



City of Scottsdale Parks and Recreation Division Adult Slow-Pitch Softball League Rules

Team Managers are responsible for informing all team members of the contents of this manual. The League Coordinator reserves the right to make adjustments or rule changes for league continuity.

LEAGUE POLICIES AND PROCEDURES

ROSTERS

Player Eligibility

- All players must be 18 years or older.
- All players must complete the roster enrollment process before beginning participation.
- Players may only play for one team per league/bracket.
- Men's team rosters must only list male players. Women are only allowed to play on coed teams.
- Use of an illegal player will result in forfeiture of the game.

Roster Requirements

- Softball rosters must have between 10 and 20 enrollments.
 - Teams that fail to have a minimum of 10 players complete the roster enrollment process by the end of the regular season will not be scheduled for playoffs.
- Rosters will be frozen after the last regular season game. No roster changes will be allowed for playoffs.
 - Team Managers will be unable to add or remove players.
 - Players will be unable to complete the roster enrollment process.
- Intentionally falsifying roster information will result in a team being dropped from the league.

ROSTER CHALLENGE

Procedures

- Teams can request a roster challenge through the end of the fourth inning.
- The Team Manager must request a roster challenge with the Site Supervisor.
- The game clock will not be stopped for a roster challenge.
- Challenged players will have 5 minutes to produce a photo ID. If the photo ID is not presented by the end of 5 minutes, the player will be declared illegal.
- Use of an illegal player will result in forfeiture of the game.
- Adult Sports staff or game officials can challenge a player's eligibility at any time.

Regular Season

- The Site Supervisor can check a player's photo ID to verify he/she is at least 18 years old.
- Team rosters are not available on-site during the regular season.
- To verify a player's eligibility, the challenging Team Manager must email a written roster challenge to adultsports@scottsdaleaz.gov no later than the close of the next business day. The challenged player's full name and team must be included.
- The League Coordinator will review the roster challenge and contact the Team Managers once a decision has been reached. The League Coordinator has the final decision over all player eligibility.

Playoffs

- Team rosters will be available on-site during playoffs.
- The Site Supervisor will check both a player's ID and the team's roster to verify the challenged player's eligibility.

FORFEITS

- Teams will be allowed a five-minute grace period at the beginning of the game if their team is unable to field the required number of players.
- If after five minutes a team still does not have the required number of players to play, the game will be declared a forfeit.
- No player may be picked-up to avoid a forfeit.
- Four or more forfeits may drop a team from the league without a refund and may prevent them from registering for future leagues.
- If you know in advance that you have forfeit, please call the Adult Sports Office at 480-312-0227 so the opposing team, staff, and officials can be notified.

PROTESTS

- All protests must be made at the time of the infraction, prior to the next start of play.
- The Team Manager must notify the official and the Site Supervisor, who will resolve the issue on site.
- Protests may only be made for rule interpretations; an official's judgement call will not be considered.
- If an issue is not settled on site, the Team Manager must submit a written protest to the Adult Sports Office no later than the close of the next business day. *Protest Forms* are available from the Site Supervisor.
- The League Coordinator will review the protest and contact the Team Manager once a decision has been reached. The League Coordinator has the final decision over all league issues.

OFFICIAL SCORE

- Each team will keep their own score.
- Score sheets, clipboards and pencils will be provided.
- Line-ups with first and last names of each player (written legibly by each team), starting game times from the umpire, which players score, and the final score are required on each score sheet.
- The scoresheet that comes to the Adult Sports Office is the official score unless it can be proven otherwise. Each team is responsible for ensuring the final score recorded on the scoresheet is correct before it is given to the umpire or Site Supervisor.

ALCOHOL AND DRUG POLICY

- Players or coaches found using or noticeably under the influence of alcohol or drugs will be ejected from the game and playing site.
- Attempts to hide the identity of individual(s) using alcohol and/or drugs will result in the ejection of the Team Manager and forfeiture of the game.

CITY OF SCOTTSDALE PARTICIPANT BEHAVIOR POLICY

Any form of discrimination, abuse, and/or unacceptable behavior will not be tolerated. Unacceptable behavior includes, but is not limited to, the following:

- Any violation of federal or state law, or city ordinance.
- Deliberate or reckless disruption of any park activities or programs.
- Failure or refusing to obey park ordinance or park rules as directed by city staff or sign.
- Threatening or intimidating others through verbal abuse, profanity, obscene gestures, or other means.
- Intentionally or recklessly damaging or defacing any park property or equipment, or personal property of others
- Fighting or other assaultive behavior.

SCOTTSDALE ADULT SPORTS BEHAVIOR POLICY

Scottsdale Adult Sports seeks to promote and maintain a fun, safe, and family-friendly environment. As a result, all players, coaches, spectators, staff, and officials are expected to act in a respectful and courteous manner towards one another. This policy extends to anyone at an Adult Sports playing site either before, during, or after a game.

Team Manager's Responsibilities

While each individual is responsible for his/her own actions, Team Managers will also be held responsible for the conduct of their team members, coaches, and spectators. Team Managers are expected to assist the Adult Sports Staff and game officials to maintain a positive playing environment. To aid in this, only the Team Manager (or Acting Team Manager) is permitted to confer with game officials and Adult Sports Staff.

Prohibited Behavior

The following actions are grounds for ejection, game forfeiture, and/or suspension:

- Inappropriate behavior
- Unsportsmanlike behavior
- Obscene language or gestures
- Verbal abuse
- Physical assault
- Verbal threats
- Threatening behavior
- Other violations of the City of Scottsdale Participant Behavior Policy

EJECTIONS, GAME FORFEITURES, AND SUSPENSIONS

The Adult Sports Staff and game officials have the authority to eject any individual from the playing site and/or forfeit a game in response to violations of Adult Sports policies. The League Coordinator will review each case and issue a warning or probation or levy additional suspensions against individuals and/or teams as deemed appropriate based on the severity of the violation(s) or if violation of Adult Sports policies is repeated. Suspensions may vary from one game to an indefinite ban from any Scottsdale Adult Sports Programs. Please be advised that engaging in physical assault, fighting and/or threatening violence can result in criminal prosecution.

Procedures

- Ejected individuals must leave the playing site (including playing area, facility/park, and parking lot) within 5 minutes.
 - If an ejected individual remains at the playing site after 5 minutes, the game will be forfeited, and the individual's suspension will be extended.
 - In the cases where the environment becomes hostile or the ejected individual refuses to leave, the Adult Sports Staff may call Scottsdale Police to assist in trespassing the individual from the playing site. Refusing to leave the premises is considered trespassing.
- Ejected individuals will automatically be suspended for a minimum of two games (the game they were ejected from, and the following scheduled game).
- Ejected individuals are not allowed to participate in any Scottsdale Adult Sports program while serving a suspension.

Suspensions

For any suspension beyond the automatic two-game ejection, the City Parks and Recreation Manager will send a letter notifying the Team Manager and Co-Manager in the case of a team suspension and the Team Manager and the suspended individual of the suspension. This letter will include details of the incident(s) leading to the suspension, the length of time of the suspension, the consequences of violating the suspension, and the process for requesting reconsideration. For an individual suspension, this letter will be sent to the suspended individual by certified mail, return receipt requested and a copy will be sent by email or regular mail to the suspended individual and Team Manager. For a team suspension, this letter will be sent to the Team Manager by certified mail, return receipt requested, and a copy will be sent by email or regular mail to the Team Manager and Co-Manager.

Request for Reconsideration of Suspension

An individual who has been suspended, or a Team Manager whose team has been suspended, from the Scottsdale Adult Sports Program beyond the automatic two-game ejection may, within 20 days of the date of the suspension letter, submit a written request for reconsideration with any applicable supporting documentation to the Parks and Recreation Director. The Parks and Recreation Director will review the request, any supporting documentation, and the facts and circumstances relating to the suspension and determine to uphold, modify, or overturn the suspension. The Parks and Recreation Director shall provide the individual or Team Manager, as applicable, with a written notice of the determination within five City business days after receipt of the individual's timely written request for reconsideration. The Parks and Recreation Director's determination regarding the request for reconsideration shall be final and shall constitute an exhaustion of the individual's or team's administrative remedies. Additionally, any administrative decision to uphold, modify or overturn a suspension, shall have no bearing on whether an individual is prosecuted or investigated for assault, fighting or other criminal conduct.

The request for reconsideration process does not apply and is not available to individuals who have been arrested for violating a suspension or trespass warning.

AMPLIFIED MUSIC

Loud music is not permitted while playing in any City of Scottsdale League. Any music that interferes with or disrupts the game, as determined by the umpire or site supervisor, must be turned down upon request. All music must be family friendly and have clean language.

SAFETY

Injuries

- A player who is bleeding, has an open wound, or has excessive amounts of blood on his/her uniform shall be directed to leave the game.
- Players should be in good physical condition to participate in this league. The City of Scottsdale does not carry insurance for league participants. Players participate at their own risk.
- Site Supervisors will provide basic first aid supplies upon request to treat injuries received while participating in an Adult Sports league game.

Jewelry

- Exposed jewelry including, but not limited to, wristwatches, bracelets, earrings, neck chains, rings, and pins may not be worn during the game.
- Other items judged dangerous by the official, umpire, or site supervisor may not be worn during the game.
- Medical bracelets or necklaces and religious medals are not considered jewelry, but must be taped to the body to avoid exposure.
- Players must remove jewelry or be removed from the game.

Non-Players

- For safety and liability purposes, any non-playing person (other than coaches and scorekeepers) will not be allowed to sit in the dugout area.
- Pets and any children under 18 years of age must be supervised by non-playing adults.

INCLEMENT WEATHER

If you have questions about inclement weather impacting your game, please call (480) 312-0227 or visit: <http://www.scottsdaleaz.gov/sports/softball>

Generally, games are not cancelled unless the playing area becomes unsafe due to wet conditions, lightning, high winds, or poor visibility. To play as many games as possible, the Adult Sports Office will not cancel games based on forecasted conditions but will wait until a particular playing site is impacted.

If games have been cancelled due to inclement weather, the Adult Sports Office will post a notice on the sport website and send communication to the Team Manager. All efforts will be made to reschedule games. However, if cancelled games are unable to be rescheduled, teams will receive a partial refund at the end of the season. Team Managers will be notified of all schedule updates, including rescheduled games.

GENERAL SOFTBALL RULES

GENERAL INFORMATION

- The official rulebook used shall be USA Softball's "Official Rules of Softball". All exceptions shall be listed in the Scottsdale League Rules.
- The Site Supervisor shall be responsible for all field/league activities, and has the authority to make any decisions that are necessary to maintain league order and continuity.
- Athletic shoes or rubber cleats are required. For safety reasons, steel cleats are prohibited.
- Shirts must always be worn by players, managers, and coaches.

BATS

All bats used in a Scottsdale traditional softball league must pass a “Barrel Compression” test and have a current City of Scottsdale Adult Sports tag indicating the bat has been tested for safety. Captains are responsible for ensuring all their players’ bats have been properly tested by the Adult Sports staff prior to the start of the season.

- No tampered or altered bats allowed.
 - Any use of an altered bat by a player will result in automatic ejection from the league and the player’s team forfeiting that game.
- All bats must meet the requirements in USA Softball’s “Official Rules of Softball”.
- Only those bats, which are included on the USA Softball Certified Bat list (www.teamusa.org/USA-Softball) and have a City of Scottsdale Adult Sports tag, will be allowed for use in City of Scottsdale League play.
- The Adult Sports staff has the authority to confiscate any bat for testing. If a seized bat fails the Barrel Compression testing, the approval tag will be removed, and the bat will be disallowed for league play. The umpire’s decision on legal and illegal bats is final.

BALL RETURN POLICY

Each game will begin with one (1) new game ball and two (2) back up balls. Teams must return all retrievable balls hit out of play as soon as possible in order to keep the speed of the game intact. If all three (3) balls have been hit out of play, the game will be suspended until the balls have been returned to the umpire’s control. The game clock will continue to run. The umpire will introduce a new game ball, if an out-of-play ball is unable to be retrieved (i.e. unreachable, lost or stolen). No substitute balls may be inserted into play; only City of Scottsdale official game balls will be accepted for play.

LEAGUE GROUND RULES

- Ground rules concerns not covered below will be handled as stated in USA Softball’s “Official Rules of Softball”
- Any batted fair ball that bounces over any wall or fence will be ruled a ground rule double.

STARTING PLAY

- Eight (8) players are required to start and continue a game. If less than ten (10) players start the game, the missing player(s) will not be considered an out.
- Sixteen (16) players are the maximum allowed to play a game. All eligible players must be listed on the lineup. Teams cannot play fewer offensive players than play defense.

TIME, RUN RULE AND TIE GAMES

- All games will be at least 55 minutes or 7 innings, whichever occurs first.
- No new inning will start after 55 minutes.
- In the event of a disruption, four (4) innings (3 ½ if home team ahead) will constitute an official game.
- Games may end in a tie during the regular season.
- For playoffs, USA Softball’s tie-breaker rule will be in effect once the 55-minute time limit has expired, including championship games.
- Any team ahead by twenty (20) runs after three (3) innings, fifteen (15) runs after four (4) innings or ten (10) runs after five (5) innings will be declared the winner.

PITCHING

- During the first inning, each pitcher is allowed three (3) warm-up pitches.
 - By the time the pitcher has completed his/her warm-ups, the practice ball must be returned to the dugout.
 - During the game, practice balls are not permitted on the playing field.
 - After the first inning, the pitcher will be allowed two (2) warm-up pitches, or sixty seconds, whichever occurs first.
- A pitched ball landing in front of the plate will be a dead ball. Batters may not hit the ball.
- Pitchers may release the pitch from the area marked with a line six (6) feet behind the pitching rubber up to the pitching rubber.
- A pitched ball landing on any part of the plate or mat will be called a strike.

HITTING

- Teams may bat up to a sixteen (16) player line-up, continuing to field ten (10) players. The sixteen (16) batters may rotate among the fielding positions, always maintaining the original batting order.
- Players may be added to the end of the batting order up to sixteen (16) players once the game has started.
- A team may finish the game with less than the original line-up due to player injury, ejection or emergency.
 - That spot in the batting order is an out the first time around, except for an ejection, which will be an out for each at bat.
- All batters will begin each at bat with a one (1) ball, one (1) strike count.
- Missed swings and called third strikes will still result in a strikeout.
- Standard third-strike rules apply.

BASE RUNNING

- Any player in the line-up can be a courtesy runner. However, a courtesy runner whose turn at bat comes while on base will be called out, removed from the base, and required to take their turn at bat.
 - No more than one (1) courtesy runner is allowed per inning.
 - A male courtesy runner must run for a male, and a female courtesy runner for a female.
- Runners must use the orange portion of the bag and defensive players must use the white portion (See USA Softball's "Official Rules of Softball" for exceptions).

HOME RUN RULE

The City of Scottsdale Adult Sports program has a home run rule for all Men's and Coed leagues. The home run rules for each level of league play are as follows:

B Leagues	3 home runs per game, per team
C Leagues	2 home runs per game, per team
D Leagues	1 home run per game, per team

- Any home run hit after a team has reached its maximum allowed home runs will be ruled an out.
- Inside-the-park home runs do not count toward the team home run total. This will be in effect at all fields.
- Combined leagues will utilize the lower league's home run rule. For example, a combined B and C league will use the C league limit of two (2) home runs per game.

STANDINGS AND TOURNAMENT SEEDING

Below is the list of tiebreakers that will be used to determine league standings and seeding for tournament brackets.

1	Winning Percentage
2	Head-to-Head
3	Head-to-Head Differentials
4	Common Opponents
5	Total Points Differential
6	Lowest Number of Forfeits

When creating tournament brackets, the League Coordinator reserves the right to move teams up or down a division to promote more balanced tournament play.

COED RULES

All General Softball Rules apply, with the following exceptions:

STARTING AND CONTINUING PLAY

- The number of women on offense and defense must always equal or exceed the amount of men.
- When a female is injured during a game, causing her removal from play without a legal substitute to replace her, an out will be counted when her turn at bat comes up.
 - This is the only case where a male player will not be required to exit the game.

BALLS

- Male batters will hit a 12-inch softball; female batters will hit an 11-inch softball.

HITTING

- Women will be allowed one (1) foul ball on the third strike per at bat.
- The amount of male batters cannot exceed the amount of female batters.
- The amount of female batters can exceed the amount of male batters.
- Male batters can only bat one position in the lineup, they cannot “sub” between female players to keep a male/female batting rotation.
- The batting order must alternate between genders unless women exceed men. Men may not bat consecutively.
- If the amount of female batters exceeds male batters, then the batting order shall reflect female batters in succession. See Appendix A for examples.

WALKS

- Any walk to a male batter will result in a two (2) base award.
 - Runners already on base move only if forced.
 - The next batter (a female) will bat. EXCEPTION: With two (2) outs, the female batter has the option to walk or bat.
 - NOTE: Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.

DEFENSIVE POSITIONS

- Defensive positioning with ten (10) players shall be two (2) males and two (2) females in both the infield & outfield positions, one (1) male and one (1) female in the pitcher and catcher positions.
- At no time, regardless of the number of players, can the infield or outfield either be all males or all females (unless team is playing with only 2 or 3 males, in which case one still must be pitcher or catcher). Exception to rule: All women's team.

COMMITMENT AND SCORING LINES

- A Commitment Line will be placed at twenty (20) feet from home plate. Once a runner has crossed that line, they are committed to scoring and cannot return to 3rd base.
 - If the runner crosses the commitment line and then tries to return to 3rd base, they will be called out.
- A Scoring Line will be placed at the front of home plate running perpendicular to the 3rd base line. Runners must use this line to score and NOT try to tag the home plate, being sure to stay, within reason, behind the catcher.
 - If the runner tries to tag home plate, they will be called out.
 - The catcher is allowed to touch either the home plate or home plate mat when a runner is trying to cross the scoring line.
- Sliding is prohibited when a runner is trying to score.

16" RULES

All General Softball Rules apply, with the following exceptions:

STARTING AND CONTINUING PLAY

- A minimum of two (2) female players on offense and defense is required to start and continue a game.
 - Teams that are unable to field the minimum two (2) females may play but will not be allowed to field more than eight (8) males on defense.
- When a female is injured during a game, causing her removal from play without a legal substitute to replace her, an out will be counted when her turn at bat comes up.

EQUIPMENT

- Both male and female players will hit the 16-inch softball.
- The use of gloves by defensive players is optional.
- Bats are not required to be USA Softball certified or to have a Barrel Compression test to be used in this league. Due to the weight of the 16" ball, some newer composite bats may become damaged, and are not recommended for this league.

HITTING

- Women will be allowed one (1) foul ball on the third strike per at bat.
- The batting order must alternate between males and females as evenly as possible.

RUN RULE

- Any team ahead by twelve (12) runs after four (4) innings or ten (10) runs after five (5) innings will be declared the winner.

PITCHING

- A pitched ball landing in front of the plate will be a live ball. Batters may not swing at the ball and runners may not advance.
- Pitchers must have at least one foot in contact with the pitching rubber until the ball leaves their hand.

BASE RUNNING

- Leading off is allowed per USA Softball's "Official Rules of Softball"

APPENDIX A

EXAMPLE A

Team A has 12 players show for a game (7 female and 5 male). The batting lineup should look like this:

- | | |
|----------|---------------|
| 1. Bob | 7. Tom |
| 2. Carol | 8. Katie |
| 3. Ted | 9. Paul |
| 4. Alice | 10. Stephanie |
| 5. Dick | 11. Kristin |
| 6. Jane | 12. Sybil |

EXAMPLE B

Team B has 10 players for a game (4 female and 6 male). The 2 additional male players must:

- Be listed in the 'sub' box of the lineup for another male player.
- Alternate at bats with the listed player.
- Alternate on defense with the listed player.

The batting lineup should look like this:

- | | |
|-----------------|----------|
| 1. Bob/sub Ken | 5. Dick |
| 2. Carol | 6. Jane |
| 3. Ted/sub-Mike | 7. Tom |
| 4. Alice | 8. Katie |

With only 4 female players, the defense can only have 4 females and 4 male players on the field.