

CITY OF GOODYEAR
Parks & Recreation Department
Recreation Division
3075 North Litchfield Road
Goodyear, Arizona 85395
623-882-7525

FALL 2013



ADULT SOFTBALL
RULES AND REGULATIONS

City of Goodyear Parks and Recreation Department

ADULT SOFTBALL PROGRAM

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PROGRAM STRUCTURE

A) GREETING – CITY OF GOODYEAR

Welcome all coaches, participants and fans to the City of Goodyear Aquatics and Recreation Division Adult Softball Program. This program is based on fun and exercise for all individuals involved. We hope that you enjoy your softball experience in our program and we look forward to cooperating and communicating with you throughout the season. Our staff would like to wish you the best of luck for the upcoming season.

All questions or concerns should be directed to Troy Mickelson, Recreation and Aquatics Coordinator at (623) 882-7536 or e-mail: troy.mickelson@goodyearaz.gov

B) LOTTERY

Due to the heavy volume of requests for league play at the Goodyear Community Park, softball league play registrations will be determined by lotteries.

The lottery Managers/Coaches or authorized representatives must be present for the lottery related to his or her team roster.

You may submit your roster in person (preferred) or send it by mail. The City of Goodyear is not responsible for any lost or misdirected mail. The Recreation Division will not accept e-mails and/or faxed rosters. Any incomplete rosters received or submitted after the above deadline (including late postal mail) will disqualify you for participation in the lottery.

Adult softball lottery drawings will be held on the registration/lottery date until all requested league slots are awarded and/or filled. To help ensure equitable allotment of nights and times, leagues will be awarded by priority. If any slots remain unclaimed after the lottery, registration will be taken on a first come, first serve basis.

Upon completion of the drawings, the Recreation Coordinator of the league will notify applicants of the nights awarded for league play and issue you a receipt.

Registration fees must be paid at the lottery before a team is entered into the league. Should a team not be drawn for the softball season, the team roster will be returned and/or added to the waitlist.

C) REGISTRATION

Registration is based on team priority levels.

Priority 1 Teams (Returning):

Returning teams from the previous season that went the entire season without forfeiting a game and attended the mandatory manager's meeting for the upcoming season will be granted Priority 1 status. If you are unable to attend the mandatory managers meeting you can send a team representative in your place. If you choose to decline attendance and don't send a team representative will result in you forfeiting your team's priority status as a returning team for the upcoming season. Your team priority status fee will remain the same unless your percentage of Goodyear residents changes to 51% on your roster or sponsored by a Goodyear business.

Priority 2 Teams (Resident):

Teams must consist of at least 51% or more players being Goodyear residents and/or a Goodyear business sponsored team. Rosters must be completed and signed to qualify for Priority I status.

Priority 3 Teams (Non-Resident):

Teams will consist of anything below 51% rostered players. Managers are required to collect signatures at their first scheduled game before any player takes the field.

Leagues are open until filled.

Register at: City of Goodyear
 Parks & Recreation Department
 Recreation Division
 3075 North Litchfield Road
 Goodyear, AZ 85395

Hours of Operation: 8:30 A.M. to 5:00 P.M.
 Days of Operation: Monday – Friday
 Closed Saturday’s, Sunday’s and Holiday’s

D) COST

Priority 1: \$375 (Double Headers) \$275 (Single Headers)
 Priority 2: \$450 (Double Headers) \$350 (Single Headers)

E) ORGANIZATIONAL MEETING

A mandatory softball managers meeting for all **new teams** into the league will meet at the Goodyear Recreation Division Office. Returning teams can pick-up their game schedules and coaches manual.

F) SCHEDULES

DAY	DIVISIONS	LEAGUE	SEASON	LOCATION
Sunday	Adult “Co-Rec”	Double Header	Fall-Winter-Spring-Summer	GCP
Monday	Men’s “D”	Double Header	Fall-Winter-Spring-Summer	GCP
Tuesday	Men’s “D”	Double Header	Fall-Winter-Spring-Summer	GCP
Wednesday	Men’s “D”	Double Header	Fall-Winter-Spring-Summer	GCP
Thursday	Men’s “D”	Double Header	Fall-Winter-Spring-Summer	GCP
Friday	Adult “Co-Rec”	Double Header	Fall-Winter-Spring-Summer	GCP

LEAGUE GUIDLINES

A) LEAGUE RULES

All league rules are governed and interpreted by the League Coordinator, Field Supervisor and/or game officials, using City of Goodyear League Rules and Official ASA Slow Pitch Rules as guidelines. General rules of play not outlined here, can be found in the current ASA Guide and Playing Rules.

B) ALCOHOL

The consumption of alcoholic beverages by softball participants on any team roster is strictly prohibited during game play. You are prohibited to consume alcohol from the first pitch of the first game to the last pitch of the last game. If players or substitutes are found guilty of drinking during the game in the dugout or in the stands, you will be ejected from that game. Game play is in the discretion of the Umpire and Field Supervisor. **NO QUESTIONS!**

C) TOBACCO

Smoking is not permitted in the dugouts or on the field of play. No smoking in Goodyear Park’s.

D) MUSIC

No music will be played in the dugouts or on the field. Players are not allowed to wear headsets/head phones while playing the game, this includes I-pods!

E) AWARDS

Awards will consist of trophies, plaques or gift cards for 1st and 2nd place regular season finishers. Awards will consist of (14) individual award t-shirts for 1st and 2nd place tournament finishers. Award package is based on a minimum 6 team league.

F) BAD CHECKS

A team may be eliminated from further play for non-sufficient funds or indebtedness in the program.

G) FORFEIT GRACE PERIOD

You will be given a ten (10) minute grace period for the first game only (6:00 P. M.); otherwise game time is forfeit time for the first game. The field supervisor's or umpire's watch represents the official time. Teams must have eight (8) players present to start a game.

H) FORFEITS

If you know you are forfeiting your scheduled game and cannot field enough players for your scheduled game; you must call into the Recreation Office (623-882-7525) by 2:00 P.M. Monday – Friday alerting them of the cancelation. If you are forfeiting your scheduled game on Sunday evening you must notify the Field/Site Supervisor by 2:00 P.M. The Field/Site Supervisor's phone number is listed on your game schedule. By alerting the Recreation Office and the Field/Site Supervisor gives us the opportunity to alert other team managers, umpires and Parks staff as a courtesy to avoid teams/players, umpires from showing up to a game that has been forfeited. If you know you are forfeiting your game 24 hours in advance it's appreciated that a call is made to the Recreation Coordinator to avoid fields from being prepped, this helps us keep our field maintenance costs down.

Your third forfeit will result in removal from the end of the season tournament and/or league and a loss of priority registration status for the following season. If your team goes the entire season without forfeiting a game, you will be granted Priority 1 status as a "returning team" for the following season guaranteeing you a spot in the league on your allocated night of play, however your priority status fee will remain the same unless your percentage of Goodyear residents changes in your favor (51% Goodyear residents).

Forfeit Limit: A team which exceeds its maximum limit (3+) games may be dropped from the league without a refund and/or not participate in the end of the season tournament.

Maximum limit: Three forfeits. A team that forfeits three (3) games during league play will be dropped from the end of the season tournament.

I) FORFEIT SCORING

The score of a forfeited game shall be seven (7) to zero (0) in favor of the team not at fault. A team that forfeits two (2) games during league play may be dropped from the league and/or tournament.

J) GAME BALLS

Men's League:	12 inch softball (Dudley 44 cor. – 375 com.) Optic Yellow
Women's League:	11 inch softball (Dudley 44 cor. – 375 com.) Optic Yellow
Co-Rec League:	12 inch Men's and 11 inch Women's softballs
Wood Bat League:	11 inch softball (Dudley 47 cor. – 375 com.) Optic Yellow

K) METAL CLEATS

Metal Cleats are not allowed.

L) INFIELD PRACTICE

There will be no infield practice between or before games. Soft toss against fences is prohibited.

M) DUGOUTS

Only Players, Coaches, Umpires and Field Supervisors are allowed in the dugouts. Children and/or pets are not allowed in dugouts or on the field of play. Game will be delayed until children and/or pets have left the dugout. Only four (4) offensive players are allowed on the field; (1) Batter, (2) On-Deck Batter, (3) 1st Base Coach and (4) 3rd Base Coach. All other offensive players must remain in the dugout. All bats must remain in the dugout on the bat racks provided not to allow interference of league play.

- **Managers/Coaches and Players please pick-up after yourselves to help maintain a clean and safe park.**
- **No Alcohol in the dugouts**
- **No Smoking in the dugouts**
- **No Music in the dugouts**
- **No Children under the age 18 in the dugouts**

N) THROWING OR CARRYING A BAT

When a player throws the bat intentionally in anger, the player should be ejected from the game. Should the bat slip from the batter's hands the umpire will issue a warning and there is no penalty unless the discarded bat prevents the defense from making a play on the ball, and then interference should be ruled.

There is no penalty when a player carries a bat to first base or any other base. Should the player use the bat to prevent a defensive player from making a play, then interference should be ruled.

O) SOFTBALL BATS

No tampered or altered bats allowed. All bats must not exceed the 1.20 (BPF) Bat Performance Factor. All bats must meet the requirements in the A.S.A. Official Rules of Softball, A.S.A. Code-Umpire Manual, Rule 3 Section 1, the official bat. Only those bats, which are included on the 2004 ASA Certified Bat list (www.asasoftball.com) will be allowed for use in City of Goodyear Adult Softball League play. Penalty for use of any bat not meeting these requirements will range from suspension, ejection, and/or banishment from the league. Any use of an altered bat by a player will result in automatic ejection from the game and/or league with the player's team forfeiting that game. The Adult Sports Recreation Staff and Umpire have the authority to eject/ban any suspicious bat from league play.

The umpire's decision on legal and illegal bats is final.

ASA will govern the restrictions of bats and equipment. All bats must be ASA approved and must bear an ASA approved certification mark.

The Amateur Softball Association of America (ASA is the National Governing Body of Softball in the United States. As part of the ASA Bat Testing and Certification Program, bats submitted for testing are issued an ASA certification mark if the model satisfies the ASA Bat Performance Standard.

Beginning January 1, 2000 in ASA Championship Play, players may use only bat which meet all requirements of Rule 3, Section 1 and:

ASA Bat Testing & Certification Program

The official bat in ASA Championship Play must meet all of the requirements of Rule 3, Section 1 and:

- Must bear either the ASA approved 2000 certification mark or the ASA 2004 certification mark as shown below, and must not be listed on an ASA non approved list, or



- Must be included on a list of approved bat models published by the ASA National Office; or
- Must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.

Beginning January 1, 2004, all bats in ASA Championship Play must pass the ASA 2004 bat standard. All bats having the 2004 certification mark will be allowed in ASA Championship Play. Bats that have the 2000 certification mark will not be allowed in ASA Championship Play unless they are listed on an approved bat list on the ASA website. For convenience, the ASA website has a listing of bats that do not pass the ASA 2004 bat standard.

All wooden bats will continue to be approved for ASA Championship Play regardless of whether they bear an ASA approved certification mark or are included on a list of approved bats published by the ASA National Office.

2004 and Beyond Approved and Non Approved Softball Bats (Updated: 8/19/2008)

For a list of bats that have been tested and found to comply with the ASA bat performance standards, and therefore are authorized to bear the ASA 2004 certification mark and/or are authorized for use in ASA Championship Play beginning January 1, 2004. You can visit ASA's web site at www.asasoftball.com/about/certified_equipment.asp or ask to see the Approved and Non Approved Bat List from the Field Supervisor. Manufacturers continue to submit additional bat models for testing, and the ASA will update this list as test results become available.

When a batter uses an illegal or altered bat and reaches base safely, and the next batter steps into the batter's box with the same bat, the following penalty is in effect;

- **If noticed before a pitch is thrown to the next batter, the umpire should call out the batter who used the bat and is now on base.**

- **If the bat is altered, the player is ejected from the game and the tournament. The bat is**

removed from the game, runners put out prior to discovering this infraction remain out, and runners not put out return to the base they occupied at the time of the batted ball.

- **After a pitch to the current batter, that batter is called out and there is no penalty to the previous batter for using the illegal or altered bat.**

P) REFUNDS

No refunds will be given unless a league is cancelled or a team cannot be accommodated in the league of their choice(s). In the event that rule violations result in a team's expulsion from the league, the following refund formula will be used.

1. Teams expelled between the date of registration and the beginning of their leagues first game will forfeit 25% of their registration fee.
2. Teams expelled after the start of their first game will forfeit 100% of their registration fee.

Q) INSURANCE

The City of Goodyear does not provide player insurance. Players play at their own risk.

R) CLASSIFICATIONS

Generally a "D" division is offered for men's softball leagues. An upper division and a lower division will be offered for Co-Rec divisions. Final league classification structure will be determined by registrations received.

S) LEAGUE STANDINGS & TOURNAMENT SEEDS

Current standings will be kept by the Field Supervisor at each field. If two or more teams are tied in the standings, the following method will determine which team gets the highest standing:

1. Winning percentage.
2. Head to head record.
3. Forfeits.
4. Ejections of Player/Team
5. Attendance at the mandatory managers meeting.
6. Run differential between tied teams.
7. Run differential for entire season.

Final league standings are determined by the best overall win/loss record. If two teams are tied at the end of the regular season, the team which defeated the other more often in head to head competition will take the top position. In the case of a split, the team which had the lowest number of runs scored against them by the other team will take the higher position in the standings. In the case of three (or more) teams with identical records, the team which had the lowest number of runs scored against them by the common opponents will take the higher position in the standings.

• **EXCEPTION:**

If one team won (swept) all of the head-to-head games versus each of the other common opponents, that team will be awarded highest position in the standings. *(The league coordinator has the final decision in all matters concerning this rule.)*

Any team they are tied with that has forfeited a game, been ejected or suspended from a game or did not attend the mandatory managers meeting; will automatically take the lowest ranking. Teams will be seeded for tournament play based on the results prior to the last week of league play. However, awards will be distributed based on the final standings.

T) TEAM ROSTERS

Players must be at least eighteen (18) years old prior to the start of the season. Player signatures are required before players participate. The team roster may not contain less than twelve (12) or more than sixteen (16) players. The roster must be complete and submitted at the time of registration to be accepted.

U) ROSTERS MINIMUM / MAXIMUM

Rosters may have up to sixteen (16) players. Minimum of twelve (12) players required on the roster. Teams must start games with at least eight (8) players on the field.

• **ADDING/DROPPING PLAYERS TO AND FROM ROSTER**

Players may be added and/or deleted from the original roster up to the first pitch of their fourth scheduled game. Changes made to the original roster must be written on the appropriate drop/add form before the new player participates in a game. Roster changes may be done at the field.

The Roster Drop/Add Form is a 4 part form. White Copy (original) goes to the Recreation Coordinator, Yellow Copy goes in the Field Supervisor Manual, and the Pink Copy goes to the Team Manager/Coach.

• **NOTE**

Up to four (4) players may be added to the roster after the original registration.

1. You can add any Goodyear residents to maintain your Priority status.
2. You can add a Non-Goodyear resident to maintain your Priority status, only if you replace that participant with another Non-Goodyear Resident.
3. You can add a Non-Goodyear resident to your roster, but if it changes your Priority status, you will be charged the difference in the Priority which you fall in. If you choose not to pay the difference your team will not participate in the tournament until the difference is paid. Payment is due at the time of submitting your Player Drop/Add Form to the site Field Supervisor.
4. If you choose to play with an illegal player (someone who is not on your roster) you will forfeit the game if you are protested against and found at fault by the site Field Supervisor.
5. Picture I.D. is mandatory at the field to verify proof of player, if you can not provide proof of player and you are protested against, you will forfeit the game.

V) FREE AGENTS

If you are in need of extra players for your roster you can contact Troy Mickelson at (623) 882-7536 for access to the Player Free Agent Hot List.

W) GAME CANCELATIONS

Unavoidable game cancellations due to rain, irrigation, maintenance, etc., may be rescheduled by the League Coordinator. Decisions on rain-out games can usually be obtained after 3:00 p.m. by phoning the rain-out information hotline at (623) 882-7536. League games that are rained out may be made up at the end of the regular season. The Aquatics and Recreation Division reserves the right to adjust league format due to inclement weather conditions during the season. It is the responsibility of each manager to maintain regular communication with the Field Supervisor for newsletters, flyers, rescheduling of games, tournament brackets, rulings and standings.

X) POST-SEASON TOURNAMENT

A single elimination tournament will follow the regular season. **All teams in the league will be included in the post season tournament; however the lowest seeded (9th seed) team after week 8 will NOT participate in the end of the season tournament.** In order to balance competition levels, certain teams may be switched into

other leagues for the post season tournament. Example: the winner of the lower division may switch with the loser of upper division. *(The league coordinator has the final decision in all matters concerning this rule.)*

All tournament rules are governed and interpreted by the Recreation Coordinator, Field Supervisor and/or game officials, using City of Goodyear League Softball Rules and Official ASA Slow Pitch Rules as guidelines. General rules of play not outlined here, can be found in the current ASA Guide and Playing Rules.

On the night of your scheduled tournament we will be conducting mandatory roster checks for all teams prior to each game of the tournament and it is required by each individual/player to have with them a picture for identification (driver's license). It is also the responsibility of the team manager to have written down the players first and last name on the score sheet during this process, if the score sheet is missing names we will NOT start the game until the required information has been provided. The City will be providing two (2) staff the night of tournament play to expedite the roster check process and to provide scorekeeping to avoid any discrepancy.

- Tournament seeds will be bracketed after the 6th week (8 teams) or 8th week (9 teams) of league play.
- Coin flip will determine home field.
- Tournament players must be on the official roster and played in 50% of the regular season games. If protested and found guilty you will forfeit the tournament.
- Picture I.D. is mandatory at the field to verify proof of player, if you can not provide proof of player and you are protested against, you will forfeit the game.
- No time limit in the Championship game, however the run rule is in effect.
- Tie-Breaker Rule: Starting with the top of the inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five (5) batter is the lead off batter, the number four (4) batter in the batting order will be placed on second base. (A substitute may not be inserted for the runner).

GENERAL RULES & REGULATIONS

A) RULES OF PLAY

The Goodyear Parks and Recreation Department reserve the right to modify/change any rules or regulations during the season for the greater good of the league. In addition, the Recreation Division reserves the right to add or delete rules for the greater good of the league. If a change is made, all team managers affected will be notified.

The current ASA (Amateur Softball Association of America) rules apply to all league situations not covered in this handbook. Goodyear Recreation Division reserves the right to institute new rules, or alter existing rules as deemed necessary. If a change is made, all team managers affected will be notified.

B) GAME TIME

League and tournament play will generally be scheduled between 6 p.m. - 10 p.m. The field supervisor's or umpire's watch represents the official time. Teams must have eight (8) players present to start a game.

GAME TIME IS FORFEIT TIME! A ten (10) minute grace period will be allowed for your first game (6:00 P.M.) and will come out of your 55 minute time limit. Umpires will keep the official game time. As the team manager, you should ask the Umpire what time he has for the game time and match it with your time. Both teams are responsible for knowing the exact starting game time and it should be noted on the official score sheet.

The game is seven (7) innings in length or 55 minutes; however, an inning in progress at the end of the time limit will be completed. Additional time may be added for games delayed by rain or injury.

• NOTE

At max, there will be a five (5) minute grace period between games on the night you play back to back against the same team. You need eight (8) players to start your next game; we will not wait to start the next game until your ninth (9th) and tenth (10th) players show up.

• **NOTE**

Tournament championship game will not have a time limit. However the run rule is still in effect.

C) SCORING

The home team is responsible for the official score sheet, unless it is agreed to be kept by the visiting team. All players must be listed on the score sheet (first and last names). It is recommended that visiting teams also keep a second score book and confer with the home team. **The umpire scorecard is NOT the official score.**

D) HOME RUN RULE

The City of Goodyear Adult Sports Division has a home run rule for all Men’s and Co-Rec leagues. The home run rules for each level of league play are as follows:

When an over-the-fence home run is hit, the batter and all base runners may go directly to the dugout.

Appeals for runners missing a base are not allowed. This speeds up the game as batters and runners do not have to run the bases.

Each team has a limit of three (3) home runs over-the-fence. After the maximum is reached the equalizer (1 up) rule will be in effect. Teams are allowed to hit (1 up) on the opposing team. Any additional home runs hit over-the-fence will be ruled an out. Any “Home Run” hit after a team has reached its maximum allowed home runs will be ruled as an “OUT”. Players are responsible for retrieving any ball hit over the fence. Each game will begin with one new game ball and two back up balls, if all three balls have been hit out of play, the game will be suspended until the balls have been returned to the umpire’s control. The game clock will continue to run.

Men’s “D” leagues will be allowed three (3) home runs per game, per team. After the 3rd home run, the “plus one” rule (equalizer) will be in effect.

Co-Rec leagues will be allowed three (3) home runs per game, per team. After the 3rd home run, the “plus one” rule (equalizer) will be in effect.

In Sow Pitch, any fair fly ball touched by a defensive player on either side of the fence that clears or has cleared the fence in fair territory, should be declared a four (4) base award and shall not be included in the total of over-the-fence home runs. Inside-the-park home runs do not count toward the team home run totals. This will be in effect at all fields.

No home run rule is in effect if the fences are not up on the softball fields (Falcon Park).

If fences are in place, the following shall be in effect:

Night of Play:		Home Runs:
Sunday	Co-Rec	3 and Equalizer
Monday	Men’s “D”	3 and Equalizer
Tuesday	Men’s “D”	3 and Equalizer
Wednesday	Men’s “D”	3 and Equalizer
Thursday	Men’s “D”	3 and Equalizer
Friday	Co-Rec	3 and Equalizer

If you meet your homerun limit (3) you cannot hit another one until the other team has hit their limit.

If you exceed your homerun limit it will count as an out and runners cannot advance.

E) BALL RETURN POLICY

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

F) TIES

• **LEAGUE PLAY:**

If a game ends in a tie and the time limit has expired, the final score will stand.

• **TOURNAMENT PLAY:**

Tie-Breaker Rule: Starting with the top of the inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five (5) batter is the lead off batter, the number four (4) batter in the batting order will be placed on second base. (A substitute may not be inserted for the runner).

G) BASE DISTANCE

All Leagues – 70 feet

H) DOUBLE FIRST BASE & SAFETY HOME PLATE

Runners must use the orange portion of the bag and defensive players must use the white portion (See A.S.A. rule book for exceptions). Due to safety concerns, 1st base double bags will be used at all levels in all divisions for Men and Co-Rec play. There are NO safeties at third (3rd) base.

The League uses two home plates. The second home plate will be located eight feet from the back tip of home plate on an extended line from FIRST (1st) base. Defensive players must touch the original home plate and offensive runners must touch the second home plate. Runners touching the original home plate are OUT.

All defensive plays at home plate are force outs.

There are two (2) home plates so as to eliminate any contact. This rule applies for all Co-Rec leagues.

I) COMMITMENT LINE

Catcher/fielder has to tag the plate not the runner for an out at home plate, this becomes a force play. The runner can return to third base if he/she has not passed the commitment line twenty (20) feet. Once past the twenty (20) foot line the runner must continue toward home plate and cannot return back to third (3rd) base.

A commitment line will be drawn on the line between third (3rd) base and the original home plate. This line will be twenty (20) feet from the original home plate. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the scoring plate. If the runner re-crosses the commitment line, returning toward 3rd base, he/she will be declared **OUT**. The ball is still live. If the runner runs to home plate and not the scoring plate the runner will be declared OUT. The ball is still live.

J) EXTENSION MAT

The City of Goodyear Softball League uses a home plate extension mat. Any legally pitched ball that hits the plate or mat is called a strike.

K) PITCHING DISTANCE

All Leagues – 50 feet.

Pitcher's must pitch from the pitching rubber and have at least one foot in contact with the pitching rubber at all times until the ball has been released.

L) RUN RULE

20 runs after 3 innings

15 runs after 4 innings

10 runs after 5 innings

Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

M) SUBSTITUTION

All substitutions must be reported to the official scorekeeper in order to acknowledge a player legally entering the game.

Free substitution is allowed. If there are more than ten (10) players in attendance, the additional players can substitute in.

N) PITCH COUNT

All batters will begin each at bat with a one ball and one strike count. Once two strikes have been accumulated, the batter is **NOT** allowed an extra foul ball; the batter will be called out. None to waste!

O) OFFENSE REQUIREMENTS BATTING ORDER / LINE-UP

• MEN'S

Teams must have a minimum of eight (8) players to start and complete a game.

Line-up must be filled out and submitted to the home team scorekeeper no less than ten (10) minutes prior to the game. Any player arriving late to the game must be added to the bottom of the line-up.

Once the game has started and you have the minimum eight (8) players to start the game, you can add one (1) to two (2) player's to the bottom of the line-up to avoid playing shorthanded. If your eleventh (11) or twelfth (12) player arrives they cannot be added to the bottom of the line-up but instead they can be added as a substitute in place of an existing player that is currently in the line-up.

The Extra Hitter (E.H.) rule will be in effect. The "EH" rule allows a team to bat up to sixteen (16) players and play ten (10) players on defense allowing free substitution. Extra hitters may be used by any team along as his/her name is indicated on the score sheet. The "EH" must remain in the same position in the batting order for the entire game.

If a player leaves a game due to injury and does not return, his/her spot on the official score sheet can be taken by a bench substitute. If a substitute is not available, the vacant position in the line-up will be counted as an out the first time through the batting order then all subsequent batters will move up in the line-up. There is no additional penalty.

If a player is ejected and a substitute is not available, that position in the line-up is an automatic out each time it appears throughout the batting order.

• CO-REC

An official team is composed of 10 players', which should consist of 5 males and 5 females. Each team must have at least 8 players to start and finish the game. **You must have 4 men to play; women must equal or outnumber the men at all times. If you have more male players than female players in the line-up, the male player will need to substitute for another male player in the line-up and "cannot" take an out where a female player would be in the line-up.**

Below are the rules governing less than the official number of participants:

10 players: 5 men and 5 women (recommended)
10 players: 4 men and 6 women
9 players: 4 men and 5 women
8 players: 4 men and 4 women
7 players: Forfeit

The rotation on the line-up must alternate between male/female or female/male batter on the line up (no split line ups) you may bat more women than men with no penalty; you cannot bat more men than women, except in the case where a women becomes injured and cannot continue. In that case you will take an out in the line-up where the woman would bat.

The line-up will be continuous, alternating order male/female or female/male throughout the entire game. The line-up must be filled out and submitted to the home team scorekeeper no less than ten (10) minutes prior to the game. Any player arriving late to the game must be added to the bottom of the line-up.

Each team will have the option of batting everybody or only the players who are playing a defensive position.

All Co-Rec Leagues will offer a special batting order system where everyone bats. The Extra Hitter (E.H.)

rule will be in effect. The "EH" rule allows a team to bat up to sixteen (16) players and play ten (10) players on defense. Extra hitters may be used by any team along as his/her first and last name is indicated on the score sheet. The "EH" must remain in the same position in the batting order for the entire game.

Teams should turn in the line-up to the scorekeeper. The scorekeeper will set the line-up to alternate male and female batters. Otherwise, teams should adhere to the ASA re-entry rule and bat only 10 players or less, and substitute according to the ASA re-entry rule. If a player leaves a game due to injury and does not return, his/her spot on the official score sheet can be taken by a bench substitute. If a substitute is not available, the vacant position in the line-up will be counted as an out.

If a player is ejected and a substitute is not available, that position in the line-up is an automatic out each time it appears throughout the batting order.

P) COURTSEY RUNNER

- Men's: One (1) per inning and must be the last out or the last runner to cross home plate or a player that is not listed on the score sheet/line-up but they are on the roster.
- Coed: One (1) male per inning and one (1) female per inning. A male runner runs for the male requesting a runner and a female runner runs for the female requesting a runner. The runner must be the last out or the last runner to cross home plate or a player not listed on the score sheet/line-up but they are on the roster.

Q) CO-REC WALK RULE

ASA Walk Rule: On a walk to a male hitter, intentional or not, he is automatically awarded second base. With less than two (2) outs the upcoming female hitter must hit (no exceptions) when there are (2) outs the female hitter has the option of hitting or taking a base on balls.

R) CO-REC DEFENSIVE POSITIONS

Co-Rec defensive positioning shall include two males and two females in the outfield, two males and two females in the infield, and one male and one female in the pitcher or catcher positions. At no time, regardless of the number of players, can the infield or outfield either be all males or all females (unless team is playing with only 2 or 3 males, in which case one still must be pitcher or catcher).

Once determining positions, the players must be stationed in fair territory, except the catcher. In the case of unequal players (fewer men than women), more women may play in the outfield but the infield and pitcher/catcher positions must be equal numbers of males and females. If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player.

All infielders must position themselves entirely on the dirt area of the infield prior to the ball being hit. Once the ball is hit, infielders may proceed to the grass/outfield area if they choose to.

S) EJECTIONS

Players ejected from the game must leave the field/park immediately. If the player ejected does not leave the field/park in a timely manner it will result in a forfeit. If the ejected person continues to become unruly they may be asked to leave the park. This is in the discretion of the Umpire and Field Supervisor. Any player ejected from a City game faces a minimum penalty of at least a one game suspension. If a player is ejected during tournament play, he/she will be suspended for the remainder of the tournament. Additional action may also be taken per the players' *Code of Conduct*. Each incident will be reviewed, and a decision on the length of the suspension will be made in a reasonable length of time by the Recreation Coordinator.

• NOTE

When a player is ejected from the game the following batter in the line-up will be called out as a result of the ejection. This applies to the league and tournament.

T) PROTESTS

• LEAGUE PLAY:

All complaints on a decision by an umpire shall be made by the team captain or manager. Only possible

misinterpretations of official rule situations or possible ineligible players will be discussed. Teams may not protest the judgment calls of the Umpire and teams may not protest any part of a game once it has been completed. **Six (6) things you cannot protest; balls and strikes, fair and foul, or out and safe.** The coach must call time and inform the Umpire of intent to protest, and then the Field Supervisor and Umpire will confer if necessary. **ALL DECISIONS BY THE FIELD SUPERVISOR ARE FINAL!** The Coach then has the option of playing the game out under protest. The Field Supervisor must be made aware of this decision before play resumes. The protest must then be submitted in writing to the Recreation Division Office by noon the following working day. All protests must be submitted with a \$25.00 fee to be refunded if the protest is upheld. In the event the protest is denied, the \$25.00 fee will go into the league fund. If the protest of a game is upheld, the game shall be rescheduled from the point at which it was protested.

• **TOURNAMENT PLAY:**

All protest situations that occur during tournament play must be resolved immediately by the Field Supervisor and Umpire (if necessary) before play may resume. **ALL DECISIONS ARE FINAL!**

U) ROSTER CHALLENGE PLAYER ELIGIBILITY

• **LEAGUE PLAY:**

The team coach may request an eligibility check of ONLY one (1) player during a game. Time out must be called during a natural break in play, and the coach must get the Field Supervisor to determine eligibility. Eligibility requests must be made prior to the completion of third inning. A player is illegal/ineligible if the player does not have current or valid ID in possession (at the park and has 5 minutes to provide identification, this will come out of the game time), the player's name does not appear on the roster Drop/Add Forms, and the player does not meet age requirements or appears on more than one roster in the same league.

• **EXCEPTION**

If a player is added to the line-up/score sheet after the third inning, the opposing team may protest the player(s) eligibility by following the above procedure. ALL DECISIONS BY THE FIELD SUPERVISOR ARE FINAL!

• **TOURNAMENT PLAY:**

On the night of your scheduled tournament we will be conducting mandatory roster checks for all teams prior to each game of the tournament and it is required by each individual/player to have with them a picture for identification (driver's license). It is also the responsibility of the team manager to have written down the player's first and last name on the score sheet during this process, if the score sheet is missing names we will NOT start the game until the required information has been provided. The City will be providing two (2) staff the night of tournament play to expedite the roster check process and to provide scorekeeping to avoid any discrepancy.

V) ROSTER CHECK

The Goodyear Recreation Division staff will randomly call on team rosters to check for player validity. Any player or team information which is not correct on a team's roster will result in the dismissal of that player or team from the league. The MANAGER is responsible for keeping UP-TO-DATE TEAM ROSTER RECORDS. This practice can eliminate any question as to whether or not a team member is eligible to play. Players must present the Field Supervisor with a form of photo identification upon request to verify proof of residency.

W) ROSTER FALSIFICATION

The Adult Sports Recreation Staff will make spot checks of each roster, using the following guidelines:

1. Rosters of all teams accepted for play will be checked.
2. Random selection from various rosters will be verified.
3. Teams that submit falsified information will be dropped immediately.
4. Teams with incomplete roster information will be dropped first if team-limiting is in effect.

The Adult Sports Staff will follow up on all player challenges. If a player is determined to be illegal, or information is falsified, the player and team-manager will be suspended from play for at least the balance of the season.

X) PLAYER ELIGIBILITY

An eligible player is a player who is at least 18 years of age by the first scheduled league game, and is

legally listed on the team roster. Questions on a player(s) eligibility, age, and identity can be brought to the attention of the Umpire and Field Supervisor by the Manager. No more than one player may be questioned per game. This would then be considered a “protest”. For more information on protests, please review **Rule U** on page 12.

• NOTE

The illegal/ineligible player is automatically ejected from the game and the team using the illegal/ineligible player forfeits the game and the game will not be played out. A second ejection for the same player during the season may result in an automatic team suspension for remainder of the season.

Y) MULTIPLE TEAMS

A player may play on one or more teams as long as it is in the same division, but not on the same night.

• EXAMPLE

If a player plays in a “D” League on Tuesday night, he/she can play on another team in another league on a different night such as a “D” League on Monday or Wednesday nights.

Z) UNIFORMS

Uniforms are not required, but shirts must be worn.

UMPIRE / PLAYER / TEAM CONDUCT

A) UMPIRE

The umpire of the game will be assigned/contracted through an outside organization. Questions or complaints should be put in writing and submitted to the City of Goodyear Recreation Division office.

One-man-umpire to officiate the game. We will provide two umpires for the championship game of the tournament.

If an umpire is not present, the Field Supervisor will umpire the game until the scheduled umpire arrives. If a Field Supervisor is unable to umpire because of restrictions, an individual who is not a member of either of the opposing teams and who is mutually agreed upon by the team managers will act as umpire. If such an individual is not present, one member of each team will act as umpire, calling balls and strikes for their own batters.

The umpire's decisions are final. However, protests may be made by Managers only. Unsportsmanlike behavior will not be tolerated at any time. Abuse or harassment of the Umpire is entirely inappropriate and is unacceptable to the spirit of the league. Individuals who engage in such conduct will be suspended from league play and/or tournament play for violations. The suspension may be in effect from one game to the remainder of the season. Any player who is ejected from a game will be suspended from playing in his/her team's next game. This is the minimum penalty. The Recreation Coordinator may suspend the player additionally if the offense warrants. A second ejection may result in suspension from the league for a season and possibly a year.

B) TEAM CONDUCT

The Field Supervisor, Official and/or League Director have the power to forfeit any game, eject players, coaches or fans, **WITHOUT WARNING**, from the game for any conduct deemed unbecoming or detrimental to the game. Outburst of foul language will not be tolerated. Any participant assaulting an official or City employee will be automatically suspended for the current season and the incident may result in legal action. Threats to an official or City employee will result in multiple game suspensions. Comments such as “I will take care of you later” or “I’ll meet you in the parking lot” will be considered as threats and will be taken seriously. All coaches are responsible for the behavior of any players, assistant coaches, or fans in attendance. The players’ *Code of Conduct* is strictly enforced and will govern incidents and occurrences.

• NOTE

There is to be no arguing with the official over calls. There is no exception to this rule. Any player, coach or observer whose temper gets out of control over a judgment call, or who by vulgarity,

intimidation or yelling confronts an official, will be warned or ejected. If warned and the infraction is repeated, the offending person can be dismissed from the game, asked to leave the park, and/or not be allowed to continue playing the remainder of the season, depending on the severity of the infraction.

Each manager is responsible to see that his/her players, spectators, scorekeepers, etc. abide by all the rules governing league play and all rules/policies regarding the use of the fields.

C) PLAYER CONDUCT

Some forms of unsportsmanlike conduct will warrant automatic ejection with no warnings given. Two reprimands or warnings to an individual or team for unsportsmanlike conduct will warrant automatic ejection of said player or team, or spectator from the courts and premises. A third reprimand to any other player or spectator of said team will warrant termination of match, with said match to be forfeited to the opposing team.

D) PLAYER/TEAM DISCIPLINE

No manager, player, or spectator shall threaten an official, lay a hand upon, shove, or strike an official, be guilty of objectionable demonstrations of dissent at official's decision, refuse to abide by official's decision, or be guilty of physical attack as an aggressor upon any player, official or spectator.

Minimum Penalty: Ejected from game immediately plus one game suspension.

Maximum Penalty: To be determined by the field supervisor and league coordinator.

Any player ejected from a game is automatically suspended from the next game.

Any ejected player who plays in the next game causes his/her team to forfeit that game.

Any player ejected twice in a season will be dropped from the league.

Any player removed from a game must leave the field and the premises immediately.

E) SPORTSMANSHIP

Athletic competition, at the community recreation level, can be a rewarding and fun. The City of Goodyear strives to provide a safe and enjoyable experience for all of the participants. Recreation is an important part of our everyday lives. The end result, or the quality of the experience, will rest with the attitude each participant brings to the contest.

As a staff we hope the individual competitors will rely on an old standard sportsmanship "it is an important part of the game". Competition is good as long as we follow the rules. What society might see at the professional level does not necessarily enhance the experience at the community level. No one is getting paid to play. Sportsmanship is of the utmost importance in the game. It is respect for yourself and your fellow players. Remember, enjoy the recreation activity for just what it is.....a game. You will only get out of it what you put into it. We hope you have a great season!

F) CODE OF CONDUCT

All rules will be strictly enforced. The term A individual includes the following: coach, manager, player, or spectator. A team is responsible for the conduct of its individual players and spectators. Misconduct may result in penalizing an individual or team from all City of Goodyear leagues and tournaments. The term A official includes the following: umpire, league director, or city staff.

No Individual Shall:

- At any time lay a hand upon, shove, strike or threaten an official or individual.

Minimum Penalty: Removed from league play for (1) calendar year and placed on (2) years probation.

Maximum Penalty: Banned from the City of Goodyear Sports Programs and assault charges filed.

- Be guilty of objectionable demonstration of dissent by throwing gloves, balls, bats or any other forceful actions.

Minimum Penalty: Warning by official.

Maximum Penalty: Ejection from game and playing field and a minimum (1) game suspension.

- Be guilty of using unnecessary rough tactics in the play of the game.

Minimum Penalty: Ejected from game and playing area and (1) game suspension.

Maximum Penalty: Banned from the City of Goodyear Sports Programs and assault charges filed.

- Be guilty of an abusive verbal attack upon any official or individual on or off the field of play.

Minimum Penalty: Ejected from the game and playing area, (2) game suspension and probation for the remainder of the season.

Maximum Penalty: Suspension for one full year and placed on probation for (6) months after reinstatement.

- Use profane, obscene or vulgar language in any manner at any time on or off the playing field/court.

Minimum Penalty: Warning by league official or umpire.

Maximum Penalty: Ejection from game, (2) game suspension and probation for the remainder of the season.

- Appear on the field in an intoxicated condition or under the influence of any type of drug/substance that will infringe on the player's safety or the safety of others.

Minimum Penalty: Ejection from the game you are currently playing, plus (1) additional game suspension and/or probation for the remainder of the season.

Maximum Penalty: Banned from the City of Goodyear Sports Program.

- Consuming alcoholic beverages during scheduled league game(s).

Minimum Penalty: Player(s) ejected from game and (1) game suspension.

Maximum Penalty: Player removed from league played from the rest of the season.

- Be guilty of any demonstration of unsportsmanlike conduct.

Minimum Penalty: Warning by official

Maximum Penalty: Banned from the City of Goodyear Sports Programs.

G) NOTES

Players, coaches, or managers who are on probation when another incident occurs can have their penalty increased to the maximum. If a player coach or manager is suspended from play and is found to be playing on another team, the penalty can be extended beyond the original time limit. The severity of the infraction will determine the penalty. Penalties can fall between the minimum and maximum. City staff, the Aquatics & Recreation Coordinator and/or the Aquatics & Recreation Supervisor will determine the penalty within a reasonable amount of time.

H) ZERO TOLERANCE WILL BE EXERCISED!!!

The Goodyear Parks & Recreation Department reserves the right to discipline and/or suspend players, or managers for incidents/conduct not specifically covered in this handbook or the Amateur Softball Association official rules, but which in the opinion of the Goodyear Parks & Recreation Department constitutes unsportsmanlike conduct, dangerous conduct, or conduct which is determined to be detrimental to the City of Goodyear Adult Softball Program. All official league disciplinary decisions, as rendered by the Goodyear Recreation Division are final.

The Goodyear Recreation Division reserves the right to implement, alter, add or delete rules and/or policies as deemed necessary.

Comments or suggestions regarding the Adult Softball Program are welcomed and should be directed to:



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