

SACRAMENTO SOFTBALL COMPLEX
SOFTBALL LEAGUE GENERAL INFORMATION

*****Managers are responsible for informing their team of the rules*****

RULES AND REGULATIONS

Amateur Softball Association/USA Softball (ASA/USA Softball) rules will govern play. A rulebook and score book will be given to each new team at the beginning of the season. In some divisions of play, local rules will supersede ASA rules.

1. The Greater Sacramento Softball Association **Code of Conduct** policy will be strictly enforced. Manager's will be held accountable for the actions of their players and spectators.
2. Coed Division: Men and women may play any position on defense, but **must alternate** in the batting order.
2. Any manager or player ejected from a game and/or has a misconduct report filed in regard to his/her actions by the umpires or scorekeeper, **will automatically be suspended from the following scheduled league game** and may be suspended until such time that he/she meets with the League Director to review the incident. Any player or manager who is physically aggressive toward any player, official, spectator or Complex Staff (this includes any unwanted physical contact including, but not limited to: shoving or striking a person, and verbal abuse before during or after a game) will be subject to a **MINIMUM OF A ONE YEAR SUSPENSION** from participation in any league or tournament scheduled at the Sacramento Softball Complex.
3. Metal spikes or cleats are not allowed in any division of play, except adult Fast Pitch. Any player wearing metal spikes or cleats will be ejected from the game.
4. Titanium bats are not allowed in any division of play. The Sacramento Softball Complex will allow bats that ASA considers legal in ASA Championship play.
5. A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered.
*** See Rule 4, Section 9. Blood Rule on page 80 of the 2007 ASA Rule Book. ***
6. The Home Run Rule (Over the Fence) will be enforced in all divisions of play as follows:

DIVISION	HOME RUNS ALLOWED	FIRST HOME RUN AFTER ALLOWED	ALL HOMERUNS AFTER OUT
Men & Coed-C	3	OUT	OUT & DISQUALIFIED
Men & Coed-D1	2	OUT	OUT & DISQUALIFIED
Men & Coed-D2	1	OUT	OUT & DISQUALIFIED
Men & Coed-D3	0	OUT	OUT & DISQUALIFIED

7. Mat – All leagues will use a mat for balls and strikes.
8. Batter's box dimensions are 3 feet by 7 feet.
9. Any player rated A or higher by any of the major softball organizations (ASA, NSA, USSSA, etc), are ineligible to participate in leagues at the Sacramento Softball Complex.

ROSTER AND LIABILITY WAIVERS

Each team must submit a completed roster **prior to participation** in the league. Roster changes may be made at the Softball Complex Office **no later than the fourth week of league play**. The deadline dates for roster changes will be posted on the schedule board adjacent to the office. **It is the manager's responsibility to insure roster changes are received in the complex office by the deadline.** All players added that do not reside within the county limits of Sacramento are subject to a \$5.00 non-resident fee

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prior to becoming eligible. **Roster additions will not be accepted over the phone or by FAX.** Sixteen (16) roster players is the maximum allowed per team.

Every player and player/manager MUST have a signed liability waiver form on file prior to participating in league play. The waiver is good for the TEAM and LEAGUE that the player has signed up to play. There is no fee for liability waiver.

PRE-GAME RESPONSIBILITIES

1. All teams must submit an official line-up card with players first and last names, **printed legibly**, to the scorer's table **at least 5 minutes** prior to scheduled game time. Line-ups not at scorer's table by GAME TIME will result in 3 runs added to opponents score at start of game. Line-up cards will be available at the scorer's table and in the complex office (inside the door to the left on the counter).
2. Meet with umpires at home plate to go over ground rules and give them your official line-up.
3. The scorekeeper will keep the official time. Game time will start after the manager's meeting ends or on the first pitch of the game should a manager's meeting not be held.

GAME TIME AND FORFEITS

Players must be in the dugout at game time. To start a game, a team must have a **minimum of 9 players in the dugout** ready to play at game time. If a team does not have enough players at game time, the team will be penalized three runs. After five minutes, if the shorthanded team still does not have enough players it will be penalized an additional four runs. If they still do not have enough players after ten minutes, then a forfeit will be declared. **Due to insurance restrictions, umpires are not required to work a game that has been forfeited.** Teams that forfeit two (2) games may be dropped from the league. No refunds will be given to these teams.

RULE CLARIFICATIONS

Mens, Womens and Coed Divisions: You must **start and finish a game with a minimum of 9 players.** You may add your 10th player at the bottom of the line-up anytime time once the game has started. All Divisions may bat up to 16 players, however they must be in the line-up prior to start of game. Teams will be required to take an "Out" for the vacant spot in batting order. **Any player not able to bat due to injury and where there is no substitution, the injured player's spot will be an automatic "Out".** If any team drops to eight players at any time, you will forfeit the game.

COED Divisions: Batting order must have equal number of Male and Female to start game unless starting with 9 players. If starting with 9 players, the missing spot may be male or female and you must take an "OUT". Men and women may play any position on defense, but must alternate in the batting order. If additional hitters are used, an equal number of batters is required. ***(Note: If you lose a player due to injury and do not have a legal substitute, the injured player's batting position will be an out.*** All Coed teams must finish the game with a minimum of 9 players.

Example: A team begins the game with 10 players (5 males/5 females). In the third inning, a female player is injured and no substitutes are available. Her position in the batting order will be an "OUT" for the remainder of the game. **The team may continue to play with 9 people on defense.** At any time, if your team drops down to eight players, you will forfeit the game.

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TIME LIMITS

League games are 7 innings or 55 minutes time limit. No new inning may begin after fifty-five (55) minutes unless game is tied. ***A new inning begins immediately following the last out of the previous inning.*** In case of a tie game, the International Tie Breaker will apply. The last batter from the previous inning starts at 2nd base, with NO outs. If the extra inning does not break the tie, the game will count as a tie in the league standings.

CHAMPIONSHIP GAMES

Games are 7 innings or 70 minutes. The 10 run rule **will not** be used in the Championship playoff game.

TEN RUN RULE

The 10 run rule will be enforced to end the game as follows: *At the end of the 55 minutes regular game time, if either team is ahead by 10 or more runs the game will be called and the inning will not be completed.*

GROUND RULES

The following are ground rules for the Sacramento Softball Complex. If you have any questions, please discuss them with the umpires prior to your game at the pre-game conference.

1. All areas beyond the boundaries of the perimeter fencing, which includes dugouts and service gates to each field, are considered out of play. Any ball that becomes trapped or travels under the fence without begin previously touched by a player will be considered a "dead ball". In all cases the player must raise both of his/her hands and not make an attempt to play the ball until the umpire make his/her judgment.
2. Any fair batted ball, that in the umpire's judgment travels over the outfield fence before touching the ground or hitting a tree shall be considered a homerun.
3. Any fair batted ball that, in the judgment of the umpire hits a tree prior to going over the fence will be a ground rule double.

INCLEMENT WEATHER POLICY

If the weather is questionable, team managers should call 277-6087 after 4:00pm for an updated recording regarding the status of that evening's games. **It is the team's manager responsibility to check if games will be played.** Please call only on the day of the week your team plays.

All games that start and are suspended due to inclement weather and are not an official game (five innings) will be replayed from the point of suspension. Also, all games suspended or cancelled due to mechanical failure such as light or sprinkler problems will be replayed from the point of suspension. All cancelled or suspended games will be rescheduled.

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TEAM / PLAYER AND SPECTATOR CONDUCT

Team managers are responsible for all matters involving their team while playing in the Sacramento Softball Complex league which include:

Attendance at Manager's meeting; Keeping team roster's up-to-date; Collecting Waivers; Notifying team members of scheduled games and make-up games; making team members and spectators aware of all league and complex rules and correspondence; and making team members aware of optional ASA Insurance.

It is also the Team Manager's responsibility to control the conduct of his team players and spectators in the complex – before, during and after the game. The CITY OF SACRAMENTO "Code of Conduct" will govern team, player and spectator conduct.

ALCOHOL CONSUMPTION / DEROGATORY REMARKS / SMOKING

The following guidelines are included for those consuming alcoholic beverages:

1. Any player arriving at a game intoxicated will not be allowed to participate.
2. Any player seen consuming intoxicants during a game will be ejected from the game.
3. Intoxicants are not allowed in the dugout area or on the playing field.
4. No alcoholic beverages may be brought into the complex. Player may be removed from complex.
5. Managers, players or spectators consuming alcoholic beverages at or prior to arriving at the Sacramento Softball Complex **must not** interfere with the progress of any games in progress or scheduled to be played.
6. No derogatory remarks shall be made by any manager, player or spectator to or against complex office personnel, scorekeepers, umpires or other players.
7. Smoking will not be permitted in the dugout area or on the playing field.

PROTESTS

Protests can only be made on the misinterpretation of a rule. Protests will never be allowed on any umpire's judgment call. **A protest will be considered valid only if both officials, the scorekeeper and the opposing manager are notified at the time of the dispute and the game is officially recognized as being played under protest.** All protests must then be submitted in writing to the Complex office within 24 hours of the protested game. A fifty dollar (\$50.00) protest fee must accompany the written report. The decision on a protested game will result in one of the following:

1. The protest is found to be invalid and the game score stands as played. (The protest fee is forfeited).
2. The protest is found to be valid and the game is replayed from the point in which the incorrect decision or problem occurred and the game continues from that point. (The protest fee is returned).

Note: The game will be replayed only if it has a major effect on the playoff standings or if deemed necessary by the Complex staff.

PLAYER ELIGIBILITY PROTESTS

A player that is in the line-up when the game begins may only have his/her eligibility protested before the first pitch of the third inning. Any substitute that enters the game may only have his/her eligibility protested within two innings after he/she enters the game or before the completion of the game, whichever comes first. **All players must be able to show a picture identification upon request from any league official.** Failure to produce a valid picture ID when protested will result in forfeiture of the game. **A player can only be on one roster per division. If a player is found to be on more than one roster and is protested, that player will be considered illegal.**

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LEAGUE STANDINGS

If there is a tie at the conclusion of scheduled play, the following criteria will be used to break all ties:

1. Head-to-Head results
2. Fewest number of runs allowed in games played between the tied teams
3. Net number of runs allowed between tied teams
4. Fewest number of runs allowed for the entire league
5. Coin toss

AWARDS

Up to fifteen individual awards (based on number of players on roster) and an invitation to the League Championship Series (LCS) will be awarded to the League Champions.

INSURANCE

The City of Sacramento or the Greater Sacramento Softball Association does NOT provide medical insurance for participants in this league. However, insurance may be purchased through the Bollinger Insurance Company by teams registered with the Amateur Softball Association.

SPECIAL RULES

1. COED WALKS: On any walk to a male batter, intentional or not, will result in a two base award. The next batter, a female, will bat with the Exception of two outs, the female batter then has the option to walk or bat.
2. COURTESY RUNNER: One courtesy runner will be allowed per inning per team. The last player that was "OUT" will be the courtesy runner. In Coed leagues the courtesy runner must be of the same gender as the person requesting the runner. If the runner becomes a scheduled batter then an "OUT" will be recorded and the next scheduled batter shall bat unless that was the third out of the inning.
3. SUSPENDED PLAYER: Any player who is suspended will automatically be placed on probation for the remainder of the league or a minimum of four (4) weeks.
4. PLAYING ON TWO DIFFERENT TEAMS SAME NIGHT: The second game will be held no more than 5 minutes should there be a conflict with games times. If a team does not have enough players at the end of the 5 minute grace period, the game clock will start and the team will be penalized three runs. After five minutes, if the shorthanded team still does not have enough players it will be penalized an additional four runs. If they still do not have enough players after ten minutes on the game clock, then a forfeit will be declared.
5. PLAYING ON MULTIPLE TEAMS ON SAME NIGHT AND DIVISION IS NOT ALLOWED. Players caught participating on more than one team in the **same league** will not be allowed to play again that night for the second team, EVEN if that team is the legally rostered team. The Complex Office staff, scorekeepers, umpires or opposing team manager may question the player's eligibility. Once the umpire is notified of the player's ineligibility, they will restrict the player from participating in the second game.
6. PLAYOFFS: Team managers must call the complex office no sooner than 48 hours after the last regular league game has been played to get starting times for playoffs. Prior to the game, managers must turn in line-up card with First and Last names. The scorekeeper will then ask the team manager to have his players approach the scorekeeper's station and present a PICTURE ID. The scorekeeper or complex staff will then check line-up cards against the official rosters on file in the complex office. Any player's name appearing on the line-up card but not on the official roster will be removed from the game with no penalty and the Manager will be reported to the Complex Director for possible further action. Any player without a picture ID will not be allowed to play. NO EXCEPTIONS!