



CITY OF FRESNO  
PARKS, AFTER SCHOOL, RECREATION AND COMMUNITY SERVICES  
ADULT SPORTS SECTION

## COED SLOW PITCH COMPETITIVE

Revised: 2020

### PLAY REGULATIONS:

Rules not specifically mentioned will be governed by the United Softball Association (USA) rules.

- A. A team in the Coed Slow Pitch League must have eight (8) players (4 men and 4 women) present to start an official game, 10 players - standard. No player(s) names shall appear on the starting line-up unless the player is available in the team area.
- B. Game time is forfeit time! **Exception:** First game has a ten (10) minute grace period. The first week of the season all games have a ten (10) minute grace period (game time will be deducted from the grace period).
- C. Line-up must be ready before scheduled game time. **First and last names MUST appear on the scorecard.** Line-up must be given to the home plate umpire.
- D. A team shall consist of a minimum of eight (8) players, ten (10) players standard.
- E. Defensive positioning shall include at least (1) female in the outfield at all times and one in the infield at all times.
- F. Length of league game shall be seven (7) innings or fifty-five (50) minutes whichever comes first. No new innings after 50 minutes. NO TIEBREAKERS
- G. Four (4) complete innings constitute a game when called because of rain, darkness or inclement weather. Games stopped by the time limit shall be considered complete regardless of the number of innings played.
  - 1. When a game is stopped before the completion of the 4<sup>th</sup> inning due to inclement weather, the game will be rescheduled except if in the bottom of the 4<sup>th</sup> inning the home team is ahead in score.
  - 2. When a game is stopped in the middle of an inning due to inclement weather, injury or violation of code of conduct, the final score would revert back to the previous completed inning.
- H. A league game ending in a tie at the end will be recorded as a tie. Standings are first calculated using Games Back. If there is a tie after the initial calculation, the following tie breaker configurations will be used to break the tie or ties in the following order:

- I. Winning Percentage
- II. Head-To-Head
- III. Head-To-Head Differential
- IV. Total Runs Against.

- I. 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. The City of Fresno has the right to move any team up a division to create a level playing field.
  
- J. Mercy Run rule – game will end when a team is ahead based on the following:
  - 20 runs after five (3) innings
  - 15 runs after five (4) innings
  - 10 runs after five (5) innings.
  
- K. **No batting or infield practice before games.**
  
- L. Game may be forfeited by umpire if a team persists in using tactics that delay the progress of the game.
  
- M. Ten (10) defensive players are on the field, one of whom is to be the short fielder (Rover). The rover is considered an outfielder and may not attempt to throw runners out at first base. (see rule listed below)
  - 1. A thrown ball from the outfield to first base will result in an automatic safe call and the runner will be awarded an extra base.
  
- N. **Coed Slow Pitch Definitions:**
  - 1. The distance of the pitcher's plate to home plate is 52 feet for men and women.
  - 2. The pitcher shall take a position with one (1) or both feet on contact, but not off the side of the pitcher's plate.
  - 3. The ball must be delivered at a moderate speed with an underhand motion.
  - 4. The delivery must be below the hip with a perceptible arc of 6 to 10 feet.
  
  - 5. Pitchers shall not be allowed to use tape or other substances on their hands or fingers, nor shall any foreign substance be applied on the ball. Powdered resin may be used to dry hands.

O. **Batting:**

1. **Coed Slow Pitch – Homerun Rule Limit (3) Homeruns per game per team. Any homeruns after (3) will result in an out. All runners must return to their base.**
2. All batters will start with a (1) ball (1) strike count with none to waste.
3. Base on balls - a batter is awarded first base when four (4) pitches are judged to be balls. When batter is a male, the female (only females) that follows has her choice of batting or taking a walk-applies only when there are two (2) outs.
4. A batted ball that goes sharply and directly from the bat to the catchers hand(s) or glove/mitt is an out.
5. **A team may have twelve (12) players bat on offense, using the extra player rule.** Only ten (10) players (6 men, 4 women) are allowed to play defense at one time. When batting twelve (12) players the team has free substitution.
6. In case of an injury during the game, the game may continue with one less player if there are no substitutions available. However, an out will be recorded in the “empty” spot in the batting order.
7. The batter may not bunt, chop or half swing.  
  
**Effect:** an out will be recorded.
8. Balls/strikes are called by the plate umpire:  
  
9. A pitched ball hits the batter in the strike zone. A strike is called, the ball is dead and the base runner(s) may not advance.  
  
10. If a pitcher desires to walk a batter intentionally, the pitcher shall notify the plate umpire, who shall award the batter first base.  
  
11. Base on balls: The batter/runner is awarded one base. The ball is dead.  
  
12. Re-entry rule is in effect

P. **Line Up Presented to Umpire:**

1. Male
2. Female
3. Male
4. Female
5. Male
6. Female
7. Male
8. Female
9. Male
10. 10. Male

Q. **Base Running:**

1. Base distance will remain at 70 feet.
2. No base stealing is allowed.
3. Runners leaving base too soon shall be declared out and the ball is declared dead, no pitch on the batter.
4. Runners may not advance on an over throw to pitcher. After the pitch, the ball is dead. The ball becomes live when the pitcher - catcher are in legal position to continue the game.
5. Sliding is allowed.
6. A team may use (1) courtesy runner per gender per inning. Any player that is listed on the line up may run at any bag.
7. A defensive player may not **block** a base in attempting to prevent a runner from getting to that base.  
**Effect:** The runner will be declared safe.  
**Note:** A defensive player may be ejected at the discretion of the umpire.
8. A runner may not **run over** a defensive player in order to avoid a tag. **Effect:** The runner will be declared out.  
**Note:** Runner may be ejected at the discretion of the umpire.

9. A base runner cannot leave the base until the batter has swung or made contact with the ball. If the base runner leads off before this time, the base runner will be called out. A Base runner may leave the base when a pitch is swung at and missed but must immediately return to the base.
10. **\*\*Step off Rule:** For safety purposes, if you choose to step off first or third you must request permission from the umpire. Base runner must retag the base before proceeding to the next base.
11. Infield fly rule is in effect.

### **EQUIPMENT:**

- A. ASA Rule 3 Section 3E [3]: EFFECTIVE 2014: The 52/300 12 inch ball will be the only 12" ball allowed in Men's Adult. Ball must be ASA, USA & NSA approved. Slow Pitch, Men's Co-ed, Men's Master's Slow Pitch and Junior Olympic Boys Slow Pitch, with the exception of Seniors. **We will now be allowing women to use an 11 inch ASA approved ball.** Balls must be yellow in color except during the month of October where they may be pink to support Breast Cancer Awareness
- B. **Each team shall furnish the umpire with a new official ASA, USA & NSA .52 core ball at game time.** Ball shall not exceed the 300lbs compression. Best ball available shall be used at all times at the umpire's discretion. No game shall start until each team has furnished the umpire with a new ball. If a new ball is not furnished to the umpire by game time, the game shall be forfeited to the opposing team. The umpire has discretion to negotiate a mutual agreement between the coaches.
- C. **ASA, USA & NSA Banned Bat list will be enforced.** Article 510 N. 06 of the 2006 ASA Code, any player discovered using an altered bat, including a doctored bat or a bat with additional weight shall be called out and disqualified from further City of Fresno league play and ASA Tournaments from one to ten years. City of Fresno/ASA shall have the right to take possession of a bat that is, in the sole discretion of the City of Fresno Parks, After School, Recreation and Community Services Department reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and determined to be an altered bat, then the player shall surrender ownership of the altered bat to City of Fresno/ASA; otherwise a bat of equal or greater value, in the sole discretion of City of Fresno/ASA, shall be returned to the player. A team that is discovered using or have within its possession or control an altered bat may be disqualified from further league play or tournament competition. **All softball bats must have the ASA, USA or NSA certification mark.**
- D. Athletic footwear is required of all participants. Rubber cleats or turf cleats are allowed.  
NO METAL SPIKES, NO TRACK OR FOOTBALL CLEATS ALLOWED.

### **PLAYER QUALIFICATIONS:**

Team players are those persons who sign the original team contract. Once a player is on a team roster, he/she may not switch and play for another team. If the player quits, he/she is ineligible to play in the same division.

- A. A team roster shall consist of a minimum of eight (8) and a maximum of twenty (20) team players on a team contract, unless other arrangements are made with the Adult Sports Supervisor.
- B. All players must sign the original team contract. A manager or other person shall not sign a team contract for another person. The penalty for signing another person's name on a contract is a one-year suspension. The person who signs another person's name on a contract will be held liable in case of injury to the person whose name was signed.
- C. A player may play on more than one team per night PROVIDED the teams he/she plays for are not in the same league. Participants who are accused of being illegal or ineligible must provide proof of identification to the Sports Office, by a pictured identification, or the game will be forfeited. Acceptable "picture identification" will consist of one of the following documents:(N/A Covid19)
- Department of Motor Vehicles Driver's License
  - Department of Motor Vehicles Identification Card
  - Student Body Card
  - Passport
  - Employee Identification Card
  - Any Notarized Identification
- D. A player must be 18 years of age or older to be eligible to participate with an adult team. Any player under the age of 18 years old will be required to have a City of Fresno photo I.D. and have a parent or guardian signed waiver form.  
Absolutely NO players under the age of 16 years old – NO EXCEPTIONS
- E. **ADD/DROP FORM** must be filed in the program monitor or at the sports office for any additions or deletions of player(s) to the original roster/waiver. **Forms will be accepted up to the fifth (5th) game.** 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.
- F. A player signing a contract is eligible to play on the same day as the contract has been filed with the program monitor or at the sports office.
- G. Any player who is listed as a member of a team that is dropped or officially disbanded will be considered automatically released.
- H. Any player who is on the roster of a college, junior college, high school or junior high school squad, and is competing under C.I.F. rules and regulations is ineligible to compete in any City Athletic Leagues until completion of their school's current league schedule. Player's name (Not Signature) must appear on the official team contract prior to the contract's deadline date. The league in which a player wishes to participate will be determined by the team with whom the player signed his/her contract. A written letter is required from the school to release said player to participate. Player must then sign official team contract before legal to play.

## **PROTESTS:**

The Adult Sports Supervisor shall not be bound by any verbal agreement made between managers or players.

A. **AII RULE INTERPRETATION PROTEST** must be recorded on the scorecard at the time of the protest and signed by the protesting manager, the opposing team manager and the game official(s) before play resumes. If opposing team manager chooses not to sign, the official(s) should note that on the scorecard. **SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.**

1. All rules protested must be filed in writing on the official protest form and submitted to the Program Monitor immediately following the disputed game. Failure to do so will eliminate all consideration of the rule protest.

B. **ALL ILLEGAL PLAYER PROTESTS** must be made verbally to the official(s) during the game.

1. The protest must be recorded on the scorecard at the time of the protest and signed by the protesting manager, the opposing team manager and the game official(s) before the game resumes. If opposing team manager chooses not to sign, the official(s) should so note that on the scorecard. **SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.**
2. During league play, if an illegal player is identified by the Adult Sports staff, corrective action may be taken up to and including one (1) business day after that league's last official game.
3. Anytime a player and/or manager, coach, etc. is found playing illegally in the program, he/she will be dealt with individually by the "Code of Conduct" rules.

\*\* Dead time during a protest is an official time-out. That time will be added at the end of the game.

## **APPEAL PROCESS:**

- A. Only individuals directly involved in the infraction, or their authorized representative, may address the Adult Sports Supervisor.
- B. The Adult Sports Supervisor shall be the final authority in the interpretation of all rules and in determining any points not satisfactorily covered in the rules.
- C. The Adult Sports Supervisor considers all advice, suggestions and recommendations in making its final decision. The decisions made by the Adult Sports Supervisor shall be final and not subject to appeal.
- D. To find the status of an appeal, the team manager may contact the Adult Sports Supervisor 621-6729 the next working day

## **AGREEMENTS:**

- A. Upon registration for a City League, each manager agrees that he/she has read all the rules & regulations and further agrees that he/ she will conduct himself/herself and control his/her team in accordance with all policies, rules and regulations of the City of Fresno Department of Parks and Recreation and Fresno Unified School District.
- B. Alcoholic Beverages – **City of Fresno does not allow alcoholic beverages on any city park.** Consumption of alcohol on the premises will result in removal from the park and City of Fresno Adult Sports Leagues for one year.
- C. Once schedules are made, **NO REFUNDS** are allowed.
- D. Only the team manager will be required or allowed to handle team matters as they relate to the Adult Sports Program.
- E. 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. The City of Fresno PARCS Department reserves the right to move any team up or down a division to create a level playing field.
- F. 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 perspective and have a good time.

#### **RAINY OR BAD WEATHER PROCEDURES:**

On the day or days in question, the manager/coach only of each team will call the **Weather Hotline at 621-6725**. Managers and players can check [www.teamsideline.com/fresno](http://www.teamsideline.com/fresno) after 3:00 p.m. for the following information:

1. Which fields are not playable
2. Which leagues are affected by the weather
3. If games will be rescheduled or moved in the near future
4. Any additional information needed to maintain the best play for all concerned

#### **PLAYOFF QUALIFICATIONS:**

Participants are required to play in a minimum of four league games during the regular season in order to be qualified to be added to a playoff roster. **NO EXCEPTIONS.**