

Library and Recreation Department

Adult Sports Manual
2025



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Introduction

The City of Pleasanton Library and Recreation Department welcomes you to the Adult Sports Division. One of the goals for the Adult Sports Division is to provide recreational opportunities for adults of all ages and abilities. The Adult Sports Division provides the community with an opportunity to participate in an organized sports activity.

Purpose

The purpose of this manual is to provide a comprehensive overview of all the adult sports leagues the City of Pleasanton (City) offers. In addition, this manual contains pertinent information for anyone looking to participate in one (1) of the City's adult sports leagues.

Leagues are organized for recreational play, regardless of skill level (must be 18 years or older to participate). All information regarding adult sports leagues is located at www.teamsideline.com/pleasanton.

Library and Recreation Department Vision, Mission Statements and Values:

- Vision Statement: Inspiring a vibrant community.
- Mission Statement: Start your journey here. Discover, Connect, Play, Enjoy.
- Values: Integrity, Collaboration, Customer Service, Inclusiveness, Innovation.

Why Adult Sports?

Recreational adult leagues offer people a safe and friendly environment to help foster better mental and physical health. As youth, many people grew up participating in recreational sports leagues. Between work hours and family activities, there just does not seem to be enough time in the day to recreate. However, recreational leagues have multiple benefits for adults, just as they do for youth. Whether you are looking to meet new people or have a group of friends spend more time together, joining a sports league can keep you active while helping to foster teamwork and leadership skills. Bring your family, meet a neighbor, and build a sense of community through sports. Join a league and make new friendships that could last forever.

Contact Information for the Sports Division:

- Sports Office – (925) 931-3437
- Daniel Robles, Library and Recreation Coordinator, League Director – (925) 931-3443, drobles@cityofpleasantonca.gov
- Thomas Myers, Library and Recreation Coordinator – (925) 931-3441, tmyers@cityofpleasantonca.gov
- Jack Hettinger, Recreation Supervisor – (925) 931-3440, jhettinger@cityofpleasantonca.gov
- Aaron Bueno, Recreation Manager – (925)-931-5345, abueno@cityofpleasantonca.gov

Adult Sports League Overview

	Basketball	Softball
Location	Harvest Park Middle School Gym (4900 Valley Ave) Hart Middle School Gym (4433 Willow Road) Pleasanton Middle School Gym (5001 Case Ave)	Ken Mercer Sports Park Softball Complex (5800 Parkside Dr)
Game Times	Rotating schedule of: 6:15, 7:15, 8:15, and 9:15 p.m.	Rotating schedule of: 6:30, 7:45 and 9:00 p.m. Coed Business always starts at 5:15 p.m.
Divisions	<ul style="list-style-type: none"> - Intermediate - Novice 	<ul style="list-style-type: none"> - D League: Inter. - E League: Nov. - Coed E: Nov. - Coed Bus: Inter. - Coed Rec: Nov. - Masters (35+)
Night of Play	Wednesday and Thursday	Monday through Friday

TeamSideline

All adult sports leagues are team-based registration - you must have a team ready to play. Only the team manager registers the team.

Refund Policy

- A partial refund (half) will be given if a team cancels after registration concludes and before league schedules are made.
- No refunds will be issued once league schedules have been made.

How to Register a Team and Submit a Team Roster on TeamSideline

1. Go to www.teamsideline.com/pleasanton
2. Click "Enroll" for your designated sport.
3. If you have an account, log in with your credentials. If you do not have an account, click "Not Registered? Create a "New Account"
4. Complete all the required fields and click "Sign Up."
5. You will then be brought to "Add Items to Your Cart," Select:
 - a. Enrollee: Your Name
 - b. Enrollment Type: General
 - c. Program: Whichever sport you are enrolling in
 - d. Offering: Select the night of play you are registering for
 - e. Incl. Player Registration: Yes
6. Click "Add Enrollment"
7. Click "Proceed to "Checkout"
8. Enter your desired team name.
9. Agree to all the waivers as the Team Manager – 4 total.
10. Click "Next"
11. Agree to all the waivers as a player – 4 total.
12. Click "Done"
13. Review your contact information/cart and click "Place Order."
14. Select your team by hovering your cursor over "Manage Rosters."
15. Click "Add to Roster"
16. Enter player's information and click "Add."
 - a. Repeat until all players are added.
17. Click on "Submit"

How to Invite Players onto your Roster

1. Go to www.teamsideline.com/pleasanton
2. Click the "Sign-In" link in the upper right-hand corner.
3. Log in using your email address attached to your Team Manager account.

- Once logged in, go to “Manage Rosters” > Select your team’s name.
- Click the “Add to Roster” button.
- Enter player’s information.
- Click “Add”

How to Copy a Roster from an Old Team to a New Team

- After you have registered your team, click your team’s name under “Manage Rosters.”
- Click the “Copy Roster” button.
- For team roster, use the drop down to select desired roster.
- Click the “Copy” button.

If your team plans on switching managers, the previous roster is linked to the old manager’s account and cannot be transferred to the new manager. The new manager will have to manually add every player onto his/her roster.

Coach Access

If the manager needs support managing their team, he/she may add someone as a “coach” to their team. A “coach” has the ability to add players to the roster. Once you have added a “coach” to your roster, you will see a blue “people” icon display which indicates this person now has the ability to edit the roster.


















- Go to www.teamsideline.com/pleasanton
- Click the “Sign In” link in the upper right-hand corner.
- Log in using your email address attached to your Team Manager account.
- Select team name under “Manage Rosters.”
- Click the “Add to Roster” button and add the desired coaches name and email address.
- For role, select "Coach" from the drop down.
- Once "Coach" has been added, click the edit icon for recently added "Coach."
- For roster edit, use the drop down to select "Yes."
- Click the “Save” button.



Roster Management

Team managers or coaches may invite players to enroll onto the roster at any point (even after registration). It is the manger’s responsibility to make sure all members of their team have enrolled onto the roster by the mid-point of the season. Every time a player enrolls onto the roster, the team manager receives an email alert via TeamSideline. After the add/drop deadline (mid-point of the season), any player not enrolled on the roster is considered unauthorized and will not be allowed to play.

Authorized vs Unauthorized Player on a Roster

Below is an example of the last 3 columns of a roster on TeamSideline. A player must have a check mark on both “Invited” and “Enrolled” in order to be considered an authorized player. If the player only has a checked box in the “invited” but not in the “enrolled” column, that means the manager invited them to enroll onto the roster via an email from TeamSideline, but the player did not complete the enrollment process. If the player only has a check mark in the “invited” column that player is considered unauthorized and cannot play.

Invited	Enrolled	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	  
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	  
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	  
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	  
<input checked="" type="checkbox"/>	<input type="checkbox"/>	  
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	  

Unauthorized player

Free Agents List [Individuals who do not have a team]

If you are not currently on a team, but still want to participate in an adult sports league, please sign up as a free agent. Signing up on the free agents list does not guarantee your placement on a team. If a team needs players, the team manager may reach out to City Staff to obtain a free agents list.

How to Register onto the Free Agents List

- Visit www.teamsideline.com/pleasanton

2. Click the "Free Agents Signup" tab from the top menu.
3. Complete the following fields:
 - a. First Name
 - b. Last Name
 - c. Cell Phone Number
 - d. Email
 - e. Skill Level
 - f. Preferred Night
 - g. Sport
 - h. Gender
 - i. Enter the verification shown.
 - j. Click "Submit"

Administrative Rules (Applicable to all leagues)

League Director Authority

- All situations are not foreseeable, and professional judgment will be needed.
- If it is deemed to be in the best interest of the program, the league rules, schedules, and playoffs may be adjusted at any time.
- Rules and regulations will be interpreted and enforced as deemed necessary to ensure a smooth and consistent program in keeping with the standards and intent of fair and safe recreational play.

Team Registration, Roster Management, Game Schedules, and League Standings

- The City utilizes www.teamsideline.com/pleasanton a comprehensive software for team registration, roster management, games schedules, and league standings.

Governing Body Rules

- All City rules outlined in this manual supersede the governing body rules. Should a rule not be listed in this manual, these governing body rules will be enforced:
 - **Basketball:** The National Federation of High School Sports www.nfhs.org
 - **Softball:** United States Specialty Sports Association www.usssa.com
- It is the team manager's (or their designee's) responsibility to know and understand the City of Pleasanton league rules, the Sports Association of Northern California Recreation Agencies (SANCRAs) Player Code of Conduct, and all governing body rules. In addition, the team manager must educate and enforce all rules with players, coaches, and team supporters.

Team Placement

- To maintain fair play and a balanced, recreational environment in all adult sports leagues, the League Director determines team placement. In the event a team's skill level does not match the league they registered for; the League Director may move the team(s) to a different division or night of play to ensure a competitive balance that is suitable for all participants. In some cases, the League Director may need to decline a team's enrollment into a league if their skill level significantly differs from the intended level of play.

Injury Time

- In case of a serious injury, the umpire/official may stop the game clock.

Field Conditions

- The determination of playability of a court/field prior to the start of a game shall be made by the League Director, his/her official representative, or the game officials.

Manager Responsibilities

- The Team Manager (or their designee) is responsible for ensuring their players and team supporters comply with league rules and maintain sportsmanship during all league activities.
 - If players or team supporters violate league rules, or exhibit unsportsmanlike conduct, the Team Manager (or their designee) may be subject to disciplinary actions. These actions may include warnings, suspensions, forfeits, or removal from the league.
 - In the event City staff cannot identify the person(s) responsible for a rule violation, the team manager (or their designee) may be held responsible.
- Team Managers are expected to communicate league rules to their players and supporters and take proactive steps to prevent and address any issues.
- A variety of methods are used to communicate including email, phone, mail, and in-person. Communication is primarily done through the team manager. The team manager must communicate all updates to their team.

Team Roster

- It shall be the team manager's responsibility to recruit players for his/her team.
- All players must be at least 18 years of age.
- All players, coaches, and managers must be officially registered electronically on the team's roster prior to play.
- There is no maximum number of players.
- Players may be added or dropped from a team's roster until the mid-point of the season.
- Any player participating without being on the league roster, under an assumed name, or false address will be considered an unauthorized player and be suspended from all league play for a minimum of one (1) game. The suspension also applies to any other teams that a player may be participating in. The team manager (or their designee) may also be suspended.
- Players must bring a physical copy of their identification (ID) with them for all games and be able to produce a valid ID upon request.

- The League Director may approve the addition of players after the deadline under a “hardship ruling” if it is deemed to be in the best interest of the league.
- Players may participate in more than one team if those teams are in different divisions.
 - Game schedules will not be adjusted to accommodate playing on multiple teams.
 - In the event of a game time conflict, the player must select one (1) team he/she will be playing on for that evening.

Playoffs

- Playoffs are typically held the week directly following the conclusion of the regular season play.
- Leagues will have a single elimination tournament at the end of league play. All regular season rules shall be enforced except that playoff games may not end in a tie.
- The top four (4) teams will advance to the playoffs.
- The number one (1) seed will play the number four (4) seed, and the number two (2) seed will play the number three (3) seed.
 - For all playoff and championship games, the highest seed will be the home team.
- Roster and ID checks will take place before all playoff games.
 - Only a physical copy of identification will be accepted. Failure to provide a physical copy of identification will result in the player being ineligible to play.
- Playoffs are determined by league standings (overall wins then losses). In the event of a tie in league standings, playoffs will be determined in the following order:
 - Teams who forfeited the least number of games.
 - Overall record between tied teams.
 - Run/point differential (*) between the tied teams.
 - In the event when tied teams do not play an equal number of games amongst each other, the run/point differential average between the tied teams will be utilized. For example, the tie breaker order will be Team C, Team A, and then Team B based on the case below.
 - Team A played Team B twice (5-8 & 11-0) and Team C once (12-16)
 - Team A will have a run/point differential of: +1.33 (-3, +11, -4 = 4 / 3 games)
 - Team B played Team A twice (8-5 & 0-11) and Team C once (10-15)
 - Team B will have a run/point differential of: -4.33 (+3, -11, -5 = -13 / 3 games)
 - Team C played Team A once (16-12) and Team B once (15-10)
 - Team C will have a run/point differential of: +4.5 (+4, +5 = 9 / 2 games)
 - Run/Point differential (*) between the tied teams versus the entire league.
 - Coin toss.

*Run/Point differential is calculated by subtracting runs/points given up from run scored.

Awards

- **Basketball:** 10 individual awards.
- **Softball:** 15 individual awards.

Rule Protests

- Judgement calls cannot be protested (e.g., foul/fair, strike/ball, in/out).
- Game protests shall be accepted, provided that the proper procedures are followed at the appropriate time and sequence.
 - The team manager (or their designee) must calmly ask an official for a time-out.
 - Upon being granted a time-out, only the manager (or their designee) may approach the official and ask for clarification on the ruling. If the manager (or their designee) feels the ruling is incorrect, the manager (or their designee) must state his or her intent to protest before the next ball is put into play.
 - Should a manager (or their designee) attempt to protest a rule out of sequence, the protest will not be considered, and the manager (or their designee) may be subject to further penalties:
 - Minimum Penalty: Placed on probation for the remainder of the season.
 - Maximum Penalty: Suspension for two (2) league games (or weeks) and placed on probation for the remainder of the season.
 - The official (along with City staff) will ensure the proper information about the game/situation is noted on the score sheet.
 - Play will resume.
 - Upon completion of a protested game, the manager (or their designee) must submit a written (no audio, video or photos) explanation of the protest, citing the specific alleged improper ruling, to the League Director within 24 hours of the game. If not received within 24 hours, no action will be taken, and the protest will be voided.
 - The League Director will investigate the matter and alert both team managers with a final ruling within five (5) business days (or sooner if future games are impacted).
- Playoff game protests will be ruled upon immediately by City staff.
- Unsportsmanlike attitudes and actions on the part of any team involved in the protest will not be tolerated.

Player Protests

- Protests regarding players eligibility must be stated by the manager (or his/her designee) prior to the mid-point of the game to the officials and the scorekeeper. Failure to protest an unauthorized player prior to the mid-point of the game will void the protest.
 - Basketball: prior to the start of the second (2nd) half.
 - Softball: Prior to the first pitch at the top of the fourth (4th) inning.
- The game will be stopped, and the officials will inform both managers of the intent to protest. Play will remain stopped, but the game clock will continue to run while officials check all player IDs on both teams.
- If a player is found to be unauthorized, and they have played in the game, the game will be forfeited.
- City staff reserve the right to stop a game for a roster check at any time if they believe a player is playing unauthorized.

Ejections

- Ejected players are required to leave City/Pleasanton Unified School District (PUSD) property (including parking lot) immediately.
- Failure to comply will result in the game being forfeited and add to the initial penalty of the ejected player. For any ejection, the player will be suspended for a minimum of one (1) game.
- The game clock will continue to run until the ejected player has left City/PUSD property.
- Ejected players are not eligible to play again until approved by the League Director. The rule also applies to any other team that the player may be playing on.
- Team managers who are ejected are subject to removal as team manager and additional penalties for the specific violation.
- The official must notify and warn the manager (or their designee) of any non-compliance before the game is called a forfeit.

Player Suspensions

- City staff will conduct a thorough investigation, including gathering accounts from officials and witnesses, and review of any relevant evidence (written ejection reports).
 - Ejected players may submit their written account (no audio, video, or photos will be considered) of their ejection to the League Director within 24 hours of the game ending. No written account may be submitted after 24 hours have passed.
- Players, managers, coaches, and team supporters may be suspended for their conduct even if they weren't ejected from the game or facility by an official.
- The investigation will be conducted by the League Director and/or other City staff.
- The City aims to complete suspension investigations within five (5) business days from the date of the original ejection.
 - Extensions to this timeline may be needed if additional time is needed to gather all pertinent information.
- City staff will base its decision on suspension using the following criteria (this list is not exhaustive):
 - Violation of the Adult Sports Manual
 - Violation of SANCRA player code of conduct
 - Violation of USSSA rules
 - Severity of the violation
 - Impact on other players, officials, and team supporters
 - Previous suspensions
- City staff has the sole authority to issue suspensions for any violations of the league's rules, code of conduct, or any behavior deemed detrimental to the league. Players and their respective managers will be notified in writing of the suspension, including the reason and duration. All players must comply with the suspension terms immediately upon notification. Failure to adhere to the suspension may result in additional penalties, including extended suspension and/or probation. All player suspensions issued by City staff are considered final.

Forfeits

- Teams that know ahead of time that they are unable to play must call the Sports Office at (925) 931-3437 or email the League Director.
- Penalties for forfeits may include:
 - First Offense: Manager will be contacted to see if they need roster support.
 - Second Offense: Manager will be given a formal warning and manager will be placed on probation.
 - Third Offense: Manager will be suspended for one (1) game.
 - Fourth Offense: The team will be removed from the league without a refund.
- In the event of a double forfeit, both teams shall be given a loss.

- Forfeited games will not be rescheduled or refunded.
- In the event of a forfeit, teams may use the court/field for practice if all players are officially on the team roster. Teams must vacate the court/field fifteen (15) minutes prior to the next scheduled game.
- Officials are not permitted to officiate unofficial games.
- A game may be declared a forfeit by an official in favor of the team not at fault in cases of unsportsmanlike conduct.

Schedule Changes

- Games that are to be made up due to weather, power failure, or other circumstances will be re-scheduled at the conclusion of regular season play, or sooner if the schedule allows. Make-up games may be played on a different night and location. If games cannot be rescheduled, the win-loss records will be computed on games played.
- If there are no officials for a game, then it will be postponed and made up according to the above rules.
- In the event that all make-up games cannot be played prior to leagues being complete, those games having a direct bearing on playoff positions will be rescheduled first.
- In the rare instance that a league cannot be completed, the League Director can declare the league completed. The league standings will be based on team records at the time of the declaration. Teams will be credited for games not played.
- Game schedules will not be adjusted to accommodate another league's schedule. If a player plays in more than one league, they do so at their own risk.

Special Provisions

- Smoking (combustion and vaping) and/or drinking alcoholic beverages is not permitted in any City/PUSD facility. This includes the parking lot and any adjacent fields/buildings. Players, coaches, and managers caught smoking, drinking alcohol, or believed to be under the influence of drugs or alcohol will be asked to leave the premises and will suffer a minimum one (1) game suspension.
 - Should a team supporter be identified as smoking and/or drinking alcohol, they will be asked to leave the premises and the team associated with the supporter may suffer a forfeit.
- Foul language will not be tolerated. Players, coaches, and managers will be ejected and asked to leave the premises and will suffer a minimum of one (1) game suspension.
 - Should a team supporter be identified as using foul language, they will be asked to leave the premises and the team associated with the supporter may suffer a forfeit.
- Managers, coaches, players, and/or team supporter may not affix any recording devices to City property, including fences, bleachers, poles, tables, benches, etc. Recording devices may not be on the playing field/court at any time or on the person of a manager, coach, or player on the sidelines (e.g., coach's box, on deck circle, and the perimeter of the sideline and baseline).
- Music is not allowed to be played from a speaker or device on City/PUSD property.
- Managers, players, coaches, and/or team supporters shall not make audio or video recordings during conversations with umpires, referees, or City staff.
- Audio, video, and photos will not be considered when evaluating protests, ejections, and suspensions.
- Managers, coaches, players, and/or team supporters shall not follow umpires, referees or City staff in the facility, parking lot or other areas that are away from the field of play to continue to dispute judgement calls or game decisions.
- Please leave the facility promptly after your game(s) have concluded. This will make room for the other teams that still have to play and/or speed up the closing process of the facility.
- The rules in this manual will only be applicable during league play on City and PUSD property.

Sports Association of Northern California Recreation Agencies (SANCRA) Player Code of Conduct – East Bay
The City of Pleasanton is a Member of SANCRA

The following “Player Code of Conduct” has been adopted by all Municipal Agencies within S.A.N.C.R.A. and will be strictly enforced by League Directors in the Bay Area. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, managers, coaches, and spectators. Special Note: A player suspended in one program will result in a suspension for all other City of Pleasanton Sports Leagues.

- A. NO PLAYER SHALL: Be guilty of objectionable demonstrations of dissent at an official’s decision.
 - MINIMUM PENALTY: Warning by the official.
 - MAXIMUM PENALTY: Removal from the game.
- B. NO PLAYER SHALL: Discuss with an official in any manner the decision reached by such official except the manager or captain.
 - MINIMUM PENALTY: Warning by the official.
 - MAXIMUM PENALTY: Removal from the game.
- C. NO PLAYER SHALL: Refuse to abide by an official’s decision. Officials are required to immediately suspend player from further play and report such player to the League Director. Such person shall remain suspended until his/her case has been reviewed by the League Director.
 - MINIMUM PENALTY: Placed on probation for the remainder of the season.
 - MAXIMUM PENALTY: Suspension for two league games (or weeks) and placed on probation for the remainder of the season.
- D. NO PLAYER SHALL: Be guilty of an abusive verbal attack upon any player, official, or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Player shall remain suspended until his/her case has been considered by the League Director.
 - MINIMUM PENALTY: Suspension for one game (week) and placed on probation for the remainder of the season.
 - MAXIMUM PENALTY: Suspension from one calendar year and placed on probation upon returning to league action for one season.
- E. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of games with any spectator, player, or opponent. Officials are required to report violation of this rule to the League Director.
 - MINIMUM PENALTY: Placed on probation for the remainder of the season.
 - MAXIMUM PENALTY: Suspension for the remainder of the season.
- F. NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the League Director.
 - MINIMUM PENALTY: Placed on probation for the remainder of the season.
 - MAXIMUM PENALTY: Suspension for one calendar year.
- G. NO PLAYER SHALL: Appear upon the field at any time in an impaired condition. Officials are required to immediately suspend player from play and report them to the League Director for further consideration.
 - MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.
 - MAXIMUM PENALTY: Suspension for the remainder of the season.
- H. NO PLAYER SHALL: At any time lay a hand upon, shove, expectorate, strike, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player will remain suspended until his/her case has been considered by the League Director.
 - MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.
 - MAXIMUM PENALTY: Suspension for life and/or assault charges filed.
- I. NO PLAYER SHALL: Be guilty of a physical attack as the aggressor upon any player, official, spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player will remain suspended until his/her case has been considered by the League Director.
 - MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.
 - MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

Special Note: Any player who violates the “Player Code of Conduct” while already on probation for a previous incident will face double the penalty than described above.

Adult Basketball League Rules

What's Provided

- The league will provide a game ball, scorekeeper, officials, championship awards, scoreboard, gymnasium, gym maintenance, lights, league rules, standings, results and other such equipment or materials as required for the efficient conduct of the league.
 - The game ball will be a Wilson Evolution size 29.5.
 - Teams may use their own game ball if they desire, but the use of it must be agreed upon by both teams as well as the officials.

Things to Keep in Mind

Uniforms:

- Are not provided.
- All teams are required to have matching uniforms.
- Teams are required to have a "light" and "dark" colored uniform. Both uniforms must be brought to all games.
 - The "light" colored uniform will be considered the Home team.
 - The "dark" colored uniform will be considered the Away team.
- All players are required to wear a number on their uniform that is large enough for the referee/scorekeeper to see.
- Players without a proper team uniform will be allowed to play but the team incurs a five (5) point penalty for each player playing without a proper uniform.
- Players without numbers will be allowed to play but the team incurs a five (5) point penalty for each player playing without a proper number.
 - Taping numbers to uniforms is not permitted. The City will not provide markers or other such materials to teams.
 - Scorekeepers and referees deem what is and is not acceptable.
- Penalties will not exceed a total of 20 points.

Shoes:

- Athletic shoes with non-marking soles must be worn on the gym floor.

Jewelry:

- For the safety of all players, all jewelry must be removed before playing in a league game.
 - Medical emergency bracelets, religious medallions, and any jewelry that cannot be removed must be taped down.
- If a player is found to be wearing jewelry during a game, a timeout will be charged to his/her team (if available), and they will have to remove the jewelry.

Starting/Ending a Game

Game Start:

- Teams may not play with less than four (4) players.
- Teams may be coed.

Lineup:

- Team managers are required to submit a legible lineup card listing all players (first and last name) and uniform numbers five (5) minutes prior to game time. Managers can only list players that are present.
 - Lineup cards are available at the score table and online at www.teamsideline.com/pleasanton.

Players on Bench:

- Only players enrolled on the roster are eligible to sit on the bench.
 - Should a player be on the bench and is not playing, the team manager must notify the scorekeeper prior to the start of the game.

Late Players:

- Players arriving late must check-in immediately with the scorers' table. Should a player not check-in, the team will incur a five (5) point penalty and the ball will be turned over to the opposing team.

Grace Period:

- There will be a ten (10) minute grace period (running clock) due to insufficient players.
 - Once the team has the minimum number of players, the game must begin immediately.
 - The team may not wait for additional players.
 - At the end of the grace period, if one or both teams do not have sufficient players, the game shall be declared a forfeit.
 - The scorekeeper will begin the game clock at game time.
 - All players must remain on the court during the grace period.

Grace Period (cont'd):

- Should the court not be available due to the preceding game, the official game time will be as soon as the court becomes available.
- However, the grace period time will begin at the original published game time.

Forfeit:

- A forfeit will be declared by the game officials if a team does not have enough players (4) to begin the game.
 - After the ten (10) minute grace period, the team with sufficient players will be granted the win and the score shall be recorded as 10-0.

Game Length:

- A game consists of two (2) twenty-minute halves.
- A running clock format will be used except for timeouts and player injuries.
- Stop clock timing will be used during the last one (1) minute of the first half and the last two (2) minutes of the second half unless a team is leading by 15 or more points.
- Each team will be allowed two (2) one-minute timeouts per half.
 - Timeouts do not carry over from one half to the next.

Halftime:

- Two (2) minutes

Overtime:

- Games tied at the end of regulation time will continue for a two (2) minute overtime period, with stop clock timing.
 - Each team will be given one (1) 30 second time out.
- If the game is still tied at the end of the first overtime period, there will be a second one (1) minute overtime period, same rules as the first overtime period.
- If the game remains tied after the second overtime period, they enter a "sudden death" and first team to score wins the game; game may end on a single made free throw.

Inclement Weather During Play:

- Games that are stopped due to inclement weather or unforeseen circumstances will be ruled as follows:
 - If teams have not completed one (1) half (20 minutes), the game will be rescheduled in its entirety at the end of the season, or earlier if court space is available.
 - If one (1) complete half (20 minutes) has been played, the game will be declared a complete game. Scores will be documented as is in the official scorebook.

Fouls:

- A player with five (5) personal fouls will be removed from the game (foul out).
- If a player receives two (2) technical fouls the player is removed from the game and shall leave the gym immediately.
 - The player will be suspended for a minimum of one (1) game.
- Should a team reach three (3) technical fouls, the game will be immediately forfeited and the team not at fault will be granted the win, regardless of the score.
- Any team receiving more than six (6) technical fouls during the season will be suspended from further league play (and playoffs) and forfeit their league fees.

Playoffs:

- For all leagues, the number one (1) seed will be granted the earlier game time for playoffs.
 - For all playoff and championship games, the highest seed will be the home team.
 - Should the number one (1) seed prefer the later playoff time, the team manager must contact the League Director within 24 hours of the regular season concluding stating he/she prefers the later playoff time.

Adult Softball League Rules

What's Provided

- The league will provide one (1) new and two (2) back-up used game balls for each game, a scorekeeper, umpire, championship awards, a scoreboard, fields, field maintenance, lights, league rules, standings, results, and other such equipment or materials as required for the efficient conduct of the league, (the City has a limited number of aluminum bats managers may check out).
 - Game Balls:
 - Men's D, Masters, and Legends: Dudley SY12SPY (4U541) 12" Yellow Synthetic Cover USSSA (.40 Cor) 325 comp.
 - Coed Business, Coed E, and Men's E leagues: Dudley HYCON (4U067Y) 12" Yellow Synthetic Cover USSSA (.52 Cor) 275 comp.
 - Coed Recreation leagues: Easton Softtouch Incredi-ball 12"

Things to Keep in Mind

Uniforms

- Not required, but highly encouraged.

Shoes

- All players must wear close-toed shoes. Metal cleats are not allowed.

Jewelry and Headwear

- All jewelry must be removed before playing in a league game.
 - Medical emergency bracelets, religious medallions, and any jewelry that cannot be removed must be taped down.
- Program participants may wear certain items on their head as long as they are not disruptive or deemed to be a safety concern (umpire discretion).
 - Examples of items that may be worn include handkerchiefs, bandanas, yarmulkes, turbans, baseball hats or beanies. For safety purposes, these items may not be worn around the neck.

Catcher and Pitcher Masks

- Catcher and pitcher masks are optional, but highly encouraged.

Weather Line

- During inclement weather or results from inclement weather, please visit <https://teamsideline.com/sites/pleasanton/content/355/Field-Status> to check on status of fields.
- The website is updated once, and the determination is final. The website is updated by 2 p.m. on weekdays.

Starting/Ending a Game

Game Length/Extra Inning:

- Games shall be seven (7) innings or 70 minutes. Once an inning starts, it must be completed.
 - No new inning will begin after 65 minutes
 - Any extra inning will be played With a 1-1 pitch count for all batters and each batter will be given an extra foul.
 - Exceptions may apply when the run rule is in effect.

Run Rule:

- If a team is ahead by 15 or more runs after five (5) innings, the game shall be called, regardless of whether the inning is not completed. If the home team goes ahead by 15 runs in the bottom of the 5th inning, the game shall be called at the moment the 15th run is scored (except for a game that ends with a home run – all runs will be counted and recorded).

Flip-Flop Rule:

- The home plate umpire will invoke the "Flip-Flop" rule in games when the home team is down by a run differential of 15 or more at the start of the 5th inning.
 - When team's flip-flop, the home-team "flips" and becomes the visiting-team and bats at the top of the 5th inning.
 - If they do not score enough runs to reduce the run differential to less than 15, the game is over.
 - If they do score enough runs to reduce the run differential to less than 15, the original visiting team becomes the home-team and, time permitting, the game continues until the run differential is once again 15 or more, or time has expired.

Line-up:

- Managers (or their designee) must submit a line-up to the scorekeeper at least five (5) minutes before game time.
 - Line-ups must be legible and have the first and last names of all players.
 - Once the line-up has been submitted to the scorekeeper, it becomes the official line-up and batting order.
 - All players must be present to be placed on the line-up card.
 - If a team's line-up is not submitted on time, it will be declared a delay of game, and the offending team(s) will lose their first (1st) at bat, game will start with one out and second (2nd) batter.
- Teams must have a minimum of eight (8) players present for the game to start.

Late Players:

- Any player arriving late will be placed at the end (exception: coed will be after the last same gender) of the batting order or be placed on the substitute portion of the line-up.
 - Managers (or their designee) must report all late players to both the home plate umpire and scorekeeper once the game has begun.
 - Players may not participate if they arrive after the start of the fourth (4th) inning (see inning start in Game Length/Extra Inning).

Grace Period Rule:

- There will be a ten (10) minute grace period (running clock) due to insufficient players.
 - Once both teams have at least eight (8) players, the game must begin immediately.
 - A team may not wait for additional players.
 - At the end of the grace period, if one or both teams do not have eight (8) players, the game shall be declared a forfeit.
 - If one or both teams are forced to use the grace period, the team(s) will lose their first at bat.
 - For example, the home team takes five (5) minutes past game time to get sufficient players, they will lose their first at bat. The visitors will bat the top half inning, and then skip into the top of the 2nd inning.
 - The scorekeeper will begin the game clock at game time.
 - Should the field not be available due to the preceding game, the official game time will be as soon as the field becomes available. However, the grace period time will begin at the original published game time.
 - All players must remain on the field during the grace period.
 - The present team with a sufficient number of players must submit a line-up to be granted the win.
 - If a line-up is not submitted, the game will be declared a double forfeit at the end of the grace period.

Forfeit:

- A forfeit will be declared by the home plate umpire if a team does not have eight (8) players to begin the game after the ten (10) minute grace period. The team with sufficient players will be granted the win.
- The score for a forfeited game will be 7-0 with seven (7) points granted to the team not at fault.

Inclement Weather During Play:

- Games that are stopped due to inclement weather or unforeseen circumstances will be ruled as follows:
 - If teams have not played four (4) complete innings, the game will be rescheduled in its entirety at the end of the season or sooner if field space permits.
 - If four (4) innings have been completed (or 3 ½ innings if the home team is leading), the game will be declared a complete game.

End Game on Homerun:

- If a game ends with a homerun, all runs will be scored and counted for official scoring purposes.

Playoffs

- The championship game will not have a time limit.
- For all leagues with the exception of Coed Business, the number one (1) seed will be granted the later game time for playoffs.
- Should the number one (1) seed prefer the earlier playoff time, the team manager must contact the League Director within 24 hours of the regular season concluding stating he/she prefers the earlier playoff time. All Coed Business playoffs games will be at 5:15 p.m. with the championship game at 6:30 p.m.

USSSA Bat Standard



2014 1. 20 “Thumbprint” Stamp:

Must meet 220lbs compression standard.



NTS Stamp:

Must meet 240lbs compression standard.

Bat Rule

- All bats must have the current 1.20 “Thumbprint” or “NTS” USSSA stamp and serial number visible or it will be deemed non-operational.
 - Exception: All Coed Recreational leagues and aluminum bats are not required to have the current 1.20 “Thumbprint” or “NTS” USSSA stamp.
- The City has a limited number of aluminum bats available for team use. Managers (or their designee) may check out bats from the monitor.
- Managers (or their designee) have two (2) options when deciding which bats shall be used in a game. It is up to each manager (or their designee) to let the home plate umpire know which option they chose to use prior to the game. After the pre-game decision has been made, it cannot be changed.
 - Option 1: Both Managers (or their designee) agree to use composite bats with either 1.20 “Thumbprint” or “NTS” USSSA stamp.
 - Option 2: Both Managers (or their designee) may agree to use aluminum bats only, but if managers do not agree on the type of bats to be used, then only aluminum bats will be permitted for that game.

Bat Protest

- Protests regarding bat eligibility during game play will be as follows:
 - Each team is limited to two (2) bat protests per game.
 - Should a bat fail the compression test, the team invoking the bat protest will not be charged with a bat protest.
 - A bat protest must be invoked following a dead ball but prior to the next pitch.
 - The team manager (or their designee) must calmly ask the umpire for a time-out.
 - Upon being granted a time-out, the manager (or their designee) may approach the home plate umpire and ask to invoke the bat protest.
 - The umpire notifies the scorekeeper and opposing team manager (or their designee) that a bat will be tested.
 - The manager (or their designee) will identify the bat owner to the umpire.
 - If the bat owner is not identified, the team manager will be considered the bat owner.
 - Scorekeeper will record the bat owner’s information.
 - If the bat owner chooses to withhold the bat from inspection, the game will be automatically declared a forfeit and the bat owner shall be subject to an immediate two (2) year suspension from the City of Pleasanton Adult Softball Programs and may be reported to the USSSA.
 - The umpire will collect the bat and take it to the scorekeeper booth for the monitor to test.
 - If the umpire cannot clearly see the USSSA stamp and serial number, the bat will be deemed non-operational and be submitted to the scorekeeper to document and keep until the end of the game.
 - The game will resume when the umpire returns to their position.
 - The monitor will collect bat and administer the compression test.
 - Monitor will return the passed bat to the owner between innings and notify the home plate umpire, managers (or their designees), and scorekeeper of the test results.
 - A failed bat will be documented.
 - A failed bat will be returned to the score booth for the owner to retrieve after the game.
 - The monitor will make the scorekeeper, home plate umpire, both team managers (or their designees), and bat owner aware of the failed compression test bat between innings.

Failed Bats

- Should a documented failed bat be found being used later in league play, the bat owner will be subject to a lifetime suspension from the City of Pleasanton Adult Softball Program and may be reported to participating SANCRA agencies and USSSA.
- A team or an individual repeatedly using bat(s) which fail compression testing may be subject to further disciplinary action.
- A team or individual defacing or modifying bat(s) to obscure identification, which failed compression testing, may be subject to further suspension or other disciplinary action.

Playing Rules

Batting Order:

- Teams will be permitted to bat with as many extra players (unlimited) as desired.
 - All substitutes must be clearly marked as substitutes on the official line-up card.
 - When using the substitution rule, players and all substitutes may be taken out of the game and re-entered (one time only), provided they return to the same spot in the batting order.

Pitch Count:

- All batters will begin with a zero-ball (0), zero-strike count (0). No extra foul balls will be given on a two-strike count, except during extra innings (refer to Game Length/Extra Inning rule).

Ball Size:

- If the incorrect ball is pitched to a batter and it is discovered and protested prior to the next pitch, the ball is dead, and runner(s) return to previous base(s). The batter returns to the plate and starts with a 0-0 count to complete their at bat with the correct ball size.

Short Handed 9:

- A team may play short-handed with nine (9) players; however, they must have a player at the pitcher and catcher positions.

Short Handed 8:

- If a team has only eight (8) players, the opposing team will supply the catcher. The catcher will only be responsible for returning the ball to the pitcher and is not eligible to make any defensive plays.
 - If the opposing player (catcher) interferes with the defensive player's opportunity to make an out it will be ruled as on-deck batter interference.
 - If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
 - If it is with the defensive fielder, fielding a fly ball, the batter is out.

Missed at Bat:

- If a player is listed on the official line-up card, he/she must bat when it is their turn.
 - If a player doesn't bat when it is their turn, they are considered batting out of order.
 - The play must be appealed by the opposing team manager (or their designee) before the next pitch or before all the infielders have left fair territory.
 - A successful appeal will result in an out for the batting team.
 - If a player misses their turn at bat (except for an ejection), they may return into the line-up the next time around without penalty.
 - If the player is unable to return (due to an injury), all players in the batting order will be moved up one spot and will not result in an out.
 - If a player misses their at bat due to an ejection, that spot in the batting order shall be declared an automatic out each time.
 - Once a player misses an at bat due to an injury, they may not re-enter the lineup.

Courtesy Runner:

- One courtesy runner per inning is allowed (exception Coed Recreation).
 - The courtesy runner may either be the player who was last out or scored the last run.
 - If the courtesy runner's turn to bat comes up while on base, the runner will be called out and the player will come to bat.

Pitching:

- The count goes to four (4) balls and three (3) strikes, with the batter being declared out after a (2nd) (2) third strike foul (note this is not a dead ball situation).
 - The “mat & plate” will be used to call balls and strikes.
 - Any legal pitch fairly delivered or within the height boundaries of six (6) feet to 12 feet from the ground that hits either the mat or the plate will be declared a strike.
 - Any illegal or unfairly delivered pitches will be verbally called an “illegal” pitch by the home plate umpire as soon as they recognize the pitch to be illegal.
 - Should a batter attempt to make contact with a declared “illegal” pitch, the ball will be considered live.
 - No fakes will be allowed.
 - The pitcher in all leagues (except Coed Rec) has the option to start their delivery from behind the pitching rubber up to three feet (3ft).
 - If a pitcher decides to move back, all normal pitching rules will apply in the delivery of the pitch.

Over the Fence Home Run Rule:

- Each team is allowed a maximum of three (3) over-the-fence home runs per game. Home runs beyond the max are considered outs (unless the equalizer rule is in effect). Inside-the-park home runs do not count against the cap.
 - Once both teams have hit three (3) home runs, the Equalizer 1-Up Rule applies, allowing a team to exceed the opponent's home run total by only one (1).
 - If a team hits a home run while being 1-Up, it will be considered an out.

Retrieving Game Balls:

- Teams are required to retrieve their foul balls and home runs.
 - Failure to retrieve game ball(s) in a timely fashion may result in a delay of game penalty.
 - After a reasonable time has passed, an out may be imposed at the teams next at bat.
 - If the game ball and two used balls have not been retrieved and a ball is needed, any ball that is available will be used until the other balls are retrieved.

Run Line:

- All leagues will use a run line to have a force out at the home plate).
 - A line will be drawn perpendicular to the third base foul line extending from the front left-hand corner of home plate to the backstop, in which the runner will cross in order to avoid any type of collisions.
 - Runners may not touch home plate to score a run. Instead, they must run/slide past the line. The line and area beyond the line will be considered home plate.
 - A runner who accidentally steps on home plate will be warned.
 - A runner who interferes with a defensive player will be called out.

The Commit Line:

- The commit line will always be used when the run line is in effect. This is a line that will be drawn halfway between third base and home plate.
 - A runner crossing this line must continue to home plate (not allowed to go back to third base).
 - All plays at home plate are considered force-outs. However, the catcher has the option to tag out the runner once they have crossed the commit line.
 - If a runner crosses the commit line and goes back to third base, the runner shall be declared out.

Base Running:

- The runner is not allowed to “break-up” a double play under any circumstance.
 - An interference call will be made, and the runner may be ejected from the game.
 - The runner and batter will be called out (double play).
 - An attempt to make a throw to first base must be made, but there does not need to be contact with the runner.
 - An errant throw that draws the defensive fielder into the runner is not considered interference.
 - Any fielder blocking a base when there is no play will be warned by the umpire or ejected if deemed flagrant.

Retouch Rule:

- Runners on either first or third base may move off the base into foul territory to avoid getting hit by a batted ball.
 - Once the ball is hit and put into play, the base runner must retouch the base before advancing.
 - When invoking this rule, runners must make the home plate umpire aware prior to the next pitch.

Double First Base:

- The City uses double first base for all leagues.
 - The batter/runner attempting to reach first base must use the outside base (orange color) and the defensive player must use the inside base (white color).
 - A violation by the runner will result in an automatic out.
 - A violation by the fielder will result in an automatic safe call for the runner.
 - Note: If, in the judgment of the umpire, the act is determined to be flagrant, the offender shall be ejected.
 - Exceptions: If an errant thrown ball places the fielder into foul ground, the fielder and the batter/runner has the option of using either base. This includes overthrows when the fielder is coming from foul territory. If a ball is thrown from the foul side of first base, the fielder and the batter/runner have the option of using either base. In addition, the runner has the option of standing on the white or orange portion while occupying first base.

Batter's Box:

- A player will not be permitted to "dig into" the batter's box by excessively grinding their feet into the infield mix or kicking dirt away.
 - Players who "dig in" will be given a warning for their first (1st) offense.
 - The next offense, a player will be assessed a strike for each incident observed by the umpire.

Dugouts:

- The "Home Team" is the second team listed on the schedule and shall occupy the third base dugout.
 - Only rostered players are allowed in the dugout.

Sliding:

- Sliding is permitted in all leagues (except for Coed Recreation and Legends).

Stealing:

- Stealing is not allowed in any league.

Blood Rule:

- A player, coach, or manager who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until reasonable treatment is administered. If medical care or treatment is administered in a reasonable length of time, the individual does not have to leave the game (umpire discretion).
 - Clothing with blood on it must be changed prior to re-entering the game.

Infield Practice:

- Teams are not allowed to take the infield or have batting practice before games.
- Hitting balls against the fence is not permitted.

Ground Rules:

- Any ball that hits a tree or any other object not recognized as part of the normal playing field will be ruled as what the ball would have done if the object did not obstruct the ball (umpire discretion).

Coed Recreation, Business, and E Leagues Special Playing Rules

To Start:

- Teams must have the minimum of three (3) female players and a minimum of eight (8) players to begin a game (no minimum for males).

Defensively:

- A coed team shall place 10 defensive players on the field (5 women and 5 men). The defense does not have to alternate female/male or a minimum number of female outfielders. Exceptions to this rule are:
 - A team may play with six (6) female players and four (4) male players with no defensive restrictions. Teams may also use more than six (6) females at one time.
 - A team may play with five (5) female players and four (4) male players. (Refer to Short Handed 9 rule for further details).
 - A team may play with five (5) male players and four (4) female players. (Refer to Short Handed 9 rule for further details).
 - A male must play at the catcher's position and the team must have a defensive pitcher.
 - A team may play with four (4) female players and four (4) male players, and they may play at any defensive position.
 - Note: The opposing team will provide a player to return the ball to the pitcher at the catcher position (refer to Short Handed 8 rule for further details).
 - A team may play with five (5) males and three (3) females, and they may play at any defensive position.

- Note: The opposing team will provide a player to return the ball to the pitcher at the catcher position (refer to Short Handed 8 rule for further details).
- A team may not play with six (6) male players and four (4) female players on the field defensively.

Number of Batters:

- Females are permitted to bat back-to-back. All other batting order compositions must alternate genders.
- The batting order shall consist of two separate lists: one for females and one for males. This is for when a team has an uneven female to male ratio.
 - If there is an unequal number of male and female players, the batting order will rotate and change throughout the game. The official scorekeeper will make the proper adjustments.
- A team may bat/play with only three (3) females in the line-up. However, the vacant female spot in the line-up will be recorded as an out each time that spot comes to bat until another female arrives and assumes the vacant position.

Position of Outfielders:

- All defensive outfielders must stay behind the outfield cones or markings, which will be placed approximately at 155 feet from home plate, until the batter has made contact with the ball.
 - If a defensive player is judged by the umpire to have violated this rule, the batter will be awarded first base.

Position of Infielders:

- When the batter is a female, all infielders must remain on the dirt portion of the infield until the ball is struck or swung at by the batter.
 - A team may not bring in an extra infielder from the outfield.
 - *Penalty:* If a defensive player violates this rule the batter will have the option to bat or take first (1st) base.

Coed Recreational Special Playing Rules

Pitching Rules:

- Each team supplies their own pitcher and pitches to their team.
 - Each batter will receive a maximum of four (4) pitches to put the ball into play. If the batter does not put the ball in play, they shall be declared out.
 - The offensive pitcher must be on the official roster but does not need to be on the line-up for that game.
 - If the offensive pitcher is hit by a batted ball or interferes with the defensive play (intentionally or unintentionally), the ball is dead, the batter is out, and base runners must return to the base occupied prior to the pitch.
 - The defensive pitcher must stay within an eight (8) foot radius of the pitcher's rubber prior to the batter hitting the ball (at least one foot must be inside the circle).
 - The offensive pitcher must alert the defensive team before delivering the pitch. An attempt to quick pitch the ball, whether hit or not, will result in the pitch being considered a dead ball strike.
 - All teams must have a defensive pitcher at all times.

Walk:

- Walks are not allowed.

Sliding:

- Sliding is not permitted at any base except for across the run line at home plate.
 - The headfirst dive or slide back is permitted on the bases.
 - If a runner attempts to advance and does so by sliding into a base, he/she shall automatically be out.

Overrunning Bases:

- Overrunning all bases is permitted. After overrunning second (2nd) or third (3rd) base, a runner must return to that respective base and touch it before advancing.
 - If the runner makes a motion to advance, the runner may be tagged out by the defensive player.
 - If the runner fails to go back and touch the base after over running it, an appeal must be made to the official before the next pitch.

Second and Third Base:

- When running to second (2nd) or third (3rd) base the runner must avoid a collision with the defensive player.
 - Runners are allowed to run past and away from second (2nd) or third (3rd) base without being called out of the baseline in an effort to avoid contact.
 - Runners who make contact with the defensive player to purposely disrupt a play will be called out.

Force Outs:

- All outs are force outs.
 - The defensive player needs to only touch the base before the runner reaches for an out to be called.
 - When a runner is running from second (2nd) or third (3rd) and is not forced (there is no runner at first base) and the runner is 2/3 of the way, the runner must continue to the next base.
 - Judgment as to where the runner is positioned is at the discretion of the umpire.
 - The same applies to a batter (with nobody on base) attempts to go for extra bases (double, triple).
 - If a runner stops and attempts to return to a base, they will be called out (similar to commit line between third and home plate).

Courtesy Runner:

- One courtesy runner per gender is allowed.
 - The courtesy runner may either be the player who was last out or scored the last run.
 - If the courtesy runner's turn to bat comes up while on base, the runner will be called out and the player will come to bat.

Coed Business Special Playing Rules

Run Limit Per Inning:

- Only during innings one (1) through six (6), each team is allowed to score a maximum of six (6) runs.
 - During innings two (2) through six (6), the team behind more than six (6) runs is allowed to score as many runs as possible until the score is tied.
- During the seventh (7th) inning or in the declared "last inning," both teams are allowed to score as many runs as possible or needed to finish a game.

Game Length:

- If time is close to elapsing (at least 60 minutes played) after a complete inning and prior to the seventh, the upcoming inning shall be declared the "last inning" and shall be played without the run limit per inning rule.
 - No additional innings will be played after the declared "last inning."
 - If the last inning is not declared, and the clock runs out during the sixth inning or before and the game is not a tie, the game shall be declared over.

Walk:

- A walk to a male batter will result in a two (2) base award and the next female batter must hit (not an option), except when there are two outs, the female has the option to take first base or bat.
 - All existing base runners will advance only when forced.

Sliding:

- Sliding is permitted.

Coed E Special Playing Rules

Walk:

- A walk to a male batter will result in a two (2) base award and the next female batter must hit (not an option), except when there are two outs, the female has the option to take first base or bat.
 - All existing base runners will advance only when forced.

Sliding:

- Sliding is permitted.

Masters Special Playing Rules (Men's 35+ Leagues Only)

Age Requirement:

- Players must be at least 35 years old by December 31, 2025, to be eligible for the Men's Masters League.

Designated Fielder:

- Teams may utilize a designated fielder.
 - A designated fielder is a player that plays in the field but is not in the batting line-up.
 - The designated fielder must be identified at the beginning of the game and the score keeper and home-plate umpire must be notified of the designated player.
 - This player must be on the roster, line-up card, and their first and last name must be given to the score keeper.
 - To avoid forfeiting, teams must bat at least eight (8) players in the batting line-up. The designated fielder cannot be the eighth (8th) player.

Glossary

Sportsmanship:

- Commitment to fair play, ethical behavior, integrity, and general goodwill toward others.

Unsportsmanlike:

- Acts that violate the rules of general sportsmanship.

Official:

- Includes City staff, umpires/referees, site monitors, and scorekeepers.

Foul Language:

- Offensive and/or derogatory remarks whether direct or indirect towards a person, place, or thing.

Objectionable Demonstrations of Dissent:

- Offensive and/or unacceptable behavior whether verbal or nonverbal regarding an official's decision.

Abusive Verbal Attack:

- A verbal interaction that may cause a reasonable person emotional and/or sociological harm.

Rough Tactics:

- Act of violence (e.g., physical contact) which may cause harm.

Impaired Condition:

- In the judgement of an official, person appears to be under the influence of drugs and/or alcohol.