Line-up card, however all substitute players must be reported to the scorekeeper prior to that player stepping into the batter's box or taking any defensive position.
5. Any 10 players of the 14 batters listed in the batting order may play a fielder's (defensive) position. (Additional restrictions apply for Mixed leagues.)
6. Whenever players change defensive positions, they *do not* have to report to the umpire or scorekeeper.
7. The batting order *must* remain the same at all times.

F. Game Time

1. The official game time may be delayed by a league representative for any reason.
 - a) Situations where this may occur include, but are not limited to, the prior game running late, delays to complete roster/ID checks, serious injury, lack of umpire/scorekeeper and other league related conflicts.
2. If a team has 8 or more players, they must take the field and no grace period will be granted.
 - a) A five (5) minute grace period will be allowed for all games **ONLY** when a team does not have the required minimum of eight (8) players and the game is in jeopardy of being forfeited. This five (5) minute grace period, if used, will be taken off the original 60 minutes.
3. Managers or captains **MUST MEET** with umpire prior to start of game for pre-game meeting and to synchronize watches if desired. The umpire's clock will be considered official time when determining the start time of the game.
4. Play time will be officially tracked using game-play timers. The game-play timer will be kept at the scorekeeper table or on the official scoreboard if one is available.
 - a) At game time, the umpire will direct the scorekeeper to start the official game-play timer and immediately announce to both teams that their game has officially started.
5. Warm-ups will be permitted prior to the game if time allows. Infield/Outfield warm-ups are not allowed after the 1st inning.

6. The umpire or league official, at their discretion, may direct the scorekeeper to pause the official game-play clock as needed, for example, in the event of a serious injury or rule clarification issues.

G. Game Length

1. Games will be seven (7) innings OR 65-minutes on all regular season games, regardless of score.
2. No new inning will begin after 60 minutes for all league games, regardless of score
3. The losing team has the option to "concede" at any time prior to the time limit.
4. The umpire can also terminate any game they feel is a "travesty."
5. League officials have authority to cease play of any or all games whenever there is a serious injury or playing conditions are deemed to be unsafe and warrant doing so.

H. Complete Game

1. A game is considered to be a complete game when it has reached:
 - a) Fifty-five (55) minutes OR
 - b) Five (5) complete innings OR
 - c) Four and one-half (4 ½) innings (*if home team is ahead at that point*) regardless of time remaining.

I. Continuation Game

1. A Continuation Game will be played whenever possible for any game not considered to be a complete game.
2. Continuation games will be played during the regular season, whenever possible.
3. However, due to tight schedules and limited facilities, we will use any available night or weekend to make up regular season games and playoffs games.
4. Any continuation game granted by the league will be played from the point of protest or from the point in time when the game was called by the field supervisor, whichever is most applicable.
5. Any incomplete games not able to be completed during the regular season will be played on the make-up date(s) specified in the registration information packet.
6. If a game is considered to be a Complete Game, a continuation game will not be scheduled.

J. Forfeit

1. Game time (as defined herein) is forfeit time. If the minimum required number of players (8) are not in the dugout or on the field at game time, the Umpire/Scorekeeper will notify the Field Supervisor of a potential forfeit.
2. At the conclusion of the five (5) minute grace period, both teams must have a minimum of eight (8) players on the field or in the dugout.
 - a) If at least eight (8) players (Mixed League: 4 men /4 women are required to play a game) for each team are not on the field or in the dugout a forfeit will then be declared by the Field Supervisor.
 - b) If a team has only eight (8) players, the opposing team must furnish a catcher upon request. This courtesy catcher's only responsibility is to return the ball to the pitcher. They can't make any other plays.
3. When told by the umpire to take the field, teams must immediately comply. Failure to comply may result in delay of game penalties being issued or the game being declared a forfeit.
4. Forfeits are only to be communicated to teams by league officials.

K. Forfeit Penalties

1. To avoid a forfeit penalty, teams must notify a League Director (671-3423) or a Field Supervisor at the fields no later than 4:00pm on the last business day before the scheduled game being forfeited.
2. Failure to comply will be considered an unapproved forfeit and will result in a one point reduction (-1 point) to the team's overall standing in the league.

Games being played on:
Saturday, Sunday or Monday
Tuesday
Wednesday
Thursday
Friday

Notification by 4:00pm on the preceding:
Friday
Monday
Tuesday
Wednesday
Thursday

L. Delay of Game

1. If a team intentionally or unintentionally delays the start or progress of the game, the umpire may award the opposing team 1 (one) run.
2. Additional runs may be awarded to the opposing team or the game declared a forfeit for continued intentional or unintentional delay of game
3. No team will leave the field during the progress of play or refuse to play when directed to continue by the umpire under penalty of forfeiture and potential dismissal from the league without reimbursement of fees.

M. Standings

1. Division standings are based on overall points and are used to determine playoff seeding:
 - a) Two (2) points for a win,
 - b) One (1) point for a tie,
 - c) Zero (0) points for a loss,
 - d) (-1) points for an unapproved forfeit.
2. At the conclusion of regular season play, if a team has one more game than the other teams in their division, the League Director will randomly draw one game to be removed from the standings for that team.
3. Official standings are posted on www.Teamsideline.com/Concord.

N. Bat Eligibility

1. Refer to USSSA Slow Pitch Softball Rules for the complete set of rules regarding equipment. League rules also include the following bat requirements/restrictions.
 - a) Bats will be legal for league play if
 - the bat is manufactured by an approved USSSA bat manufacturer on the USSSA approved bat manufacturer list and has the new 2020 USSSA Certification Mark or 2014 USSSA Certification Mark on the taper of the bat and is not on the Withdrawn and/or Non-Compliant Softball Bat Models. The USSSA Marks and lists can be viewed on the USSSA website: www.ussa.com under slow-pitch softball.
 - the bat is approved for USA/ASA Softball play and bears the appropriate certification mark(s) as shown at www.usasoftball.com and is not listed on the USA Softball Non-Approved Bat List with Certification Marks.
 - Is a Wood Bat with "Official Softball" marked on the bat.
 - b) NO senior, baseball, or fastpitch bats are allowed

- c) At minimum, a bat must meet USSSA/USA Softball specifications/eligibility standards. It is not legal for play if:
 - It is badly worn, abused, damaged, altered, or shaved. Bats shall not have rough or sharp edges, or anything that would present a hazard
 - There is any foreign substance on the barrel or taper of a bat such as pine tar and stick-em type products.
 - It does not meet compression test standards.
2. The use of illegal or altered bats is prohibited and all rules regarding altered or illegal bats will be enforced.
3. Violations of the bat rules may result in further disciplinary action, up to and including forfeiture of game(s) and/or player/team suspension.

O. Bat Testing & Use of Ineligible Bats

1. The City of Concord has a USSSA approved bat compression testing device to assist players in meeting USSSA bat requirements. Bats measuring less than 220 psi on the USSSA Bat Compression tester will be deemed ineligible for play.
2. Players may request at any time to have their bat(s) tested to see if they meet the USSSA compression standards.
3. The League Director, Umpire or other designated league representative may at any time ask to inspect and compression test a bat that has been brought into the dugout or on to the field of play. The owner and/or user may either:
 - a) Withhold the bat from inspection and accept an immediate one (1) year suspension from Concord Adult Softball.
 - b) Allow the bat to be inspected and compression tested to determine if it meets all required eligibility standards.
4. Upon inspection and/or compression testing of the bat, the League Representative will, at their discretion, determine to the best of their ability if the bat is eligible for play. If a bat is deemed ineligible:
 - a) The owner and/or user must immediately remove the bat from the field of play.
 - b) The owner/users name, make, model and general description of the bat will be recorded.
 - c) The bat will be held by the scorekeeper until the game is over.
 - It is the bat owner's/user's responsibility to pick-up the bat from the scorekeeper at the conclusion of the game.
 - The league is not responsible for bats not picked up from the scorekeeper immediately following the game.
 - d) If the bat is later found anywhere within the field of play, including the dugout, the bat will be immediately removed and the owner/user will immediately be ejected and subject to a one (1) year suspension.
5. Managers/Coaches of teams which have multiple offenses under these rules may be suspended for failing to have their team follow bat rules.

P. Pitching

1. Refer to the USSSA Slow Pitch Softball Rules for detailed pitching rules. The following modifications will apply:
 - a) The ball must be delivered at a moderate speed underhand, below the hip, with a perceptible arch (from the time it leaves the pitcher's hand) of at least four (4) feet, before the ball reaches home plate. (The pitched ball should not reach a height of more than ten (10) feet at its highest point above the ground.)

- b) Preliminary to pitching, the pitcher is not required to take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate. In addition, the pivot foot is not required to be in contact with the pitcher's plate when the pitched ball is released.
2. Speed of the pitch and height of the pitch is left entirely to the judgment of the umpire.

Q. Strike Zone

1. The strike zone is that space over any part of home plate which is between the batter's highest shoulder and their knees when they assume their natural stance even with home plate.
2. The ball cannot hit home plate and be a strike.
3. 3-2 count will be used.

R. Batting/Base Running

1. The batter will take their position within the lines of the batter's box.
2. The batter cannot have either one or both feet entirely touching the ground outside the lines of the batter's box or touching home plate when the ball is hit (fair or foul).
 - a) Penalty: Batter is out, ball is dead, all runners must return to previous bases.
3. No bunting or intentional chop hits.
 - a) Penalty: Batter is out, ball is dead, all runners must return to previous bases.
4. The inning is over upon execution of the 3rd out. The ball is dead and base runners may not advance. If the game-play clock did not expire prior to the 3rd out being recorded, the next inning has officially started.

S. Re-Touch Rule

1. The Re-Touch rule is intended to add an element of safety for the runner.
2. Baserunners occupying either 1st or 3rd base have the option to stand off the base while the pitch is being delivered. Once the batter has made contact, the runner must re-touch the base prior to continuing to the next base.
 - a) Retouch is not allowed for baserunners occupying 2nd base.
3. The baserunner must notify and receive acknowledgement from the umpire, prior to the ball being pitched to the next batter, that they are going to re-touch.
 - a) Baserunners may then position themselves even with or behind the base in foul territory. They may not position themselves in dead ball territory or in front of the base.
4. To legally leave the base, baserunners must re-touch the base prior to advancing when a ball becomes live and is in play, including a caught fly/foul ball. The baserunner may not continue to the next base until they have legally re-touched the base.
 - a) If a defensive player tags a runner before they re-touch the base they are out.
5. A baserunner may not return to re-touch the base after a succeeding runner has legally acquired the right to that base, or if the baserunner is running from third and has touched or passed the two-thirds commit line.
6. Failure to legally leave the base is an appeal play and should be treated in the same way as any other appeal play, such a leaving early on a caught fly ball.
 - a) The defensive team loses its right to make an appeal if the appeal is not made known before the next legal pitch, intentional walk or before all fielders have left fair territory.
7. Baserunners ruled to have failed to re-touch the base will be declared out for leaving the base illegally.
 - a) If the appealed out is the third out no succeeding runner during that play shall be allowed to score.

T. The Home Plate Commit Line

1. There is a “commit” line perpendicular to the third base line 20 feet from home plate. Any runner touching/crossing this line must continue toward home plate. Until runner touches/crosses this line, they may return to third base.
 - a) Any runner that touches/crosses this line and re-crosses in an attempt to go back to third base is automatically out. Ball remains live, other runners are in jeopardy.
 - b) EXCEPTION : Base runner may return on a caught fly/foul tag-up situation.

U. Home Plate Safety Line – All Divisions

1. Runners running toward home plate must cross the safety line at least two (2) feet to the right of home plate.
2. Any runner crossing over, coming within two feet of, or touching home plate during a “live ball” will be called out.
3. All plays at home plate are force plays. The defensive player must touch the plate to record the out. If the defensive player tags the runner instead of touching the plate the runner will be declared safe.
4. The area around home plate becomes congested at times. In the best tradition of good sportsmanship, the runner and catcher are to avoid collisions to the utmost of their ability.
 - a) Any runner intentionally causing a collision will be declared out and the ball will become dead.
5. If a runner is forced home on a walk, it is considered a dead ball situation and they will not be declared out for touching home plate.

V. Injured Player

1. Injuries to players, umpires, non-playing managers, coaches, sponsors, spectators or bystanders are not the liability of the City of Concord
2. If a player is injured and leaves the game, and no substitution is available, an automatic out will be recorded each time that player would have come up to bat.
3. An injured player may reenter the game on their own accord, as long as they were not ejected from the game.
 - a) They must reenter in their same position in the batting order, and no automatic out will be recorded from that point forward.
4. Field supervisors have the authority to call a game due to a serious injury.
 - a) Refer to the *Complete Game* and *Continuation Game* sections herein for more information.
5. Head Injury/Concussion: The Manager/Captain, upon becoming aware that a participant of their team has received a suspected concussion (or has been struck in the head area with any significant force) cannot allow that person to participate, or continue to participate, in any City of Concord sanctioned event.
 - a) If such occurrence is during a City of Concord sanctioned event, the manager/captain must immediately remove that participant from the game and playing field.
 - b) The umpire or league official may also impose the Concussion Protocol.
 - c) In the event of a severe head trauma in a City of Concord sanctioned activity, the injured person will not be moved and an ambulance will be called, unless otherwise directed by a qualified professional. The parent or guardian of the injured person, however, will not be bound by this protocol and may choose a different approach consistent with their legal right as a parent or guardian.
 - d) If a player is removed from a game due to the concussion protocol being invoked, and no substitute is available, an umpire or league official, at their discretion, can overrule the automatic out from being recorded when that player would have come up to bat.

- e) Players removed from any game due to the concussion protocol cannot participate in any City of Concord sanctioned event until a written medical clearance from a licensed medical doctor is received by a league official.

W. Home Runs

1. Each team, with exceptions listed below, is allowed two (2) over-the-fence home runs per game on Bundy Field (WPP1). Any additional home runs hit over the fence will result in an automatic out and base runners may not advance.
2. Exceptions: Men's D2, Mixed Blue and Women's D divisions are not allowed any over-the-fence home runs on Bundy Field (WPP1). Any home run hit over the fence in these divisions, including combo games against teams within these divisions, will result in an automatic out and base runners may not advance.
 - a) Example: Men's D1 vs. Men's D2. No homeruns are allowed.

X. Sliding

1. Sliding is permitted in all leagues.
2. Players must make every effort to avoid collisions when sliding. Failure to do so may result in player ejection.

Y. Courtesy Runner

1. One (1) "Courtesy Runner" is allowed per ½ inning. The courtesy runner can be repeated if the same player (batter-runner) is on base two or more times per ½ inning.
 - a) The team requiring a courtesy runner must obtain permission from the Umpire but does not need permission of opposing manager.
2. The "Courtesy Runner" may be anyone in the lineup.
3. If the courtesy runner is still on base at the time of their turn at bat, they must be replaced with a new courtesy runner (most recent out). No penalty will be imposed.

Z. Flip-Flop Rule

1. The "Flip-flop" rule will take effect in games where the home team is down by a run differential of 12 or more, and when
 - a) At the conclusion of the 4th inning OR
 - b) At the conclusion of any inning after the 50-minute, but before the 60-minute mark.
2. When team's flip-flop the home-team "flips" and becomes the visiting-team and bats at the top of the next inning.
3. If they do not score enough runs to reduce the run differential to less than 12, the game is over.
4. If they do score enough runs to reduce the run differential to less than 12, the original visiting team becomes the home team and, time permitting, the game is to continue until the run differential is once again 12 or more or time has expired.

AA. Run Rule

1. A 12-run rule after five (5) innings will apply to all games. Unless flip-flop rule has been implemented.

XVI. ADDITIONAL MIXED LEAGUE RULES

All Rules and Regulations contained herein apply to Mixed/Co-Ed Leagues unless stated/modified below.

A. Minimum Players Required

1. To start a game, a team must have a minimum of 4 men and 4 women on the field at game time.
2. If a team has less than 4 men or 4 women, the game shall be declared a forfeit (according to the forfeit rules contained herein).

B. Defense

1. Teams may play with no more than five (5) men, but the 5th man must be a catcher. There can never be less than four (4) women or more than six (6) women on the field.

C. Line-Up Cards & Batting Order

1. A special “Mixed League” Line-up card is to be used for all coed games.
2. A rotating batting order is to be used. Managers elect to begin with either a male or a female batter and then must rotate, alternating between men and women.
3. In a game, male batters will always follow the same male batter and female batters will always follow the same female batter.
4. No two men or two women may bat back to back.
 - a) Exception: When an automatic out is recorded due a player leaving the game.
5. A man can only be substituted in for a man and a woman can only be substituted in for a woman.

D. Ball Size

1. It is an appeal play when the wrong ball is pitched to a batter. If the appeal is allowed, then the batter returns to bat with the same ball and strike count they had at the time of the pitch. Also, any base runners must return to the base occupied at the time of pitch.

E. Courtesy Runners

1. In all Mixed League games, one male courtesy runner for a male and one female courtesy runner for a female will be allowed per one-half (1/2) inning.

XVII. PROTESTS

A. Protests For Rule Violation

1. Only managers/captains of a team participating in the current game can file a rules protest for that game. Protests can only be filed for rule violations. Umpire judgment calls CANNOT be protested.
2. To file a protest:
 - a) The managers/team captain must file a verbal protest with the umpire and scorekeeper prior to the last out of the game.
 - b) Request the scorekeeper notify the field supervisor of the protest.
3. The protest is not official until the following is also completed:
 - a) Written notification of the protest must be received by the League Director or a League Supervisor within 24 hours after the conclusion of the game in which the protested incident occurred.

- It must be delivered to the Concord Sports Field Supervisor during games or to the Willow Pass Community Center during regular business hours.
 - A \$50 fee must accompany all written protest notifications.
 - The written protest must state the specific rules violation at issue, the exact point where the rule violation took place and be signed by the manager/captain of the protesting team.
4. Protests that do not state the specific rule(s) being protested will not be reviewed.
 5. Protests will not be accepted after the close of business on the next business day following the game in question or without payment of the corresponding protest fee(s).
 6. If received in accordance to the above requirements, the League Director will research the incident and rule on the specific rule(s) in protest. If the protest is upheld, the \$50 protest fee will be returned. If the protest is disallowed, the fee will not be refunded.
 7. Any continuation game resulting from a protest will be played from the point in time when the umpire and scorekeeper were verbally notified of the protest by the manager/captain.

B. Protests for Ineligible Player

1. Protests regarding the eligibility (as defined in the *Ineligible Player* section herein) of players may only be filed by a team manager/captain of a team participating in the current game or by a League Official.
 - a) If a player protest is being filed by the opposing team manager/captain it must be filed prior to the last out of said game and in accordance with the protest rules above.
2. To file a protest:
 - a) The managers/team captain must file a verbal protest with the umpire and scorekeeper prior to the last out of the game.
 - b) Request the scorekeeper notify the field supervisor of the protest.
3. The protest is not official until the following is also completed:
 - a) Written notification of the protest must be received by the League Director or a League Supervisor within 24 hours after the conclusion of the game in which the protested incident occurred.
 - It must be delivered to the Concord Sports Field Supervisor during games or to the Willow Pass Community Center during regular business hours.
 - A protest fee of \$50.00 must be paid for each player that is being protested
 - The written protest must state the name and batting position of the player(s) being protested, and be signed by the manager/captain of the protesting team.
4. Protests that do not state the specific player(s) being protested will not be reviewed.
5. Protests will not be accepted after the 24 hour mark or without payment of the corresponding protest fee(s).
6. If received in accordance to the above requirements, the League Director will research the player eligibility and determine specific penalties, if any, are to be imposed. Per player in question: If the protest is upheld, the \$50 protest fee will be returned. If the protest is disallowed, the fee will not be refunded.
7. Any continuation game resulting from a protest will be played from the point in time when the umpire and scorekeeper were verbally notified of the protest by the manager/captain.

XVIII. PLAYOFF RULES

All Rules and Regulations described herein and in the USSSA rules apply to Playoffs unless otherwise noted below. During playoffs, teams from the same division who play on different nights come together to compete in an overall divisional playoff. As a result, these teams will be scheduled to play on nights that are different from their regular night of play.

A. Game Format

1. Games will be seven (7) innings with 70-minute time limit. No new inning will begin after 65 minutes.
2. Championship games will be (7) innings with a 90-minute time limit. No new inning will begin after 85 minutes.
3. Playoff games cannot result in a tie. Additional innings therefore must be played, regardless of time limit, until a winner is determined
4. There will be a 5-minute grace period for all games. This 5 minute grace period, if used, will be taken off the original 70 minutes.
5. Play time will be officially tracked by using game-play timers.
6. Double elimination format – Home team will be decided by a coin flip at all games except for the championship game, where the undefeated team will be the home team.
7. Single elimination format – Home team will be decided by a coin flip at all games

B. Complete Game

1. A game is considered to be a complete game when it has reached:
 - a) Sixty (60) minutes OR
 - b) Five (5) complete innings OR
 - c) Four and one-half (4 ½) innings (*if home team is ahead at that point*) regardless of time remaining.

C. Qualification

1. Divisions with 3 or less teams: All teams advance to playoffs.
2. Divisions with 4 teams: The top 2 teams advance to playoffs.
3. Divisions with 5 or 6 teams: The top 3 teams advance to playoffs.
4. Divisions with 7 or 8 teams: The top 4 teams advance to playoffs.
5. Divisions with 9 or 10 teams: The top 5 teams advance to playoffs.
6. If the total number of teams, across all nights of play, in any given league, amount to 4 or less teams, all teams in that league will advance to playoffs.

D. Playoff Seeding

1. Final standings regulate playoff seeding and will be determined by the best record, based on overall points. (See Standings section)
2. When determining playoff seeding for combo-leagues, a team's overall points will only be compared to the overall points of the other teams in their league level.
 - a) Therefore, teams competing in “combo-leagues” will be in competition only with the teams of their level when determining playoff seeding.
 - Example: In an 8-team C/D combo-league containing 3 C-teams and 5 D-teams, all 3 C-Teams and the top 3 D-teams will advance to their respective playoffs.

E. Tie-Breaker Process

- a) If two teams are in a tie with equal overall points
 - The team with the best overall record in games among the two tied teams, based on points, will finish higher in the final standings.
 - If still tied, the team with the highest run differential (maximum 12 per game) in games among the two tied teams will finish higher in the final standings.
 - If still tied, the team with the least overall runs allowed in the season will finish higher in the final standings.
 - If still tied, a coin flip will determine which team finishes higher in the final standings, unless this eliminates a team from playoffs, at which point an elimination game will be played, with the winner of that game finishing higher in the final standings.
- b) If there is a tie between three or more teams
 - The team with the best overall record in games among all the tied teams, based on points, will finish higher in the final standings.
 - If no one team has more points than all the other tied teams (as determined in the previous step), the team with the highest run differential (maximum 12 per game) in all games among the tied teams will finish higher in the final standings.
 - If no one team has a higher run differential than all the other tied teams (as determined in the previous step) the team with the least overall runs allowed in the season will finish higher in the final standings.
 - If no one team has the least overall runs allowed in the season (as determined in the previous step) the team with the least forfeits will finish higher in the final standings.
 - Each time a team is determined to finish higher in the standings, the tie-breaker process starts over again with all remaining tied teams.
 - If at any time during this process, the number of tied teams is reduced to only two (2), the tie breaker process reverts to the two-team process above.

F. Rosters & Line-up Cards

1. Special “Playoff” Line-up Cards must be used for all playoff/championship games. Managers may obtain their line-up card from the scorekeeper prior to their game.
 - a) These line-up cards must be filled out completely and signed by each player prior to being turned into the scorekeeper.
2. Roster checks will be conducted:
 - a) Throughout all playoff games at random.
 - b) Prior to the start of all Championship games for Single Elimination Playoffs and prior to the start of Semi-Final and Championship Games for Double Elimination Playoffs.
3. The Game time will not start until the roster check is completed for both teams.
4. Players must show I.D. immediately upon request. Players that do not produce a valid photo I.D. will not be allowed to play in the playoff game(s).
5. Players must be officially rostered, meet all eligibility rules as stated herein AND
 - a) In a 10 to 12 game season:
 - Players must have played in three (3) regular season games
 - b) In a 7 or 8 game season:
 - Players must have played in two (2) regular season games
6. The League reserves the right to forfeit any game(s) in which an ineligible player participates, including after the game has ended.

G. Flip-Flop Rule

1. The “Flip-flop” rule will take effect in games where the home team is down by a run differential of 12 or more
 - a) At the conclusion of the 4th inning OR
 - b) At the conclusion of any inning after the 55-minute, but before the 65-minute mark.
2. When team’s flip-flop the home-team “flips” and becomes the visiting-team and bats at the top of the next inning.
3. If they do not score enough runs to reduce the run differential to less than 12, the game is over.
4. If they do score enough runs to reduce the run differential to less than 12, the original visiting team becomes the home-team and, time permitting, the game is to continue until the run differential is once again 12 or more or time has expired.

H. Run Rule

1. A 12-run rule after five (5) innings will apply to all playoff games. Unless flip-flop rule has been implemented.

I. Protests

1. Protests during playoffs must be verbally filed with the scorekeeper and umpire prior to the last out being recorded:
 - a) Protesting Manager must then immediately file a written protest with Field Supervisor which must include the \$50 protest fee.
 - b) The Supervisor/League Director will then research the incident and rule on the specific rule(s) in protest. If the protest is upheld, the \$50 protest fee will be returned. If the protest is disallowed, the fee will not be refunded.
 - c) Any continuation game resulting from a protest will be played from the point in time when the umpire and scorekeeper were verbally notified of the protest by the manager/captain and before the next scheduled playoff game.
 - d) Protest for ineligible player will result in a forfeit if player is found ineligible.

J. Ejections

1. Any player, manager or coach ejected from a playoff game is, at a minimum, automatically suspended for their next game regardless of team.
2. If a player, manager or coach is ejected for drinking or possessing alcohol during the game they are automatically suspended for their next two (2) playoff games regardless of team.
3. Further penalties may be imposed on the ejected individual(s) and/or team upon review of the ejection reports by the league director.
4. Ejected individuals may not play/participate in any game, for any team, until the suspension has been lifted.
5. Managers, coaches and players should contact a League Field Supervisor or the League Director to confirm the ejected individual’s eligibility prior to their next game following their automatically suspended games.
6. Ejected players, manager and coaches must leave the field of play (including in and around the dugout).
7. Ejected individuals, who interfere, in any way, with games in progress, will be required to leave the premises immediately. Failure to do so will result in more disciplinary action.

XIX. PLAYERS CODE OF CONDUCT

City of Concord Parks and Recreation Department Adult Sports Code of Conduct			
<p>The City of Concord is committed to providing safe and enjoyable programs in a family-friendly environment. Participants of the City of Concord Adult Sports Program are all held to standards of behavior that are detailed in our Rules and Regulations.</p> <p>The Code of Conduct is in effect before, during and after all games. Umpires, Field Supervisors and League Directors are responsible for enforcing all standards.</p> <p><i>This document is a guideline and the League Directors have the authority to change or modify the offenses and penalties as needed.</i></p>			
EJECTION FOR FOLLOWING OFFENSE:	MINIMUM PENALTY IMPOSED	MAXIMUM PENALTY IMPOSED	PROBATION
Fighting or physical attack of another player, spectator or official	2 game (week) Suspension	Player/Team lifetime suspension from City sponsored Adult Sports Programs	1 month to lifetime
Verbal Abuse, Threats or Trash Talk	1 game (week) Suspension	Player/Team lifetime suspension from City sponsored Adult Sports Programs	1 month to lifetime
Rough Tactics	1 game (week) Suspension	Player/Team suspension 1 year	1 month to lifetime
Refusal to obey or questioning official's decision by participant other than manager.	Player/Team Written Warning	Lifetime suspension from City sponsored Adult Sports Programs	1 month to lifetime
Throwing Equipment	1 game (week) Suspension	Player/Team suspension 1 year	1 month to lifetime
Consuming or being in possession of any alcoholic beverage or cannabis during game	2 game (week) Suspension	Player/Manager/Team suspension 1 year	1 month to lifetime for Player/Team/Manager
Possession of illegal substance in or near fields, before, during or after games	4 game (week) Suspension	Player/Manager/Team suspension 1 year	1 month to lifetime for Player/Team/Manager
Appearing on field at any time under the influence of alcohol or drugs.	2 game (week) Suspension	Player/Manager/Team suspension 1 year	1 month to lifetime for Player/Team/Manager
Profane, vulgar, or obscene language	Player/Team Written Warning	Player/Team suspension 1 year	1 month to lifetime
Use of Illegal/Altered Equipment	1 game (week) Suspension. Equipment in question banned from play.	Player/Team suspension 1 year	1 month to lifetime
<p>Verbal warnings will not be issued. Team Managers are responsible for the actions of participants at all times during City of Concord programs. The term "participant" includes players, managers, coaches and spectators. Offenses will be reviewed by League Directors and written notice will be forwarded to team manager as quickly as review and investigation allow.</p> <p>*Players caught participating when they are ineligible are subject to suspension and may have to appear before the League Committee for re-instatement. Penalties and sanctions may also be issued to Managers and/or teams for allowing ineligible or non-rostered players to participate in their game(s). Listing/playing a non-rostered or ineligible player during a game may result in a forfeit.</p> <p><u>All suspensions, unless otherwise noted, will be comprised of all City teams regardless of the night of play.</u> Written notice of appeal must be received within 30 days of issuance and include any supporting documentation.</p>			