

Town of Prescott Valley



teamsideline.com/sites/prescottvalleyaz/home

Revised Spring 2023

OBJECTIVES AND PURPOSE

The Town of Prescott Valley Parks and Recreation Athletic Leagues are designed to provide a recreational activity for residents of Prescott Valley and surrounding communities. The department strives to promote physical fitness, develop sportsmanship, and to provide a safe, constructive outlet through recreational activities; to this end, the Parks and Recreation department reserves the right to move teams up or down one division at any point.

SCHEDULE OF GAMES

Weather makeups will be announced via email and/or Team Sideline. In the event of make-up games, teams may be asked to play double-headers. In the event that many game days need to be made up, the Town reserves the right to play make up games on Fridays or to extend the season if needed. All games will be played at Mountain Valley Park.

EQUAL OPPORTUNITY

The Town of Prescott Valley Parks and Recreation Department does not discriminate against race, age, disability, or national origin in its athletic programs.

AWARDS

The winner of a single elimination tournament will determine the winners of each division. First place vouchers worth the amount of league fees will be given to each division's tournament winner. This award is not redeemable for cash and may be used for Town of Prescott Valley classes or programs only.

POLICY STATEMENT ON OFFICIALS/FIELD SUPERVISOR

The Town of Prescott Valley Parks and Recreation Department provides officials and site supervisors. Judgment calls are final. A site supervisor will be available on site to facilitate the program, handle problems and ensure roster eligibility. The decision made by Site Supervisor will be final. No protests will be taken after a game has been completed.

CARE OF BALL FIELDS

Playing areas, benches and spectator areas must be kept clean and free of trash and debris, trash cans are provided. Misuse of ball fields or park facility will not be tolerated. Violators will be prohibited from using the facility and suspended from league program.

SAFETY OF CHILDREN

Parents/guardians are responsible for the safety and behavior of their children at the game site/facility. No bikes, scooters, skateboards, or roller blades may be ridden in and around the restrooms and balls may not be hit or thrown against fences or walls.

ALCOHOL AT PARK

Town ordinance forbids any consumption of alcoholic beverages within the confines of the park. Any player, coach or spectator that is found to be in the possession of alcoholic beverage with the intent of consumption will be asked to dispose alcohol and/or leave the park. Refusal to leave will cause immediate forfeiture of game being played, yet to be played or having already been played.

SMOKING/VAPING

Smoking OR vaping is not allowed on the playing field, dug out, or surrounding areas. A player may be ejected from the game for smoking or vaping during their game. Smoking and vaping is allowed outside of 4plex area.

TOURNAMENT

A set number of top teams from each division will qualify for the end-of-season tournament. For a player to be eligible for play in the tournament, players must have been added to the roster before the end of week 5. Teams may add players to the roster after week 5 but they may not play in the end of season tournament. Players must also play a minimum of 2 league games before the end of the season to qualify for the end of season tournament.

GAME TIME

Game time is forfeit time. If a team does not have the minimum required players to start a game, the opposing team manager may allow a 5-minute waiting period and a modified 1st half inning; if agreed to, both the 5 minute waiting period and the modified 1st half inning will take place. The opposing manager may not change their decision after it has been made. If the waiting period is allowed, the umpire will start the game clock at the official start time. If, after the 5-minute grace period a team still does not have the minimum required players, a modified 1st half inning shall commence. If neither team has the requisite number of players at game time a double-forfeit shall be declared by the umpire.

Modified 1st half inning: The team that does not have the required number of players shall become the visiting team, regardless of the scheduled visiting team. Once 5 minutes has elapsed on the game clock the umpire shall call, "batter up," and the first batter must take their position in the batter's box. The modified half inning shall be over, and the game declared a forfeit if the team still does not have the required players and three outs are recorded or the batting order has turned over.

In the event enough players make it to the field prior to the end of the 1st half inning or any time during the 5-minute grace period, the game shall proceed. If the modified 1st half inning has started, the visiting team shall remain the same throughout the game. Any protest regarding players that arrive during the 1st half inning must be made prior to the beginning of the bottom of the 1st inning. After the bottom of the 1st inning has been completed, no protests will be accepted regarding a team's roster.

Official's and/or field supervisor's time is the official time. Time will begin when official declares, "Play ball," or at game time if one team does not have enough players and the opposing manager has agreed to the grace period and modified 1st half inning. Due to each game having a time limit of fifty-five (55) minutes and the necessity of other teams to be able to start on schedule, no new inning will be started after fifty-five (55) minutes unless the score is tied.

Games played four (4) or more innings and called due to inclement weather or other unforeseen cancellations shall be considered a regulation game.

Run Rule: All games will be called at the conclusion of:

- A. 5 innings (or 4 ½ if the home team) is ahead by 10 runs.
- B. 4 innings (or 3 ½ if the home team) is ahead by 15 runs.
- C. 3 innings (or 2 ½ if the home team) is ahead by 20 runs.

TIE GAMES

At the end of seven (7) innings or time limit (55 min.) a tie breaker rule will be used to break the tie.

Tie Breaker Rule: At the end of seven (7) innings or time limit, whichever comes first, the visiting team puts the last batter from the previous inning on second base to start the inning. A courtesy runner may be used. The home team then gets the same opportunity when they come up to bat. All other rules and situations will remain the same throughout the inning. The game will continue in this format for a maximum of one (1) extra inning and if there is not a declared winner the game will result in a tie.

SLIDING or AVOIDING DEFENSIVE PLAYER

Sliding is allowed at any base. However, sliding is not mandatory. A base runner must either slide or make an attempt to avoid a collision with the fielder.

Neither fielder nor base runner will be allowed to use force in performing their duties of tagging or base running. Penalty: Runner or fielder may be ejected from the game if judged flagrant.

SCORE KEEPING

Umpires will record the official score; any discrepancy that cannot be settled between the teams and the umpire will be resolved on-site by the Site Supervisor. It is recommended that both teams keep score and confirm after each half inning with the umpire. Both managers must initial the scorecard after each game.

HOME RUN RULES

- ***Hit and Sit Rule***; Batter and all base runners at the time of an over the fence home run or four base awards, may advance home without rounding or touching bases or home plate.
- No appeals will be allowed for a missed base or home plate.
- ***Teams are required to retrieve any ball hit over the fence or out of play.*** Each game will begin with six (6) softballs. If the field runs out of balls due to home runs or foul balls not retrieved, the game will stop until the umpire receives a ball. The game clock will not stop.
- ***Each team will be allowed 3 homeruns per game.*** Each homerun thereafter will be considered an out.

FIGHTING

Players who engage in physical or verbal fighting on or off the field will be automatically ejected from the game. Further penalty may be carried out against player(s)/team(s) if the situation warrants. The Prescott Valley Police Department may be called in the event of a fight.

PROTESTS

Protests will be handled on a case-by-case basis. Time should be called, and the umpire informed that of the protest. Site Supervisor must be notified immediately. Official timeout must be called to address the rule being protested; the game cannot be continued until protest decision has been decided by the Site Supervisor. All decisions of the Site Supervisor are final on all protests. No protests will be allowed after a game has finished. Judgement calls by umpires are not subject to protests.

TEAM CAPTAIN/MANAGER RESPONSIBILITIES

Team captains/managers are responsible for making sure the Athletic Coordinator has a reliable form of communication. All managers are responsible for the Code of Conduct of their players and spectators associated with them. Violations of the Code of Conduct or behavior deemed “inappropriate” will receive a penalty based on the severity and past history. Team captain/manager is the only team member that may address the official during match play. Music will be allowed to play during games. However, no explicit language will be tolerated. Excessive volume will also not be allowed. It is the responsibility of the team manager to keep volume and language appropriate. Any team playing explicit content will be asked to turn their music off for the duration of the game.

CODE OF CONDUCT

No player will at any time lay a hand upon, shove, strike or threaten or use any obscene, abusive gestures or verbal attacks.

No player will be guilty of using unnecessarily rough tactics or rude sounds in the play of the game against the body and/or person of opposing player.

No player will appear on the contest area under the influence of alcohol or drugs.

Team captain/manager is the only team representative who may discuss a ruling with the site supervisor or official. All judgment decisions are final.

RUNNERS/LEADOFFS

Men's and Women's Divisions: a courtesy runner is allowed, one per inning. Coed Divisions: a courtesy runner is allowed, one per inning per gender. A courtesy runner can be any player on the team, but if the courtesy runner comes up to bat while still on base – that player will be called out on base and be forced to take their turn at bat. No leadoffs are allowed. Runners may not leave their base until the ball crosses the plane of home plate.

STRIKE ZONE

The strike zone is achieved with a 6-10 foot arc and the ball landing on the mat or home plate. Players start with a one and one count, with one foul to waste.

Pitcher may not be further than 6 ft from the pitching rubber at the time the ball is released.

ELIGIBILITY, ROSTERS, GAME PLAYERS

Players must be fifteen (15) years of age or older. All players must sign the team waiver prior to playing. A team that participates with an underage player or player that has not signed the team waiver may forfeit the game(s) in which that player plays. Staff may question the eligibility of any player at any time before, during or after a game.

- A player must be on the roster and have played in a minimum of one (2) game prior to the conclusion of the season to play for that team during League Tournament.
- Rosters are frozen for tournament eligibility at the conclusion of week 5.
- Teams will not be allowed to pick up players just for the Tournament.

ROSTERS

Rosters are open throughout the season to add names. Players may not be removed. Additions to the roster may be done through the website and/or the site supervisor. There will be no maximum number of players on any given roster. **Each player is allowed to be listed on ONE COED roster and ONE Men's/Women's roster. Players will not be allowed to play up or down a division.** Players not listed on a team's roster will be prohibited from playing for that team. Any player caught playing for a team that their name is not listed on the roster for will cause an automatic forfeit for the team in which they were playing for. No exceptions will be made.

All Teams must have players sign roster/waiver in person or online. If a team plays with a player not on the roster, that team will automatically forfeit that game.

MINIMUM PLAYERS MEN/WOMEN

Teams must have a minimum of 8 players to begin a game. No team may start with less than 8 nor finish with less than 8 or it will be considered a forfeit. **An automatic out will not be applied in the starting batting order in the Men's or Women's league if batting only 8 or 9.** A maximum of 10 players are allowed on the field defensively. Teams may bat as many players as are on their roster; however, they may not change the order in which they bat after going once through the lineup. If at any time after going once through the lineup a player leaves the game, an automatic out will be called in their position in the batting order unless a legal substitute is inserted. The automatic out **will not** apply if the lineup alters due to an injury.

CATCHER OBSTRUCTION

Obstruction is when a defensive player affects or prevents a batter from swinging at a pitched ball or hinders the progress of a runner. Therefore, the catcher will be called for obstruction if the catcher's glove makes contact with the hitter's bat or when a defensive player doesn't have possession of the ball and blocks a base or base path. If the defensive player (the catcher) has the ball, then that player is allowed to block the base or base path to apply the tag for an out. It shall not be considered a violation if the catcher blocks the pathway of the runner in order to field a throw and the Umpire determines that the catcher could not have fielded the ball without blocking the pathway of the runner and that contact with runner was unavoidable.

HOME PLATE LINE

The home plate line and "line of no return" will be used in all coed leagues. A player running home in an attempt to score must make contact with the line that extends from home plate towards the backstop. The line will be treated the same as a plate (think similarly to first base) Runners cannot touch home plate. Defensive players can only touch the home plate. Any throw beating the runner to this line and controlled by a defensive player while touching home plate, will result in that runner being out (this is a force out). Runners tagged by a defensive player while attempting to score will not be out. If the runner touches the home plate, they will be out, and the ball will remain alive.

LINE OF NO RETURN

A line will be drawn 20 feet from home base deemed the "line of no return". Once a runner makes contact or crosses the line, he/she cannot return to third base. He/She is obligated to continue towards home plate in an attempt to score. If the runner does return to third base after they have crossed the line, he/she will be out, and the ball remains alive.

COED SPECIFIC RULES

MINIMUM PLAYERS COED

Teams must have a minimum of 8 players to begin a game. No team may start with less than 8 nor finish with less than 8 or it will be considered a forfeit. Of these 8 players, there must be a minimum of 4 men and 4 women. If batting 10 there must be a minimum of 5 men and 5 women batting etc. There must always be an even number of men and women in the lineup to maintain an every other situation in the batting order. Bottom Line: There should never be two men or two women batting back-to-back unless playing the Shorthanded Rule with 9 players. If playing shorthanded with 9 players, an automatic out will occur at the end of the lineup when players of the same sex bat back-to-back. If a player of the opposite sex arrives, they must occupy the vacant spot in the batting order and the automatic out will no longer apply. If a team has 9 players at the beginning of the game, then they must play with the 9. **There's no option to play with 8 to avoid an automatic out.** If starting with 8 and a player shows up late, then 9 play with an out at the end of the lineup. Teams may bat as many players as are on their roster while maintaining even number of men and women; however, they may not change the order in which they bat after going once through the lineup. If at any time after going through the batting order and a player leaves the game, an automatic out will be called in their position in the batting order unless a legal substitute is inserted. The automatic out **will not** apply if the lineup alters due to an injury. A maximum of 10 players are allowed on the field defensively. See fielding positioning example below.

PLAYERS ON FIELD (COED)

A team must have at least eight (8) players present to start and continue a game. There must be an even number of men and women on the field. In the case of an odd number of players, the field maybe be guy heavy or girl heavy by one person.

Example:

8 players: 4 men/4 women; **10 players:** 5 men/5 women

- Fielding positions must show a minimum of two women outfielders and two women infielders
- When eight players are used the following ruling applies to the fielding position: Catcher and pitcher must be opposite sex. The infield and outfield positions must have a minimum of one female in its makeup.

CONES

A minimum of three outfielders must be positioned outside the 175' arc when women are at bat. They may move only after the ball is hit. Penalty for violation is illegal pitch (ball).

MALES WALKED

If a male player is walked in his time at bat, he goes automatically to second base (must touch first base on his way to second). The female following has to take her normal turn at bat unless there are two outs, then she has the option to advance to first base or take her normal turn at bat. If the woman steps into the batter's box with a bat she must hit.

SPORTSMANSHIP

Recreational sporting leagues offered by the town are designed to be leisure in nature with an emphasis placed on sportsmanship and fair play. Participants are encouraged to be competitive and abide by the intent of the league at all times. Unsportsmanlike behavior is not tolerated.

UNSPORTSMANLIKE CONDUCT

Includes actions of deceit, disrespect, vulgarity, or unsportsmanlike conduct by a player, coach, manager or spectator and includes, but is not limited to the following: derogatory remarks to an official, opponents, team members, spectator, or recreation staff; excessive questioning or attempts to influence official or recreational staff decisions; showing disgust with officials or recreation staff and/or their decisions; using insulting language or gestures or baiting acts which produce ill will; and/or making any contact with an opponent which is deemed unnecessary and which incites roughness.

PENALTIES

The following penalties may be enforced on the offending player and/or the team manager, for violations of the Code of Conduct, Unsportsmanlike Conduct, or any of the rules listed herein, not necessarily in order, as determined by the Parks and Recreation Department:

- Warning by official and/or Site Supervisor
- Ejection from the contest
- Probation
- Suspension up to the balance of the season or longer
- Ban from all Town of Prescott Valley Parks and Recreation athletic leagues

In the event a player is ejected from the contest they **MUST** vacate the premises immediately. Failure to immediately vacate the premises may lead to the team of the offending player forfeiting their game, whether the ejection occurs before, during or after a game. No refunds will be issued as a result of a suspension or ban as a result of a violation of these rules.

POLICY STATEMENT ON FIELD SUPERVISOR

A site supervisor will be available on site to facilitate the program, handle problems and ensure roster eligibility. The field supervisor has the ability to amend a rule if deemed necessary to improve game. Supervisor will enforce ASA approved bat list. All bat protests must be made at time of incident. Site Supervisor has right to remove any bat from play of game. Umpire will notify Site Supervisor for any protests for bat.

ELASTICITY CLAUSE RULES AND REGULATIONS POLICY STATEMENT

Judgments will be made upon any rule or procedure not stated herein by the Parks and Recreation Department as necessary, to provide for the recreational enjoyment of players, coaches, managers, spectators, officials, and recreation staff members. The Parks and Recreation Department of the Town of Prescott Valley reserves the right to change, add, or delete, any rules or regulations as it benefits the program; any changes shall be made available to the team managers as soon as reasonably possible after a change has been made. All changes will be in full force and effect upon said changes being made available to team managers. Any rule interpretations by the Coordinator or Parks and Recreation Manager shall be final.

CANCELLATION INFORMATION

Please watch your phone an email closely. These will be the primary methods of contact when a cancellation occurs.

TEAM SCHEDULES

Schedules will be posted on the athletics website; it is the responsibility of the Team Manager/Captain to provide a working email address. All updates, notices and tournament schedules will be posted and emailed. Managers/Captains are responsible for keeping their teams informed.