

CITY OF FRESNO PARKS, AFTERSCHOOL, RECREATION, COMMUNITY SERVICES DEPARTMENT

Adult Fast Pitch League Information

MAIN OFFICE –Ted C. Wills Community Center 770 N. San Pablo, Fresno CA (559-621-6720).

- To check league schedule and team standing, etc., log on to www.teamsideline.com/fresno
- To check game status due to inclement weather concerns, log on to www.teamsideline.com/fresno or call the sports weather hotline @ 621-6725 after 5:00 pm.
- To speak with the program supervisor, call Cliff Contreras @ 621-6729 or email cliff.contreras@fresno.gov

FAST PITCH SOFTBALL RULES AND REGULATIONS

The rules of the Amateur Softball Association (ASA) shall be enforced in the Fresno Parks and Recreation Department, except as amended below:

I. GENERAL INFORMATION

A. Managers and all players are responsible for knowing the "General Rules, Regulations and Code of Conduct Governing the Adult Sports Fast Pitch Program" in their entirety.

B. Where there is more than one league within a given group, grouping shall be determined by team ability, with the better teams grouped in the higher league.

C. Players may only play on one Fast Pitch team

D. BALLS

1. Each team is required to provide one new ASA approved 12-inch ball, .47 core or under and 375 Compression or under, yellow or white ball before each game. Teams will then alternate in supplying an acceptable used ball, starting with the home team.

E. SHOES

1. Participants must wear appropriate athletic shoes while playing. Rubber cleats are acceptable.

Metal baseball cleats will no longer be permitted after the 2016 spring season.

F. HELMETS

1. It is mandatory for all offensive players (including the batter, on-deck batter and base runner[s]) to wear batting helmets with double ear flaps.

G. BATS

1. Acceptable bats will be those with ASA certification and not appear on the banned bat list.
2. A list of currently unacceptable bats will be available at the Sports Office upon the request of the teams, or online through www.softball.org.
3. Altered or Illegal bat policy:
 - a. The official will remove non-approved, illegal, or altered bat(s) from the game and warn the manager during the pre-game conference.
 - b. When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat (whether a pitch is thrown or contact is made or not):
 - i. EFFECT: Dead ball, the batter is out, base runners must return to the last base occupied at the time of the infraction, the bat is removed from the game, the manager is warned, and the player is disqualified from participating in the remainder of the game.
 - (i) If a previous batter has used the same non-approved or altered bat and a pitch was made, the current batter only is assessed the effect listed above.
 - c. When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat previously identified by the umpire during the pre-game conference or used by a prior batter (whether a pitch is thrown or contact is made or not):
 - i. EFFECT: The manager and the player are ejected from the game and will serve a one game suspension, and the team shall forfeit the game.
 - (i) The score will stand as is as long as the team receiving the forfeit is ahead by more than 7 runs; otherwise the score will reflect 7-0.
 - d. A player disqualified for the use of an illegal bat a second time during the season shall be suspended for the remainder of the season.

H. PITCHING DISTANCE

1. Men's League will pitch from 46 feet.

I. BATTERS BOX

1. Currently there are no chalked Batter's Boxes.
2. For the purpose of rule, the batter's box is 7 feet long, which is 4 feet up from the center of home plate and 3 feet back from the center of home plate. This is the guideline to be used for enforcing rule. Once again the umpire has the sole judgment in making this call.

3. The batter must take position after the umpire declares "PLAY" (in the batter's box). NOTE: If the batter refuses to take position in the batter's box during his/her time at bat, the umpire shall order the pitcher to pitch and shall call "STRIKE" on each pitch. The batter may take proper position after any such pitch and the regular ball strike count shall continue, but if he/she does not take proper position before three strikes are called, he/she shall be declared out.

J. BASES

1. The bases will be 60 feet.

II. PLAYING RULES

A. ASA SOFTBALL RULES WILL BE USED WITH A FEW EXCEPTIONS

1. Home team will occupy the bench on the third base side of the field.

2. Teams consist of 9 players (7 are needed to start a game and play a game). Players that arrive late may be added to the bottom of the line-up if done immediately when they arrive (even if every batter has already batted). If a late player is not immediately added to the line-up they must be used as a regular substitute.

B. INFIELD PRACTICE

1. There is no infield practice. Games will begin on time.

C. GAME TIMES

1. Scheduled game time is starting time. In the event that one team does not have the minimum number of players required to play, they will automatically forfeit the game. If both teams are short players at game time, the game will be a double forfeited for each team.

D. TIME LIMITS

1. All games will be scheduled for 7 innings or 1 hour 20 minutes with the following time limit applying: No new inning will start after 1 hour and 15 minutes of actual starting time.

E. MERCY RUN RULE

1. A 15 run lead will constitute a mercy score. Any game with a mercy score after 5 innings may be called with consent of the losing manager. If the losing team wishes to continue, the game will stop at one hour and fifteen minutes without completing the inning regardless of which team is at bat.

F. WARM UP PITCHES

1. For the first inning and anytime a new pitcher enters the game, the pitcher will be allowed 5 warm up pitches.

2. All innings except the first inning the pitchers will be allowed 3 pitches or 1 minute whichever comes first.

3. If the pitcher does not conclude their warm up within the 1 minute a ball will be called on the batter.

G. PITCHING RULES-see ASA Rules 6A section 1-3

1. Legal motions include:

a. Pitcher must start with pivot foot on the pitching plate...

b. Stepping back behind the pitching plate and then starting the delivery will be allowed...

2. Pitcher may step from the pitcher's plate

a. Stepping

i. In the act of delivering the ball, the pitcher must take one step with the non-pivot foot, simultaneous with the release of the ball. The step must be forward toward the batter. It is not a step if the pitcher slides the pivot foot across the pitcher's plate toward the batter.

ii. Pushing off and dragging the pivot foot in contact with the ground, or if both feet are in the air, having the toes of the pivot foot in the downward direction is required.

3. Pitcher may clear their cleat which is defined as no more than 12 inches from the pitching plate. This will be at the umpire's judgment.

4. A pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball". Failure to do so will result as a ball on the batter.

5. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal-no crow hopping

H. TIE BREAKER Does not apply to league play only Play-offs or championship games will play extra innings. If a game is tied after the time limit or seven innings, the game will be recorded as a tie.

Play-offs or championship games will use Tie Breaker rule- Teams will use the International tiebreaker rule.

BATTING ORDERS and RULES

Follow ASA section 2-batting order

I. COURTESY RUNNERS

Each team may select to use the official ASA courtesy runner rule section 10A-G

City of Fresno Men's Fastpitch Modified Courtesy Runner Rule will no longer be used.

J. BASES

1. If available, a double base will be used at first base. On all plays being made on a batter-runner at first base, the batter-runner must use the outside base, and the fielder must use the inside base. If the batter-runner

does not touch the outside base they will be considered to have missed the base and subject to being put out if the base is not re-touched before a play is made on them.

a. EXCEPTION:

i. If the ball is thrown from the foul side of the first base line. OR

ii. When an errant or missed throw pulls the defensive player into foul ground.

iii. If when using the double base, and there is a force play by an infielder on the batter-runner, the batter-runner, in any way, interferes with the fielders ability to make the play while on the inside base, interference will be ruled on the batter-runner and all other runners will be returned to the base last occupied at the time of interference.

K. BASE RUNNING

1. A base runner may leave the base when the pitcher releases the ball. If runner leaves before the pitch is released, runner will be called out.

L. JEWELRY RULE

a. Exposed jewelry such as wrist watches, bracelets, large or hoop type earrings and neck chains may not be worn during the game. Medical Alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body.

III. PROTEST RULES AND PROCEDURES

TEAM MANAGEMENT Only the team manager will be required or allowed to handle team matters as they relate to the Community Sports Program.

Protest Guidelines

1) Protest shall not be received or considered if they are based solely on a decision involving the accuracy of the official's judgment or if such decision has no bearing on the outcome of said game.

2) Notification of intent to protest an official's ruling based on the misinterpretation of a playing rule, must be lodged with the official at the time of the official's ruling or the protest is not received.

3) In a protest involving eligibility of player(s), once a formal protest has been lodged with the official by a manager against a player(s), the player(s) in question must print and sign his/her name on the score sheet under protest. The player in question must show some valid form of identification, such as a driver's license to the official.

4) Protest involving eligibility of player(s) may be lodged at any time up until the end of the game. No protest involving eligibility will be received after the game has concluded. A player whose name and signature is not shown on that team's league roster is considered an ineligible player; a forfeit may be declared against the offending team.

- 5) Use of protesting a ruling to delay the game to expend time may result in forfeiture.
- 6) Procedures regarding alleged discrepancy in official score during the game:
 - a. Team manager who believes there is an error in the official score must notify the official immediately that an alleged scoring error occurred.
 - b. Official suspends play until he/she rules on the official score.
 - c. Official examines the official scorebook. If the error cannot be found, official accepts the record of the official book, unless he/she has knowledge, which permits him/her to decide otherwise.
 - d. The final score, as approved by the official at the end of the game at the field is official. Protests about the accuracy of the final score shall not be received or considered.
- 7) All protests must be filed in writing on an official protest form and submitted by the following business day to the Adult Sports office at the Ted C. Wills Community Center 770 N San Pablo, (559)621-6729.
 - a. Protests filed late will not be accepted.
- 8) The playing of a successfully protested game: In the advent of a game being made up because of a successful protest. Adult Sports Program will schedule, as quickly as possible, a make-up game.
- 9) The decision of the protest is final. The decision is made within five work days.

IV. WAIVERS/ROSTERS

- A. All players must sign the waiver form/roster before playing the first game.
- B. Add and Drop forms must be submitted to league monitor before players can participate.

ADD/DROP Player(s) can be added to a team roster up to the fifth (5th) game. This process is to be done through an Add/Drop Form obtained from the Sports Office in addition to the player(s) signing the Official Team Roster. Any player(s) added after the deadline, in an incorrect manner will be declared ineligible and the team's games will follow the forfeit process.

V. ADULT SUSPENSION GUIDELINES

CODE OF CONDUCT

In order to provide an atmosphere of recreation and sportsmanship, regulations are necessary and must cover all who are connected with the program. The violation of simple acts of good sportsmanship and common courtesy will not be permitted to destroy the program. The degree of disciplinary action will be at the discretion of the Community Sports Supervisor.

The Manager or Coach shall see that players, spectators, do not violate the following regulations:

I. The consumption or possession of any alcoholic beverage or use of drugs is prohibited on a City of Fresno facility. a. Official is required to immediately remove player(s) from the game, or if observed prior to the game, prevent person from playing. EFFECT: WARNING TO ONE (1) YEAR SUSPENSION AND/OR PROBATION OF ONE (1) YEAR.

II. Intimidation or aggressive action toward an official, player or spectator is not allowed. EFFECT: TWO (2) GAME SUSPENSION TO ONE (1) YEAR SUSPENSION AND/OR PROBATION OF ONE (1) YEAR.

III. A physical attack on an official, player or spectator is not allowed. Official is required to immediately eject the player(s) and report such player(s) to the Community Sports Supervisor. EFFECT: THREE (3) GAMES TO TEN (10) YEARS SUSPENSION AND/OR ONE (1) TO TWO (2) YEARS PROBATION, DEPENDING ON THE SEVERITY OF THE INFRACTION. AFTER TWO (2) YEARS, A PLAYER MAY APPEAL TO THE SPORTS SUPERVISOR.

IV. No profane, obscene, derogatory or racial remarks to an official, player or spectator. Any communication or action that causes a disturbance is not allowed. Official is required to immediately eject such person from the game. EFFECT: EJECTION FROM GAME AND/OR TWO (2) GAMES TO ONE (1) YEAR PROBATION OR SUSPENSION.

V. Player(s) shall abide by the official's final decision. Official is required to immediately eject a player(s) from further play and report such player(s) to the Community Sports Supervisor for failure to comply with the official's decision. Only managers have the opportunity to speak with an official. EFFECT: ONE (1) GAME SUSPENSION TO ONE (1) YEAR SUSPENSION AND/OR ONE (1) YEAR PROBATION.

VI. No smoking while on the field of play. Official is to notify the team manager, recreation leader and/or Community Sports Supervisor of the violation. EFFECT: TWO (2) GAMES TO ONE (1) YEAR SUSPENSION AND/OR ONE-YEAR PROBATION.

VII. There shall be no throwing of equipment or any other object(s) by a player(s) or spectator(s). EFFECT: EJECTION FROM THE GAME TO ONE (1) YEAR SUSPENSION AND/OR ONE-YEAR PROBATION.

VIII. There will be no cause for defacement or destruction of any City of Fresno facility or equipment. EFFECT: ONE (1) GAME SUSPENSION TO ONE (1) YEAR SUSPENSION AND/OR PAYMENT TO REPLACE DAMAGED FACILITY OR EQUIPMENT.

IX. There shall be no illegal player(s) participating in any athletic contest. The following defines an illegal player: a) Falsifying a player(s) name on a team contract or scorecard to participate in a league by a manager, coach or player. b) A person on the "ACTIVE SUSPENSION LIST." EFFECT: ONE (1) YEAR SUSPENSION FROM THE DATE THE INFRACTION WAS DISCOVERED. FOLLOWING AN APPEAL, DURING LEAGUE PLAY THE TEAM WILL FORFEIT ALL GAME AFFECTED BY THE ILLEGAL PLAYER.

X. Any manager, coach or player(s) ejected from two (2) athletic contests during the athletic season shall be suspended. EFFECT: ONE (1) YEAR SUSPENSION, EFFECTIVE THE DATE OF THE LAST EJECTION, AND/OR PROBATION FOR ONE (1) YEAR.

XI. Any manager, coach or player(s) ejected from an athletic contest will leave the facility within three (3) minutes (official time out). The team manager will be responsible for removing the offender(s) within the same three (3) minute period or forfeit the game. The offender(s) must be completely removed from the facility and under NO circumstances may return.

XII. The right to appeal a Sports Supervisor's decision MUST BE SUBMITTED IN WRITING by the manager, coach or player within 30 days to the Community Sports Supervisor.

All City League athletic events are provided to foster a positive, competitive, and enjoyable sporting environment. However, keep in mind that we all must go back to work the next day. "Rough Play" or "Horse Play" will not be tolerated as it can result in injuries. Keep the games in prospective and have a good time.

VI. RAINOUT POLICY

A. In the event of rain, the decision to cancel games will not be made until after 3:30 p.m. on game days. Managers and players may call the "Weather Hotline" – (559) 621-6725 or check the game status at www.teamsideline.com/fresno. When a determination cannot be made by this time, the call will be made on the field. The Sports Office staff will do their best to make the decision as soon as possible.

B. In the event games are canceled, they will be rescheduled at the end of the round.

VII. GAMES CALLED DUE TO WEATHER OR LOSS OF LIGHTS

A. In the event of lightening, teams will clear the field for a period of up to 15 minutes. If the weather clears, the game will resume from the point of suspension.

B. In the event a game is called due to weather or loss of lights the following will determine the result of the game.

1. The game will be considered a completed game if the game has reached 1 hour and 15 minutes or 5 innings have been completed. (The game will also be considered a completed game after 4 innings or more innings if the home team is ahead in runs and the umpire determines a danger to players due to inclement weather, darkness and safety concerns).

2. If the game has not reached the point where it is a completed game, the game will be considered a "no game" and the game will be replayed from the beginning.

LEAGUE TIE BREAKER PROCEDURE League standings and post-season pairings are based on:

1. Overall record based on points
2. Overall record based on winning percentage
3. Head to Head
4. Victory margin over head to head opponent, if team split season series
5. Fewest runs allowed over season
6. Coin flip

PROGRAM PHILOSOPHY SEEDING Teams will be placed in a league in as fair a manner as possible. Ability level, past performance, and special requests will all be taken into consideration but not guaranteed.