

OFFICIAL RULES GOVERNING SOFTBALL PLAY
City of Round Rock Parks & Recreation Department
301 Bagdad, Suite 250, Round Rock, Texas 78664
512-218-5540 512-218-5548 (Fax)
(Revised 07-02-08)

I. DEFINITION and ROLES

Round Rock Parks & Recreation Department (PARD) – is the organization responsible for conducting all aspects of the adult softball program. This includes, but is not limited to, registration, conducting meetings (with managers, umpires, score keepers, suspension hearings & more), leagues schedules & standings and awards, and providing quality service to the league.

PARD Staff – is responsible for the conducting league registrations and the maintenance of league schedules (original, rain outs & playoffs) and updating league rosters when applicable, and providing quality service to the league.

Umpires – are scheduled through RROC under the direction of PARD. Umpires are responsible for conducting PARD softball league games from the time of “pre-game” through the last out. Umpires are also responsible for providing quality service to the league.

Score Keepers – are members of the RROC that have specific record keeping duties for league or tournament games. This includes collecting a line-up from each team as defined in the rules, keeping track of each game’s statistical information and reports any information regarding the PARD softball program.

Line-up Sheet/Card – this is the official listing of a batting order turned in to a scorekeeper prior to game time. If the line-up sheet is not turned in before game time, the game is then forfeited. Game time is forfeit time.

Game Time – the official time listed on the PARD League schedule. Game time is forfeit time. (also known as “scheduled game time”) PARD reserves to the right to schedule games as deemed necessary.

Roster/Team – an official roster is the sheet of paper that includes the team manager’s, the assistant manager’s, and all players’ first and last names, their home addresses, home & work phone numbers and birth dates & ages. PARD will only register teams for its leagues & tournaments. This is kept in the PARD office and can be updated throughout the season. No less than eight (8) players and no more than twenty (20) players can be carried on a roster at any time. Teams are registered through the PARD office, seasonally, and pay a fee for a determined number of games.

Team Managers – are completely responsible for their team. This includes but is not limited to: attending managers’ meetings, receiving schedules, updating their team’s roster as needed, turning in game line-ups, personal, player and fan behavior at all times including from “pre-game” through the last out, handling protests and awards pick-up. Team managers are the team’s liaison between their players and PARD as well as between their players and umpires and/or score keepers. They are to play the game according to rules set by the PARD league.

Assistant Managers – the team’s assistant manager will act as the team manager in his or her absence.

Players – these are members of registered teams. Players are responsible for their own behavior at all times. They are to play the game according to rules set by the PARD league.

Holidays- The following holidays will be honored by Round Rock Parks and Recreation Department. The holidays include; Easter, July 4th, Halloween, the Wednesday, Thursday, and Friday of Thanksgiving, the week of Christmas, the week of New Years. ONLY the Sunday before Labor Day and Memorial Day will be honored.

Stealing- There will be NO stealing in the Round Rock Parks and Recreation leagues.

Travesty of the game- Definition: to make a travesty of; parody or ridicule. Travesty of the game is a judgment call by the umpire.

Bases- Bases will be set at a distance of 70’ and the pitching rubber will be set at a distance of 53’. A double first base will be used. If used incorrectly the umpire will call the runner out without the need of a defensive appeal) to call a runner out. This is no longer an appeal play.

Rainout Weekend- A rainout weekend could be used during the season. These games will be played on a Saturday if we are unable to accommodate games on your regular scheduled night. Failure to show for these games will result in a forfeit. Teams will NOT receive refunds or credits for games not played.

Request to Reschedule Games- If a team is requesting to reschedule one of their games once the official schedule has been posted, a \$25 fee will be charged to the team requesting the change. Games will be rescheduled only IF: the other team agrees to reschedule and there is an open spot to reschedule (Parks and Recreation will NOT reschedule if only 1 game is being played on a given night). Fee must be paid before the rescheduling occurs. Any reschedule must fall within the league parameters and approved by the Athletics Supervisor.

Forfeiting Games- if a team does not give the Athletics & Aquatics Supervisor with Parks and Recreation at least a 24 hour notice to forfeiting a game, a \$25 fee will be charged to that team. The fee must be paid by the following game or the team will be taken off the schedule. This is to eliminate other teams from showing up unnecessarily and inconveniencing others. If both teams do not show up and PARD has not been notified, both teams will take a loss.

II. SUPERVISION AND ADMINISTRATION

A. In all matters not covered in these rules and regulations, the Athletics/Aquatics Supervisor will handle all matters concerning rules, eligibility, conduct, behavior, etc.

B. Officials will be appointed by the Round Rock Parks and Recreation:

1. All officials & staff (umpires & score keepers) so appointed shall have complete charge of the game as outlined in the current year's ASA official guide and Round Rock Parks and Recreation local rules.

2. It is PARD's goal and preference that two umpires be scheduled and present for each league game. Should only one (1) umpire be present, a team (at least 8 players) will still play the game, as scheduled. There is no option for rescheduling.

III. ELIGIBILITY OF PLAYERS/TEAM ROSTERS

- A. All teams must follow the proper registration procedure to be eligible for league play.
- B. All league teams will have a roster on record with the Round Rock PARD. If roster is incomplete, protests may result in forfeit.
- C. City league rosters may carry a maximum of twenty (20) players.
- D. All players participating must be eligible under the rules set forth by the Texas Amateur Athletic Federation (TAAF) and the Amateur Softball Association (ASA). Any rules not covered by PARD Rules will then proceed to ASA &/or TAAF for jurisdiction/enforcement.
- E. All softball players must be eighteen (18) years of age or older the day of the game. All players must have a picture ID at all times. IDs may be checked to confirm age or identity at any time. NO ID - NO PLAY.
- F. A player must be registered at the Parks and Recreation Department Office by 5:00 P.M. on the day of his/her participation with any team. You may email this information or call it in at 218-5540. NO FAXES.
- G. No player may play in a championship game that has not been carried on the team roster for a minimum of the 1st four (4) games. If team roster is full, dropping a player may nullify eligibility for later playoff game. ID's may be checked at any championship game.
- H. A player may participate on any team provided they are listed on the roster and the teams play in different leagues. Any player on two team rosters within same league is illegal. If protested, both teams may forfeit game. Said player also becomes ineligible to play in a championship game. Men's Leagues can only have male players play. CoRec Leagues can have male and female players play for them.
- I. A player, who has been suspended from league play for any reason and who has not been reinstated, shall be considered as an ineligible player until reinstated by the Recreation Supervisor.
- J. The responsibility for the eligibility of players will rest with the manager(s) of the teams.
- K. An illegal player can play and be protected from any protests from the opposing team IF the manager picking up the player(s) approaches the umpire and opposing manager to get approval. This will be documented by both umpires and scorekeepers. If the manager chooses not to ask for permission, the existing rule will be in effect and the game will be played as normal.

IV. CLASSIFICATION BREAKDOWN

A. MENS' LEAGUES

- 1. **Men's Novice:** Each team is not be allowed any homeruns. Any home runs over the fence will constitute an automatic out. This is geared for newer, entry level teams.
- 2. **Men's Low "1 up" Home Run League Only:** As a RR PARD Men's Low league team, each team is allowed to hit one unobstructed Home Run. As a "1 UP" Home Run League, each team will be allowed to hit additional home runs, but meet the following requirements:
 - a. Each team must have met the Basic 1 Home Run "Limit" per team.
 - b. Once each team meets the 1 HR requirement a team may go "1 Up" on the opposing team.
 - c. No team can go more than one home run ahead of their opponent. Any Home Runs hit in excess of the "1 Up" limit will be considered an out.
 - d. The "1 Up" rule will remain in effect as long as official game time is still in play.
 - e. Once Official game time has expired. A team (visiting or home) can match a home run total of their opponent, but cannot exceed that total. If the total is exceeded following the expiration of time, the home run will be considered an out.
 - f. The home team, in the bottom of the 7th or later innings, may hit one home run to pull even in the number of home runs as the opposing team, but may not hit a home run to go one up.

- g. PARD RECOMMENDATION TO TEAMS: It would not be beneficial for Intermediate teams to play in this league because they could only hit a maximum of 1 HR if the opposing team does not hit any.
- h. NOTE: For the SUMMER II 2003 there will be NO maximum HR's.

EXAMPLES/RULINGS/INTERPRETATIONS:

- Ex. #1 Team A has hit 1 HR, team B has hit 0 HR. Team A cannot hit their 2nd HR until team B has hit their first. EFFECT: If team A does hit another HR it will be an automatic out.
- Ex. #2 Team A has hit 1 HR; team B has hit 1 HR. Both Team A and Team B can hit another HR. If Team A hits a 2nd HR, Team A cannot hit a 3rd HR until team B hits their 2nd HR. EFFECT: If team A hits a 3rd HR, it will be an automatic out.
- Ex. #3 As long as time has not expired, the "1 Up" Rule will remain in effect. Once time has expired, no team may exceed their opponent by the "1 Up" rule.
 - If the Visiting team is at bat, they hit a home run with one (1) second or more on the clock and that HR allows the Visiting team to exceed the Home team by one HR, the Home Run will be allowed. The Home team will then have the opportunity to match that HR total during their at bat.
 - If the Visiting team is at bat, time has expired and the Visitors hit a Home Run home run with no time on the clock, and that HR allows the Visiting team to exceed the Home team by one HR, the Home Run will NOT be allowed and an automatic out will be given. No team can go "1 Up" following time expiration.
 - If the Home team is at bat (in the sixth inning or earlier), they hit a home run with one (1) second or more on the clock and that HR allows the Home team to exceed the Visitors by one HR, the Home Run will be allowed. When time expires, no further home runs will be allowed. Effect: If the Home team ends that inning in a tie and forces an additional inning following the expiration of time, the Visiting team will now be allowed to match the Home team's home run total, but the Home team will not be allowed to, in return, exceed them by 1 in their next at bat. In other words, there is not a guarantee that Visiting team will get a chance to match the HR total due to time expiring while the home team was at bat.

If the Home team is at bat (in the bottom of the seventh or later innings), and they hit a home run regardless of time expiration or not, that HR is only allowed if the Home team matches the Visitors' HR total. If the Home team's Home Run total would exceed the Visitors' HR total by one or more, it will NOT be allowed and be considered an automatic out.

3. Intermediate League: Each team is allowed a total of three (3) unobstructed home runs in a game. After 3 homeruns a "1 up rule" will be in affect. Please see rule IV.2.

B. COREC LEAGUES

1. **Competitive Leagues Only:** Each team is allowed only two (2), unobstructed home runs in a game. Any home runs in excess of two (2) will constitute an automatic out, regardless of the season or the league game location. Competitive games played at the McNeil Complex are not restricted as to which gender hits the home runs.

CoRec Competitive Leagues played at "The Bluff Field," regardless of the season, the following home run restriction is placed on teams: Only one (1) male home run and one (1) female home run is allowed. In Competitive League Play at "The Bluff Field," any extra home run hits after appropriate gender reaches their limit, will be considered an out.

2. **Low Leagues Only:** This league allows for a female to hit one HR. The Low League is geared for recreational play. Regardless of the season, when a game is played at the McNeil Complex, any homerun by a male will constitute an out. Exception: Regardless of the season, when a game is played at "The Bluff Field," any home run will be considered a foul ball and enforced as directed under Rule VI, Section F.

C. MOVING TEAMS UP

If a said team wins their division, the Athletic/Aquatics Supervisor reserves the right to move said team up to the next division if a team is needed to complete the league.

V. EQUIPMENT

A. SOFTBALLS -

Teams will be required to furnish their own equipment. The umpire is to be supplied with as many balls as necessary to play a game. The umpire has the right to eject any ball considered by him to be unplayable. All teams should have additional balls ready to give the umpire in case balls are fouled out of play. Failure to use official stamped balls will cause a team to forfeit the game. All league play will use .44 core softballs. PARD may have some available for sale. Please call the office. Listed below are the legal softballs.

1. Any official slow pitch 12" softball, .44 core or less, with ASA, NSA, TAAF, or USSSA stamp must be used for all men's league play. A max 375 compression will only be allowed.
2. Any official slow pitch 11" softball, .44 core or less, with ASA, NSA, TAAF, or USSSA stamp must be used for all women's league play. A max 375 compression will only be allowed.

B. BATS –

Any and all bats used in league play must be in accordance with the current ASA and TAAF Guidelines. To view a list of current banned bats please visit www.asasoftball.com This includes shoestrings under the grip, having more than 2 layers of grip on the bat and having less than 10" of wrap on the bat. If a bat rattles when shaken, it is an illegal bat.

- C. Team shirts are optional for Round Rock PARD League play.
- D. No metal spikes/cleats may be worn in Round Rock League Play.

VI. REGULATIONS FOR GAME CONDUCT - GENERAL

- A. Game time is forfeit time. Game time is the time listed for your team on the current schedule.
- B. All teams will be provided with official line-up cards. Team managers are to print legibly starting line-up, consisting of players first and last name and field position. This should be turned in 5 minutes prior to your scheduled game time.

All lineups are due by scheduled game time-no exceptions. If the earlier game carries over the time limit, the team line-ups are still due by their original game time!

- C. **FAILURE TO TURN IN THE OFFICIAL LINE-UP CARDS TO THE SCORE KEEPER, BY GAME TIME WILL RESULT IN A FORFEIT OF SCHEDULED GAME TO OPPOSING TEAM.**
- D. **NUMBER OF PLAYERS ON LINE-UP:**
The line-up will consist of players and their starting members may be added to available substitute list at anytime during the game.

1. A legal line-up will consist of no fewer than eight (8) players and no more than 10 unless the team chooses to use an EP (extra player). CoRec league play may have more females than males, but, if you are batting 9 players and the 9th and 1st batter are males, you will be assessed an automatic out between the 9th and 1st batters. This rule does NOT apply when females are batting in the 9th and 1st spots. EXCEPTION: you cannot intentionally or unintentionally walk the 9th batter to get the automatic out IF there are already 2 outs. The 9th batter, if male, is walked, he will be awarded 2 bases, (Example: 5 men/4 women OR 5 women/4 men. NOT: 6 men/4 women or 6 women/4 men). No team may start a game short handed with an EP, see Rule VI, Section D-3.

If a team does not have at least eight players present to start or finish the game, that team will forfeit the game. Players must be present to be considered a team. If neither team has a legal number of players present, the game is a double forfeit.

- a. EP in Men's league play – The line-up will consist of eleven players and substitutes.
- b. EP in CoRec League play – The line-up will consist of twelve players (six male, six female) and substitutes.
2. No team will be allowed to add an extra player (EP) after the game has started, even if player listed as a substitute on original lineup, see Rule VI, Section D-4.
3. **SHORT-HANDED RULE**
In Round Rock League play, a team may play with no less than eight (8) players from start to finish. If a ninth player is not present, then the team will be assessed an automatic out when the team reaches the ninth batting position. If this ninth player arrives, he/she must bat in the LAST/NINTH slot of the batting order. No team may start a game short-handed with an EP.
4. **THE EP RULE**
Round Rock PARD league play allows teams to use an extra player, EP. No team may start a game with an EP if a line-up with eleven was turned in and only have ten players present, then only ten will play and the batting order is limited to ten for the game. During PARD league play, if a team chooses to use the EP, and a player becomes injured or ejected, the said team will lose the EP position if no substitutes are available. If a substitute is available they may be put in to replace the injured or ejected player.

If no substitute is available, the team must cut the line up, to ten (10) players (Men's or CoRec). This is done without liability to the team when in the playing field or when at bat. The players in the EP position may become legal substitutes. The PARD league is a recreational league and allows teams to play shorthanded. If the team drops to eight, the out is taken at the ninth position. If a team drops below eight, the game is forfeited.

5. PINCH RUNNERS

A pinch runner will be allowed when the umpire has determined if a player is injured and a pinch runner is warranted to keep the injured player from aggravating the injury. This pinch runner will be the last recorded out. In CoRec, this runner will be gender specific. **Once a pinch runner is used, the person who is injured will NOT be able to return to the game.**

E. LENGTH OF GAME

The umpire will permit fifty (50) minutes playing time or seven (7) full innings, from the time "play ball" is called until he/she calls the last inning. The umpire shall have jurisdiction to call the game without notifying the manager of the last inning. When an inning has started, the inning must be completed unless home team is at bat and leading in the number of runs scored.

1. In all leagues, the "run ahead rule" is as follows: If a team is ahead by X runs after X or X innings, depending on the status of the home team, the game will be called a final. (A) 20 runs ahead after 2½ or 3 innings (B) 15 runs ahead after 3½ or 4 innings OR (C) 10 runs ahead after 4½ or 5 innings.
2. In the event of rain, four and one-half (4 1/2) or five (5) innings of play, depending on the status of the home team, or one-half (1/2) of the game time limit will constitute a game. If games are suspended and have not reached this point, they will be replayed completely.
3. Rain out games will be rescheduled at the end of the regular season schedule. Some rainouts may be played as double-headers during the regular season. A game will be complete only if 5 completed innings have been played OR 25 minutes IF the HOME team is up by 10 or more runs. Exception: if HOME team has not completed their turn at bat and the home team is not up by 10 or more runs, you will go back to the last completed inning and take the score from that point. If there is not a 10 run difference it will not be counted as a complete game. All rainout games not meeting the above criteria will be replayed in their entirety. All games that are cancelled during play are not considered a completed game will be replayed in its entirety. A team does not have to use the same lineup when the game is replayed.
4. When a light failure, serious injury, etc. causes suspension of the game. Please see above rule. The umpire shall have jurisdiction to call the game.
5. In case of a tie score between the playing teams at the end of fifty(50) minutes play or seven (7) full innings, one (1) complete additional inning of play will be allowed. At the end of the inning of play a tie will stand should both teams score be the same.
6. After the first complete inning, no warm-up of infield will be allowed. Three (3) warm-up pitches will be allowed if there is a change in pitchers.

F. BATTER'S COUNT RULE

All league games will be played with the batter having a one (1) and one (1) count (one ball, one strike) when they enter the batter's box. Batters having two (2) strikes, will be allowed one (1) foul ball on the third strike. The batter will be out for any foul ball in excess of one on the third strike or for any called third strike. Example: Batter fouls off the first pitch (strike two), fouls off the second pitch (allowed foul ball), fouls off the third pitch (batter is out). If the second pitch is a called third strike, the third strike foul ball is irrelevant and the batter is out.

G. "NO DIGGING-OUT" RULE

No "digging out" in the batter's box will be allowed. Any player digging out will be warned first, and if the player continues, he/she will be called out. (This rule is to reduce the wear & tear in the field and is considered a safety issue.)

F. THE "BLOOD RULE":

1. Any player who has a blood injury during the game, must leave the game and may not return until the injury has been properly cleaned and bandaged. If the uniform has been saturated with blood, it must be changed. This player may return to the game upon approval from the game umpires.
2. If the injured player is on base, the substitute must be the last recorded batter who was out.
3. First aid kits will be furnished by PARD and will be available at the ball fields. It is asked that teams also provide a first aid kit.

VII. CO-REC SOFTBALL RULES - SPECIFIC

- A. A 12" softball must be pitched to male batters. An 11" softball must be pitched to female batters.
- B. Responsibility of switching the game balls will be the baseline coaches.
- C. It will be considered an illegal hit if the batter hits the wrong size softball. The batter will bat again, without penalty added to the count.
- D. If a player leaves the game for any reason, the substitute must be of the same gender.

- E. Defensively, two (2) males and two (2) females must take positions in the outfield, two (2) males and two (2) females must take positions in the infield and the pitcher and catcher must be of different gender.
- F. The line-up should consist of five (5) men and five (5) women alternating in the batting order. The number of players of a gender may exceed the opposite gender by one (1) player, example: five (5) women, four (4) men OR five (5) men, four (4) women. Exception: If using the EP (batting 12), the team must have two (2) EPs, one male & one female. A CoRec team may NOT bat eleven (11).
- G. The minimum number of players allowed, in PARD league play, on the playing field is four (4) men and four (4) women. In this situation, the ninth player will take an automatic out when the batting order reaches this point. (According to ASA Rules a team may play with more males than females.)
- H. Extra player (EP): All twelve (12) must bat and any ten (10) players may play defense (according to Rule VII, Section E.) the two (2) EP's must be of different gender. See EP Rule, Rule VI Section D-4.
- I. If a male batter is walked he automatically advances two bases. The next batter, female, must bat if there are no outs or one out. When there are two outs, the female batter has the option to bat or walk.
- J. The home run rule will apply as stated in Rule IV "Division Breakdown," Section B "CoRec Leagues." Exception: Each CoRec team, when playing at the Bluff may hit ONE Home Run. The home run must be hit by a female. All other home run rules apply once a female has hit the 1 HR maximum.

VIII. FORFEITS

- A. No forfeit shall be declared earlier than the scheduled time. TWO EXCEPTIONS:
 - 1. Team Suspension from leagues.
 - 2. Advance notification to the Parks and Recreation Department Office by team manager that his/her team is unable to play as scheduled. This must be completed by 400pm.
- B. Double forfeits are not a tie game; they are counted as a loss for both teams. A team must be present at the field in order to award a forfeit to said "winning team." If neither scheduled team has enough players present, a double forfeit will be declared. If you are the team forfeiting you MUST email me prior to the game (or leave a voicemail). If you are the team being forfeited against you MUST email me prior to the game (or leave a voicemail) as a confirmation. Failure to do this will result in a double forfeit.
- C. Forfeiting of two (2) regularly scheduled games may automatically suspend the forfeiting team from further league play, without the benefit of a refund. It may also effect remaining league schedules, which in turn may or may not be altered. Allowing said team to continue in league play (current & future) is reviewed by the Athletics Coordinator.
- D. Forfeiting a game during regular league play without following proper league procedures will eliminate your team for contention of playing in any championship play.

IX. PLAYER CONDUCT

- A. ABUSIVE BEHAVIOR:
 - 1. Managers are held responsible for the conduct of their players, coaches and spectators.
 - 2. If the disruptive person(s) is a spectator, the umpire will give ONE (1) WARNING to the disruptive person(s) and the team manager. Should the situation continue, the umpire has the right to forfeit the game or take other appropriate action deemed necessary, evict the person(s) from the park, call the police and press charges, etc.
 - 3. Should the disruptive person(s) be a player(s), no warning is required before taking appropriate action. Abusive behavior will not be tolerated.
- B. In the event a player is ejected the umpire may:
 - 1. Determine that no further action needs to be taken against the player/team.
 - 2. Take necessary immediate action i.e. forfeit the game, require the offending player(s) to leave the park, etc.
 - 3. Request the Recreation Supervisor to suspend the offending player(s) for one (1) game or more.
 - 4. If request is for more than one game suspension, a Suspension Committee* to meet and determine a suitable suspension for the offense.
 - 5. Should a player(s) be ejected for fighting or abusive behavior towards any city official or other player(s), said player(s) will automatically be suspended for one (1) game.

*The suspension committee is made up of two (2) members of the Round Rock Softball Leagues, two (2) members of the official's crew (not involved in the game and could be any sport) and the Athletics/Aquatics Supervisor or the appointed agent(s).

- C. In the event a team/team member physically or verbally abuses an umpire or a City employee, said player(s) may be suspended for two (2) years from Round Rock league.
- D. Players may not consume alcoholic beverages during the game in which they are playing. No alcoholic beverages are allowed in the dugout or on the field. Smoking (cigarettes, cigars, pipes) will not be allowed past the dugout. Violations of this rule will cause play to stop immediately and the player(s) may be ejected from the game.
- E. Children under 18 years of age are not allowed in the dugout during games AT ANY TIME.

X. PROTESTS:

Only the team manager or the assistant manager may make protests. A protest logged by anyone other than the opposing team manager will not be accepted. Any and all protests must be given prior to the before the next pitch or the completion of the game (whichever applicable).

When a team manager protests player eligibility this must be made prior to completion of the game and the following procedures will be followed:

- A. The protesting manager must declare one of the two types of eligibility protests: 1) "Playing Under an Assumed Name or 2) "Illegal Player" – meaning the player in question is not on the team's roster in the PARD office.
- B. The player in question has until the completion of the game to produce a picture ID that shows their legal identity. This must be presented to the umpire then noted with the scorekeeper. Official Game Time is NOT halted to complete this process.

Exception: If the game is in the last inning, and the player is in field of play (visiting team) or the player in question is at bat or a baserunner (home team), game time will be suspended until said player retrieves his or her picture ID.

- C. If a player cannot or refuses to produce the ID, the game is forfeited immediately in the case of "playing under and assumed name." (Rule III, Section E." NO ID, NO PLAY!" FYI: Not having an ID does not mean the player is "Illegal," but the player cannot continue to play.)
- D. When the player in question produces an ID to the umpire, identification is noted with the scorekeeper, then the following procedures must be followed for completing the protest:

When the protest is "PLAYING UNDER AN ASSUMED NAME," the player's ID must be checked. If the player's ID does NOT match the name he or she is playing under, the game is forfeited immediately. The umpires and scorekeeper will make notes as to the nature of the forfeit on said game's score sheet and turned in to the Athletics Coordinator. Anyone caught playing under an assumed name will result in these penalties:

- 1. The team manager will be suspended for one (1) game.
- 2. If this occurs a second time, these penalties will occur:
 - a. The team will be suspended for the remainder of the season.
 - b. The team manager will be suspended from all PARD athletic programs for one year.
- E. If the protest is regarding an "ILLEGAL PLAYER," identification given by the player to the umpire & scorekeeper is forwarded to Athletics Coordinator. The protesting team manager must submit a written protest to the Athletics Coordinator within forty-eight (48) hours after completion of the game accompanied by the protest fee of \$20.00/per player. However, Saturday, Sunday or holidays will not count in the time limit. An "Illegal Player" is one who is NOT on the official roster.
- F. In case of protest, the burden of proof will rest with the manager making the protest.
- G. Any protest other than eligibility of players (RULE INTERPRETATION) must be made to the umpire, and noted by the scorekeeper, at the next immediate stoppage of play and prior to the very next pitch. A written protest accompanied by the protest fee of \$20.00/per player must be submitted within forty-eight (48) hours to the Athletics Coordinator, in order to be accepted.
- H. If the protest cannot be resolved from answer stated in any of the rules utilized by Round Rock PARD and/or A.S.A./T.A.A.F., a Protest Committee will be formed to resolve protest. This committee is made up of the RRUA Umpire in Chief, another RRUA member, and two team managers not directly involved with said game under protest. If the protest is upheld by the Protest Committee, the \$20.00/per player fee will be returned, but if the protest is NOT upheld, the \$20.00/per player fee will be donated to the City of Round Rock Parks and Recreation Department Capital Field Improvements.
- I. The officials' decision shall be final on judgment calls and game conduct. These decisions do not involve interpretation of the rules or the eligibility of players. Judgement calls CANNOT be protested.

XI. DETERMINATION OF CITY DIVISION WINNER:

The team with the best overall record will win first place. The team with the next best record will be second place. Exceptions:

1st Place Tie (Two Teams): In the event of two (2) or more teams having the same win/loss record at the end of the scheduled season, the winner will be determined by one (1) play-off game. The playoff game and

date will be scheduled by PARD. A coin flip at the field will determine which team is the home team. All players must have a picture ID. IDs will be checked.

1st Place Tie (More than Two Teams): Two (2) games or more games may be played if three (3) or more teams have the same record. If three teams are tied; if 3 or more teams are tied for 1st place a hat draw at the field will determine which team receives the first round bye, or which teams play each other. This will be determined at the field on the day of the playoff games.

Points for or Points against will not be taken into consideration when determining playoff pairings.

Play-off games will be of fifty (50) minutes or seven (7) innings. PARD league rules will apply in all games.

*If there are excessive rainouts, where regular season or playoff games are unable to be played the Athletic/Aquatic Supervisor reserves the right to declare a winner.