



Frisco Adult Sports

Softball

Article I. CITY OF FRISCO Policies and Procedures

Section 1.01 CITY OF FRISCO POLICY

- The Frisco Adult Sport Leagues shall be governed by the City of Frisco Parks and Recreation Department (“Department”). The Department shall rule on protests, appeals and extended disciplinary action.
- Games will be played under a State and/or National Association for game play rules unless modified by Rule Supplements with local Department By-Laws. The Department reserves the right to modify rules when needed.
 - Please visit <https://www.teamusa.org/USA-Softball/Umpires/Umpire-Manual> for the official softball rules.
 - **Per City Ordinance, the consumption or possession of any alcoholic beverage is prohibited in each and every park located within the city. This includes the parking lot.**
 - **Violation of this ordinance will result in the involvement of Frisco PD.**

Section 1.02 REGISTRATION AND FEES

- Registrations are accepted online at [Adult Sports Booking Page \(perfectmind.com\)](http://Adult Sports Booking Page (perfectmind.com)). All teams shall pay the applicable registration fee for participation in league. The Department offers three seasons per year of Adult Softball which are classified as the Spring, Summer, and Fall seasons.

Section 1.03 DIVISIONS

- Each division is required to have a minimum 5 teams. In the event that a division does not make, teams will be given the option to refund or merge with another division. All classified as “A” leagues.
 - CHURCH LEAGUE - Monday
 - MEN’S – Thursday
 - COED – Friday

Article II. Rules and Clarification

Section 2.01 GAME TIMES/TIME LIMIT

- **Games are 55 minutes or 7 innings** with the UMPIRE as the official time keeper.
- In the event of inclement weather or other unforeseen circumstances, games are considered complete after 40 minutes OR after 4 innings of play. If game is stopped and play cannot resume, the score shall revert back to the last completed inning of play.
- Game start time is forfeit time except for 6:30/6:45 PM games. A grace period of 10 minutes will be allowed for teams to gain the needed 8 players to begin play under the short hand rule.

Section 2.02 HOME TEAM

- Home team will be pre-determined by generated schedule. While traditional, the home team is not required sit in third base dugout.

- If the pre-determined home team does not have at least 9 players at game time, with approval from the visiting team, the game can begin with the home team becoming the visiting team and playing under the short hand rule described in Section 2.04. This does not apply to games beginning at 6:30 or 6:45 PM. The grace period will be used instead.

Section 2.03 HOME RUN RULE

- **1 Up Rule**
 - 1 Up Rule - The "one up" rule is in effect once both teams have reached their respective home run limits. Either team may hit an additional home run. However, no team may ever go more than one home run "up" on the other team. Any additional home run above the "one up" limit will be scored as an out.

Section 2.04 SHORT HAND RULE

- **Teams must be able to field at least 8 players to start a game.** Teams must be ready at game time or when the officials call for the pre-game coaches meeting, otherwise a forfeit will be declared. If neither team has 8 players then the team with the most players will win by forfeit. If both teams have no players or the same amount of players, then a double forfeit will be declared. If this occurs during tournament play, a coin toss will determine the placement of teams in the bracket.
 - "Ghost Outs" are placed in the lowest possible position of the line-up at the 9th and 10th positions as needed. "Ghost Outs" are placeholders for gaps in a lineup until they can be filled by a present player. Until they are filled, they are considered an automatic out in the batting order.
 - In Co-Ed the defensive rule and the alternating batting order rule may not be altered.
 - If a Co-Ed team shows up with 8 players, 5 of one sex and 3 of another, then the eighth and tenth batting positions will be used as ghost-outs.
 - In keeping with the benefits of recreational sports, teams may finish with fewer players than they started with (to a minimum of 8 players). However, you may not drop in number due to an ejection. This rule will not be considered grounds for protest.
 - If a team enters the International Tie-Breaker with Ghost Outs and a ghost out causes the last out in the inning before the tie breaker or during the tie breaker, then there will be no runner on second base for that team.

Section 2.05 TEAM ROSTERS & WAIVER FORM

- The Department promotes a family friendly environment; please keep that in mind when creating your team name. Please refrain from using suggestive, offensive or derogatory team names. The Department retains full discretion to determine the acceptability of a team name.
 - Team rosters are limited to 25 players.
 - Players must be at least 18 years of age.
 - All players must register online via the Microsoft Forms link.
 - Players may only be on one team roster per night of play. A player's eligibility can only be challenged as outlined in Section 3.02.

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.

- Rosters are required for playoff eligible teams.
- If a roster check is called and the team cannot produce a completed roster the team will forfeit the game.
- Men's Leagues are restricted to male players only as the same for Women's league being female only. Church leagues must be approved by pastor to use church name and play on specified nights.

Section 2.06 LINE-UP

- Line-ups must be exchanged at the home-plate meeting and every player must be on the official roster. Lineups must be ready at game time and include first & last name along with the number of each player.
 - Batting the Bench: (A League only) Teams may opt to "bat the bench", but all other rules apply to a lineup (i.e. player leaves for emergency, has an injury, or is removed from the game – that spot in the lineup becomes an out). An ejected player must be subbed for by a legal player on the roster that is currently not in the line-up. Any open spot in the lineup is an out.
 - Coed teams must have an even number of players and the lineup must be ½ male and ½ female.
 - Extra Player: Teams may opt to use 11 batters (EP), but all other rules apply to a line up (i.e. player leaves, has an injury, is removed or ejected – that spot in the lineup becomes an out). If CO-ED teams utilize an EP, they must have one male and one female EP (12 players – 6 male/6 female).

Section 2.07 UNIFORMS

- Teams are not required to have matching or same base color uniforms. However, all team members must have shirts with numbers in 6" letters or larger on the back of the jersey.
 - Only whole numbers from 0-99. Taped-on numbers and Duplicate numbers will not be allowed.
 - Numbers written in permanent marker will be allowed but must be legible and at least 6".
- Metal cleats are not allowed.

Section 2.08 GAME BALLS/BATS:

- Each team provides their own USA/ASA-approved game ball(s) with the USA/ASA stamp clearly visible.
- All game balls must be YELLOW in color and verified by the umpire prior to use.
- *Approved Balls:*
 - -12" ball- .52 core/300 compression (Men Batters – Men's, Masters', and Coed Leagues)

- -11" ball- .52 core/300 compression, Optional (Women Batters – Coed Leagues)
- Bats shall be free of burs, dents, cracks, sharp edges, rattles and show no signs of excessive wear.
- Only USA/ASA approved bats are permitted. Bats that are determined as illegal or non-approved will be removed from play. Non-USA/ASA bats are not permissible and should not be in the dugout. It is up to each coach to police his/her own team and he/she will be held responsible for infractions.
- Mandatory Bat Testing: All bats will be tested that are to be used in league play prior to fourth week of games. With the start of the fourth week, all bats will be required to have approved bat label. Bat testing is available on site any night of play.
 - A bat that fails testing will be reported by staff to the owner.
 - All bats are subject to testing at umpire's discretion, based on visual inspection. A protested bat will be up to the discretion of the umpire whether the bat gets tested from visual inspection. If the umpire declares that a bat be tested it will be pulled from play and game continue. Any bat that fails the bat test will be kept for the duration of the season and returned to the bat owner after final game played.

Section 2.09 PITCH COUNT

- All at-bats begin with a "1-1" count. Batters will have one courtesy foul on a two (2) strike count per at bat. A second foul batted ball on a two (2) strike count will result in an out.
- If a game is tied when the clock runs out and inning has been completed, or when 7 innings have been completed, ITB rules will apply with one pitch. Batters will start with a "3-2" count starting with the next inning. Courtesy foul will not apply in ITB.

Section 2.10 PITCHING

- The Pitching Box is the width of the pitching rubber and extends five (5) feet behind the rubber towards second base.
- The pitcher must release the ball after coming to a complete stop from the rubber or 5 feet behind it. One foot must remain in contact with the rubber or within the pitching box when the ball is released with an underhand motion. A step may be taken in any direction with the non-pivot foot. The pitcher must be facing the batter when delivering the ball.
- Pitchers Protection Rule – A pitcher that is hit by a line drive within the pitcher's box will result in the play being called a dead ball and batter will be called out. This includes a defensive move within the pitcher's box to knock the ball down. If the ball hits the ground first it is not an out. The team will also receive a warning regarding this rule. A second occurrence by the same team in the same game will be grounds for a removal of the batter. A third occurrence by the same team will result in a forfeit. This rule is at the discretion of the umpire and not able to be protested. In a close call the umpire will determine this by safety of players. If removal of a player causes a team to fall below required 8 players, then game will be ruled a forfeit.

Section 2.11 COED SPECIFIC GAME RULES

- The batting order for Coed shall alternate genders.
- In Coed two courtesy runners are allowed, one male and one female. All courtesy runners must be of the same gender as the player they replace.
- Coed 10 players five male and five females: Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).
- They must have two males and two females in both the infield and the outfield and one male and one female as pitcher and catcher.
- If Extra Players are used in Coed, all 12 must bat and any 10, (five male and five female), may play defense. Defensive positions may be changed as long as the Coed positioning is followed. The batting order must remain the same throughout the game.
- A walk to a male batter will result in a two base award. The next batter, a female, shall bat.
 - Exception: With two outs, the female batter has the option to walk or bat. Should the female batter choose to walk and pass a male batter-runner while advancing to first base, no out shall be called during this dead ball period.

Section 2.12 FORFEITS

- As a courtesy to all involved, if coaches know they cannot field a team for a game, they must contact a Parks & Recreation Department representative member.
- If teams needs to forfeit, contact should be made to Athletics Staff in Section 3.09 by phone or e-mail by 3:00 PM on day of game. If after 3:00 PM or athletics staff is otherwise unavailable, please contact the Manager on Duty at the Frisco Athletic Center at 972-292-6600.
- *Notification must be received 90 minutes before scheduled game.*
- It is HIGHLY recommended that teams receive verbal or written confirmation from a Parks & Recreation staff member of their need to forfeit.
- A forfeit will be scored a 14-0 win.
- The penalty for a team forfeiting a game WITHOUT notification is as follows:
 - 1st offense: Verbal Warning
 - 2nd offense: Written Warning
 - 3rd offense: Team is suspended for remainder of season (no refund)
- If a team is scheduled a double header and must forfeit, it will be considered a single offense.
- Teams forfeiting 3 or more games are not eligible for playoffs regardless of number of offenses or advanced notification of forfeits.
- If a team is suspended before the 4th game of the season, a revised schedule may be generated for the remainder of the season.
- Any games played, or scheduled to be played, that involve a suspended team will be considered forfeit wins for their opponents.
- The Department reserves the right to amend penalties for forfeitures as necessary for extenuating or unusual circumstances as it sees fit.

Section 2.13 RUN RULE/FLIP FLOP RULE

- The game is over if a team is ahead by 20 runs after 3 innings, or 15 runs after 4 innings, or 12 runs after 5 innings. The home team does not bat if they are ahead.
- Flip Flop Rule – In an inning where the run rule has been exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the new visiting team is not able to reduce the run differential below the run rule after 3 outs, then the game is over. If they reduce the run difference 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 the new format.

Article III. Conduct

Section 3.00 COACH UMPIRE CONTACT

- Any pregame questions should be addressed at the home plate meeting prior to the start of the game.
- Teams are encouraged to ask rules questions if clarification is needed.
 - Proper procedures for question: Coach/Manager calls time and approaches umpire alone for clarification.
 - It is the head coach's responsibility solely to communicate with umpires.
 - **Be respectful.**

Section 3.01 SUSPENSIONS & EJECTIONS

- **REMOVAL:** The umpire has the right to remove any player from the game for minor infractions, but the player does not have to leave the facility / park. There is no team penalty, and the player is not suspended.
- The use of profanity and insulting language towards other players, umpires, athletics staff, or in general **WILL NOT BE TOLERATED**. It will be the discretion of the umpire or athletics staff to determine the severity of the behavior. Excessive use of profanity will result in disciplinary action including removal from the game, ejection, expulsion for the season, or permanent suspension from all Frisco adult leagues.
- **EJECTION:** Any situation that an umpire deems unsportsmanlike may be cause for ejection. Anyone ejected from a game (player or fan) for inappropriate behavior must leave the facility property immediately. If they do not comply or if they leave and return, their team will forfeit their game for that day (even if game has already been played). If that game was played and lost, the next game will be forfeited.
 - Ejected players will automatically be suspended a minimum of 7 days. If a player is on multiple teams in different leagues, he/she will be suspended from all their next scheduled league or playoff games within the suspended time frame. If league play does not occur within the 7 day suspension, an ejected player will be suspended at minimum one game for the league in which the offense occurred. It is the responsibility of the manager and/or player who was ejected to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
 - **NOTE:** If a player is removed from the game, the team can continue to play under the Short Hand rule. However, if a player is ejected, the position in the lineup must be substituted or the team will forfeit. During a game, if the available number of players falls to less than 8 for any reason, then the game will be forfeited. No exception. The Department will always support the umpire's decision on the field for removals and ejections.
 - Player(s) will be ejected from a game for drinking or smoking on park premises.
 - Any player who verbally abuses a player, official or staff member, **AT ANY TIME** will be suspended under the ejection rule.
- **EXPULSION:** Physical abuse of a player, official or staff member will result in expulsion of that player(s) from all City of Frisco Leagues and parks for at least a one year period and possible legal action. Physical abuse is defined as any unwanted contact by the person or object that does not fall into the natural play of the game. This is to include any initial or secondary contact.
- The Department reserves the right to increase or decrease the severity of penalties based on

previous history, unusual or special circumstances, or to protect the integrity of the league. Players that would like to contest the ruling of any expulsion or suspension must notify the League Commissioner in writing within 10 days of being notified to request a hearing with the Director. After the hearings the Director will then decide the length of the suspension or expulsion. Any length of suspension that is 90 or less will be considered final. Any suspension or expulsion greater

than 90 days will need to be reviewed and approved by the Parks and Recreation Board at their next scheduled meeting.

Section 3.02 GAME/PLAYER ELIGIBILITY PROTEST

- All game protests must be submitted in writing and accompanied with a \$50 protest fee (Money Order ONLY made out to the City of Frisco) to the Frisco Athletic Center at 5828 Nancy Jane Lane, within 24 hours of the completion of the protested game. Rule interpretation is the ONLY issue that will be considered for protest. The Department will review the protest and rule on within 48hrs of receiving.
 - You can only protest a rule interpretation NOT A JUDGMENT CALL!
 - Protest fees will be returned to the team/player ONLY if the protest is upheld.
- Protest for illegal player, uniform, bat, or ball will be ruled on as they occur and do not require a protest fee.
 - PLAYERS MUST PROVIDE A DRIVERS LICENSE IMMEDIATELY UPON REQUEST. Players must have their driver's license in the dugout. If a player is unable to present their driver's license when asked, they will be considered an ineligible player for that game.
 - **Player eligibility issues must be challenged by the end of the 3rd inning of the game, or immediately when a player enters the game by the team captain notifying the umpire . DO NOT WAIT UNTIL THE NEXT PITCH IS THROWN AS IT WILL NOT BE PROTESTABLE.** If one team protests the eligibility of a player, then the said player in question must produce their driver's license immediately. If a player is deemed to be ineligible, that player must be removed from the game. If the removal results in a team dropping below the minimum number of required players the game will be forfeited. **1st offense is a warning to the team. 2nd offense is an automatic forfeit of the game.**
 - Teams can protest eligibility of up to 3 players on opposing team.

Section 3.03 PLAYING FIELD CONDITIONS/RAIN-OUTS

- The Department will make the decision on playing fields by 3:30pm on day of games and post condition on the www.teamsideline.com/frisco website as well as coaches will receive an email. If weather and/or field conditions change after 3:30pm, the onsite supervisor will monitor and follow proper protocol when dealing with weather.
 - Prior to 5:00pm check Team Sideline on the home page for rain out information.
 - If the first game of the night is canceled, all remaining games on that field are canceled. Likewise, if the second game is cancelled, all subsequent games will also be canceled.
 - If a decision must be made during gameplay, the umpires will make any cancellation decisions based on the safety of players and staff.

Section 3.04 MAKEUP GAMES

- All reasonable attempts will be made to reschedule canceled games due to weather or other unforeseen circumstances on your league night. However, the Department reserves the right to reschedule games on an alternate night if necessary. Also, circumstances may arise such as multiple rainouts, in which games are canceled, prohibiting the completion of a season.
- In the event that all games are not able to be played in the regular season due to weather or other unforeseen circumstances, the standings and seeding for playoffs will be based off of the games played and winning percentages.

Section 3.05 PLAYOFFS

- The top 4 teams in each division will advance to the playoffs, with the 1st place team playing the 4th place team and the 2nd place team playing the 3rd place team in the semi-finals. Winners advance to the Championship Game.
- If division is broken into two subdivisions, the top 4 from each subdivision will make the playoffs for an 8 team playoff. Higher placed team in their subdivision will be the home team. If both placed the same, then home team is determined by coin toss.
- All League Rules remain in effect. The higher seeded team will be the Home Team.
- Championship Game will follow regular season game time rules.
- Department reserves right to modify playoff format to best suit a league's needs.

Section 3.06 TIEBREAKERS FOR STANDINGS

- Win – Loss record.
- If two teams are tied, the following steps will be used to break the tie:
 - The winner will be the team that defeated the other. (If the two teams did not play each other, move to next tie breaker)
 - If there is a split between the two teams, the winner will be the team that gave up the least amount of runs against the teams involved for that tie.
 - The team that has given up the least amount of runs to all opponents within the league is the winner.
 - The team that has scored the most runs against all opponents within the league is the winner.
 - The team that has the least amount of forfeits within the season.
 - If still tied, a coin flip will determine the winner of the tie.
- If 3 or more teams are tied, the following steps will be followed to break the tie:
 - The winner(s) will be determined by the team(s) that have the best win percentage against teams involved in the tie.
 - The winner(s) will be determined by the team(s) that gave up the least amount of runs to all opponents within the league.
 - The team(s) who score the most runs against all opponents in the league will be the winner(s).

- The team that has the least amount of forfeits within the season.
- If still tied, a coin flip will determine the winner of the tie.

Section 3.07 COMMUNICATION / WEBSITE SERVICE

- The Department uses www.teamsideline.com/frisco to post all schedules, standings, game scores, league bulletins and other important league information.

Section 3.08 CLEAN UP

- In an effort to assist our Department and keep our facilities maintained, we would appreciate players and teams cleaning up the dugouts after their respective games.

Section 3.09 LEAGUE CONTACTS

Scheduling or Administrative

Makenna Hayes, Athletics Coordinator

PH: 972-292-6630

EM: MHayes@friscotexas.gov

Blake Grimmatt, Athletics Supervisor

PH: 972-292-6634

EM: BGrimmett@friscotexas.gov

Rules Questions or Interpretations

Dan Vaughan, NTSO Umpires

EM: dnvaughan@aol.com