



SIENNA ADULT SOFTBALL LEAGUE RULES

- CO-ED RECREATIONAL DIVISION –

LIABILITY

All participants in the league assume the risk of injury. Sienna Residential Association, its volunteers, and employees shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the league. Participants must sign a release of waiver.

PLAYERS & TEAMS

1. A maximum of eighteen (18) players, including a playing manager will be permitted on a team roster. A team consists of a minimum of 12 players, with a minimum of 6 women.
2. 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 at least 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.
3. Profanity, vulgarity, unsportsmanlike behavior or misconduct of any kind that is detrimental to the game of softball and its purpose will not be tolerated. SRA staff and league officials or umpires shall remove the offending parties from the park and the Fort Bend County Sherriff's Department will be called if deemed necessary. Team captains also bear responsibility for the ensuring that members of their team adhere to league expectations and guidelines in terms of sportsmanship and behavior, and will sign and date a "Code of Conduct" on behalf of his/her team. This document applies to all persons on the team that he/she captain.

Any person ejected for profanity, vulgarity, or unsportsmanlike behavior will receive a minimum one (1) game suspension to be served in their team's next game and could be longer if the infraction warrants it. This determination will be made strictly by SRA/league officials. Any person ejected a second time will be suspended for the remainder of the season, including the post-season tournament.

4. Alcohol is strictly prohibited by park ordinance in Camp Sienna. Any player or team caught with alcohol either a) in the parking lot, b) in or around the playing field including the stands, dug out, or the playing field by any league official (including, but not limited to, any SRA employee, umpire, or SRA volunteer, or anyone else denoted as being an SRA representative by an SRA employee), the following sanctions will be imposed:

1. **FIRST OFFENSE:** the team upon which the offending player is a member will lose all games that they are scheduled to participate in that night by forfeit, by a score of 1-0, but the games will be allowed to take place (played as a forfeit, but played nonetheless) if both teams elect to do so. The offense will be reported to the league president the following working day as a first offense.
2. **SECOND OFFENSE:** the team upon which the offending player is a member will lose all games that they are scheduled to participate in that night by forfeit by a score of 1-0 and those games will NOT be allowed to be played and will NOT be made up at a later date.
3. **THIRD OFFENSE:** the team upon which the offending player is a member will lose all games that they are scheduled to participate in that night by forfeit by a score of 1-0 and those games will not be allowed to be played and will not be made up at a later date, and that team is suspended for the remainder of the season, including the post-season tournament. No refund of registration dues will be granted.

Should a team return in a subsequent year and have a subsequent offense (i.e. a “Fourth Offense” or a “First Offense” in a subsequent year, they will automatically be permanently banned from play in the Sienna Adult Softball Association.

5. **Arguing balls and strikes with the umpire will not be permitted. Each team will be issued a single (one, 1) warning. Subsequent infractions will warrant ejection from the ballgame.**
6. Loitering on park premises after the conclusion of the final game each evening is strictly prohibited (i.e. no tailgating). Participants wishing to congregate in the stands and within the immediate proximity of the playing field while game play is taking place are welcome to do so. However, absolutely no tailgating before or after game play will be permitted. If necessary, Fort Bend County Sherriff’s Department will be contacted to ensure that this rule is adhered to.
7. Jewelry cannot be worn during games. (Exception: Flat wedding bands and stud earrings). If jewelry must be worn, it has to be taped to the skin.
8. A game participant who is bleeding or has blood on their uniform/clothing shall be prohibited from participating further in the game until the bleeding can be stopped and any blood present has been removed and the wound/injury administered to so as to prevent contact with any other game participant. All of the above is bound strictly by the umpire’s judgment.
9. Players in Sienna Adult Softball Association must be at least 21 years of age at the time of participation.
10. Male players may play on one (1) men's competitive team, and one (1) co-ed team per season.
11. Rosters are the basis for the legality of players. If a team doesn't turn in a roster to the SRA Recreation office, they cannot have any legal players.

(1) Protests on starting players must be done in the first inning. Protest on substitutes must be done before their first complete inning of play.

(2) A protest cannot be made after the last out of the game.

(3) If there is a player eligibility protest during a game the following shall occur:

- a. a valid picture ID will be requested by the umpire for identity.
- b. once identity has been determined and protest filed, the game will continue. If the player is in attendance and identity cannot be determined, then suspected player must present ID at Club Sienna the next working day for verification.
- c. player eligibility will be determined by SRA staff/league officials based on team rosters the following work day (exception tournament). If the protest is done during the tournament, then the tournament director will make a decision at the time of the protest (if the player doesn't have an ID, then they are not legal).
- d. any team found with an illegal player shall forfeit that game.
- e. SPRAI staff/league officials will determine further action against the illegal player and/or team.
- f. said player is ineligible to participate at all until a decision has been made by SRA staff/league officials.

12. Add/Drops to rosters will be accepted until the **Friday prior to the first game of the season.**
13. League Tie Breaker – Head-to-head record during regular season will determine tie breaker. If a regular season split occurred, runs scored vs. runs allowed against each other will determine the tie breaker. In the event that the two teams scored the same number of runs and allowed the same number of runs, a coin toss will determine the higher seed. Tie breakers are only relevant in the tournament seeding process.
14. Seeding the Tournament - The tournament will be seeded in order of league record. In the event that there is a tie, win/loss between said teams will serve as the first tie-breaker, with run differential between the two teams during the regular season will serving as the second tie breaker.
15. Season game schedules will be provided to team captains the week prior to the beginning of the season. Tournament schedules will not be able to be completed until all regular season games have been completed.
16. When playing conditions are questionable, SRA staff/league officials will contact team captains via email by 4pm the day of. Extenuating circumstances may cause for later notification, and in such case, phone calls to team captains will be made.
17. Sundays are primary rainout dates. In the event that all rainout games cannot be made up on Sundays, Fridays will be employed as a last resort. Games that are rained out will be rescheduled for the first available Sunday. Rainout schedules will be provided to team captains within three days of the date the game was originally scheduled.
18. **Team rosters must be composed of Sienna residents ONLY.** All players must have a current Sienna ID. Any player found to be playing and is a non-resident will result in that team forfeiting all games in which that player has taken part (ineligible player).

GAME PLAY

19. All batters will begin with a count of 1 ball and 1 strike.
20. At all times, an even ratio of men to women (1:1) must be maintained during game play. The only exception is:
 1. If a team has 9 players available with either 4 men & 5 women OR 5 men & 4 women, all players are eligible to play defensively and offensively. Teams must use a 4 player infield consisting of 2 men and 2 women and a pitcher and catcher of the opposite sex. The remaining 3 players (2 men & 1 woman OR 1 man & 2 women) will play in the outfield. Offensively, all players will bat and must alternate male/female even though each male will not always bat after the same female and vice versa.
 2. If a team has 11 players and wishes to bat all of them in the lineup, all players will bat and must alternate male/female even though each male will not always bat after the same female and vice versa. The defensive rules still stand, see rule 22.
21. Offensive teams must alternate the batting line-up according to gender. If a player leaves the game for any reason, their substitute must be of the same gender.
22. 10 players are allowed to field positions defensively: two (2) males and two (2) females must take positions in the outfield, two (2) males and two (2) females must take positions in the infield and the pitcher and catcher must be of different gender.
23. Games will be seven (7) innings long, or 55 minutes (whichever comes first)
24. If, after 4 & ½ innings a team is ahead by 12 runs or more, the game will be called on account of “Run Rule,” the team ahead at that point in the game then named the winner. If the visiting team is ahead by 12 runs or more by the completion of the top of the 4th inning, game play will continue to allow the home team opportunity to cut the run differential to 11 runs or less.
25. If there is less than 5 minutes remaining in a game, a new inning will not be started, but the current inning will be completed, with no time limit.
26. When the game is tied after time or 7 innings have expired, the International Tie-Breaker will go into effect. The last batter to complete his/her turn at bat will start the inning on second base. Both teams will have an at-bat under these circumstances (i.e. not a sudden death situation). Essentially a new inning has begun with each team receiving 3 outs to work with. The only difference from a normal inning is the initial base runner beginning the inning at second base. This format will continue until a winner is determined.
27. Male and women batters will hit a twelve (12) inch ball, which will be provided by SPRAI staff/league during game play. The use of any balls, other than the provided SPRAI softballs, is prohibited from game play.
28. **Please ensure that all bats that your team is using has the “ASA,” “USSSA,” or “NSA” logo on it. Bats not in use by the hitter and the batter on deck must remain within the dugout throughout game play. SRA staff and umpires have full discretion to check bats prior to, during and after game play to inspect the bats for proper logo and damage. Bats deemed as illegal or unfit for play will be banned from use. Use of illegal bats may result in team penalization based on the discretion of SRA staff/league.**
29. No metal spikes will be allowed at any time.

30. Three home runs per team, per game. Each additional home run will be ruled an out.
31. Steals and lead-offs are not permitted during game play.
32. 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.
33. Teams will be allowed to bat up to 12 players from their roster, any 10 of which will also play defensively.
34. A player may re-enter the game after having been substituted for as many times as so desired by said team, but must play defensively after having had an at-bat (and vice versa) (i.e. players can not come into a game, complete an at-bat, and immediately exit the game or come in for a defensive half of an inning, and back out before having an at-bat).
35. Players involved in substitutions are not “married” to one-another (i.e. Player A substitutes in for Player B. All subsequent substitutions are not required to include both players A and B, and both players ARE allowed to play on the field at the same time).
36. Any male batter walked (whether intentionally or unintentionally) is automatically placed on second base. The subsequent batter (a female batter) then has the option to either take her at bat or an automatic walk to first base. This decision is solely at the discretion of the batting female.
37. Teams are permitted to begin a game with a minimum of eight (8) players. Any lineup with fewer than ten (10) batters will take an out for each empty lineup position, up to two (2).
38. Interpretation of all rules and regulations during game play are at the discretion of SRA staff and umpires.