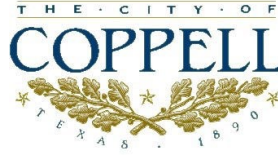


# City of Coppell Community Experiences Adult Softball League Rules & By-Laws



## ROSTERS

1. All rosters must be filled out in full with signatures. **Rosters must be completed and submitted by the pre-season captains meeting.**
2. Names of players for local play are unlimited as long as they meet eligibility requirements. There will be no roster changes allowed after second (2<sup>nd</sup>) game. Players must have an official picture ID at all games.
3. Rosters will not be accepted incomplete. Managers must submit their roster online at [www.teamsideline.com/coppell](http://www.teamsideline.com/coppell)
4. Team managers will be responsible for updating all information concerning players.

## GENERAL LEAGUE RULES (ALL LEAGUES)

1. All players must be at least 16 years of age at the time they participate.
2. Home team is designated by their status on the league schedule.
3. All players must have a picture ID in their possession should a protest occur concerning eligibility. Any player not having this is ineligible to play until proof is provided. Players playing under an assumed name or playing without being on the official roster will risk suspension from league play and games forfeited in which they are involved.
4. Players may participate in more than one division. However, the player may not compete on different teams within the same division. Those players found in violation will be removed and both teams will forfeit the games in which that player played in.
5. An official game will consist of **55 minutes, 7 innings, or the Run Rule**, whichever comes first for all games. In case of inclement weather or power failure, **four (4) innings** will constitute a completed game or **three and one-half (3 1/2) innings** if the home team is leading. **Incomplete games will be played over from the beginning. These rules apply to all post-season play including championship games.**
6. **Time limits:** There will be no new innings to begin after 55 minutes, with the exception to break a tie. Any game tied at the end of the time limit or seven (7) innings will proceed to the next inning with the batter receiving one pitch only. The clock to begin the game will be at the umpires' discretion. In the case of inclement weather or power failure, four innings will constitute a regulation game (3-1/2 with home team leading). Tie games stopped after regulation will resume at the exact point where they are stopped. Any game not considered regulation (4 innings) would be played over from the beginning.
7. Run rules:
  - 15 runs after three (3) innings
  - 12 runs after four (4) innings
  - 10 runs after five (5) innings
8. **Flip/Flop Rule:** If beginning an inning in which the Home Team is losing by a margin that constitutes a Run Rule for that inning, then the Home Team will "flip/flop" and become the Visiting Team. The original Visiting Team will become the Home Team. If the new Visiting Team does not score enough runs to reduce the run difference below the run rule then the game is over. If they reduce the run difference to below the run rule the new Home Team will bat. If

the new Home Team subsequently scores enough runs to achieve a run rule, the game will be over. If they do not, then the game will continue under that format. If the situation reverses, the Teams would “flip/flop” again.

9. Lineups are to be turned into the scorekeeper at least ten minutes prior to each scheduled game time. Lineups must include first and last name, jersey number, and position. All substitutes should be listed at bottom of lineup.
10. Uniform Policy: (provided by each team)
  - A. There will be a **1 game** “grace period” for all teams to obtain their jerseys.
  - B. All players on each team must wear jerseys that are matching in color, which have a permanently affixed, nonduplicated number on the back.
  - C. Only single or double-digit numbers allowed. No fractions, Roman numerals, decimals, etc. will be accepted.
  - D. All jerseys must have a minimum 6-inch number on the back. Numbers and size of numbers on the front are optional.
11. **Rain out procedure:** The decision of field status will be made daily by 3:00 pm. League manager will notify all captains with up-to-date details regarding weather and games. Umpires will have the jurisdiction to cancel games at start times and during the course of play due to inclement weather or unsafe playing conditions.
12. Rainout make-up games could be scheduled as double-headers or on days other than the regular league night, including Saturdays. When possible, make-up games will be added to the end of the regular season schedule prior to the beginning of playoffs.
13. **Protests cannot be made on the judgment calls of umpires.** Protests must be submitted to the scorekeeper prior to the end of the game for which it occurs. If protests are not submitted by the end of the game the protest become invalid. Umpires must be notified that the game is being protested in order to log the protest properly in the scorebook. A **\$60.00** fee must accompany the protest within 48 hours. If the protest is upheld, the fee will be returned, and game resumed from the point of infraction. Protest on eligibility of player(s) will be considered only if made by a participating team during that game.
14. **Equipment:**
  - A. One (1) legal game ball must be provided by each team for each game. The use of “hot balls” will not be allowed for league play. Game balls should be of game quality with the “ASA stamp of approval” with a .52 core and a .300 compression for Men’s and .44/375 for Women’s in Co-Ed.  
  
For Coed Leagues – Home Team will furnish a new women’s size ball (.44/375) and Visiting Team will furnish a new men’s size ball (.52/300) for each game.
  - B. Any bat may be used as long as they are not listed on an ASA Non-Approved Bat List. Any bats not stamped correctly may be used will sole opinion and discretion of the umpire.
  - C. All players must wear appropriate footwear. The use of sandals, metal spikes, boots, or open-toed shoes will not be allowed. Umpires will have the jurisdiction to dismiss any player felt to have shoes which are deemed unsafe for them or other players.
  - D. Any equipment not meeting ASA Softball Standards or considered dangerous by the umpire may not be worn or used during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body. Wedding bands may be worn if tight to the skin and smooth, or they will need to be taped over.  
NOTE: Players will be asked to remove jewelry by an umpire. If any player fails to remove this jewelry, they may be ejected from the game.



15. Game time is forfeit time (all games) – no exceptions. The clock will start upon umpires’ direction.
16. **Forfeits** – Please notify the league coordinator as early as possible, so the other teams and officials can be notified. Any team who forfeits three (3) games during a season will be removed from the league – No Refund. Forfeits will result in a 7-0 score (1 run for each inning that would have been played).

17. Consumption of alcoholic beverages, the use of tobacco products, and the use of glass containers in all City of Coppel athletic properties, including parking lots, are prohibited by law.
18. Player/Manager/Coach Ejection and Suspension:
- A. Any player, manager, or coach ejected from a game will serve a one (1) game suspension. The game suspension will be the next played game by the player's, managers, or coach's team.
  - B. Any player, manager, or coach ejected for a second time during the season will serve a three (3) game suspension.
  - C. Should any player, manager, or coach be ejected for a third time, they will be suspended for the remainder of the season.
  - D. All players, manager, or coach ejected must leave the premises, including parking lots. Refusal to leave will constitute team forfeiture and/or extension of the penalty imposed.
  - E. The aforementioned suspensions will be the minimum penalty enforced and may be increased in each situation based on the player's attitude and actions by the Parks and Recreation Department. Pre-game and post-game behavior, are also subject to suspensions.
19. Physical assault on an official scorekeeper, umpire, or official softball representative will result in immediate removal of that player(s) from the league and possible suspension up to three (3) calendar years. Verbal threats to harm officials on or outside facilities of play will result in the player's immediate removal from the league and possible suspension up to one calendar year.
20. **Tie-Breaker Procedures:**
- 1. The winner of each league will be determined by the most games won.
  - 2. If two teams are tied (*equal win/loss records*), the following steps will be used to break the tie:
    - a. Head to Head results between two teams tied.
    - b. Run differential in Head to Head games.
    - c. Total runs allowed during entire season.
    - d. Total runs scored during entire season.
    - e. Coin toss.
  - 3. If three or more teams are tied (*equal win/loss records*), the following steps will be used to break the tie.
    - a. Head to head results between teams tied. (NOTE: If an unequal number of games have been played between the 3 or more teams tied, then #3.a, #3.b., #3.c., and #3.d. below will not apply.) Exception: If a team has wins over all teams tied, that team shall be declared the winner.
    - b. Run differential in head to head games.
    - c. Total runs allowed in head to head games.
    - d. Total runs scored in head to head games.
    - e. Total runs allowed during entire season.
    - f. Total runs scored during entire season.
    - g. Coin toss.
21. **Strike/Ball Count** - All batters will go to the plate with a one ball and one strike (1-1) count. Courtesy Foul will be given with two (2) strikes.
22. **Courtesy Runner** - Each team will be allowed ONE courtesy runner per inning. The courtesy runner can be anyone in the lineup already. If the courtesy runner is on base when their turn comes up to bat then we will pull the runner off the base and they will be out. They would then take their turn at bat. Coed is ONE courtesy runner per inning also. NOT one per gender.

## **SPECIFIC RULES BY LEAGUE**

### **1. Minimum Player Rule for all Men's Leagues:**

- A. A minimum of nine (9) players in uniform must be present from the start to finish of each game.
- B. A minimum of nine (9) players can start a game.
  - 1. The first spot in the batting order will be the automatic out. Regardless of when the tenth (10) person arrives, the team must have batted one full turn (with the automatic out) before the new player may bat.
  - 2. The new person may play the field immediately upon arrival and will occupy the last spot in the lineup.
- C. A team may play with eleven (11) players, but must finish the game with nine (9) players, and may not drop below nine (9) players.

### **2. Base Stealing (Men's Leagues Only)**

- A. Base stealing will be allowed in all men's leagues. Runners may not leave the base until the ball crosses the front plane of the home plate (extended on both sides).

### **3. Pitcher Protection Rule (Men's and Coed Leagues)**

- A. The umpire shall automatically apply the PPR and the resultant 'Dead Ball Out' ruling in the following factual circumstances: The PPR is applied only WHEN a batted ball actually strikes the pitcher. Near misses, balls batted sharply through the pitcher's box or in the vicinity of the pitcher, without striking the pitcher, do NOT result in the automatic application of the PPR.

### **4. Homerun Rule**

- A. homerun is awarded for balls hit over-the-fence and is counted toward team limit. Any fly ball touched by a defensive player which goes over-the-fence in fair territory should be declared a four base award and shall not be included the total over-the-fence homeruns.

Men's Slow Pitch – Class D	4 limit
Coed Slow Pitch – Class E	0 allowed

For any excess, the ball is dead, the batter is out, and no runners can advance.

## **LEAGUE AND TOURNAMENT PLAY**

Each league will be comprised of regular season play and a single elimination post-season tournament to determine league champion. Seven games will be scheduled per team. A single elimination tournament will then be played in order to determine the league champion. The season win/loss records will determine team seeding in the bracket. Game time will be followed by Rule 4, under General League Rules, above. The top four (4) teams advance to the playoffs. Some league may have double headers on their scheduled game nights.

## **AWARDS**

Playoffs and Finals will be played at the end of the season. 1<sup>st</sup> place will receive t-shirts and picture with the championship trophy.

**ANY RULE NOT COVERED ABOVE WILL BE BASED ON THE CURRENT ASA RULE BOOK.**

**The City of Coppell Community Experiences Department reserves the right to add, delete or amend the rules/regulations/policies for the betterment of the program.**

