

CONEJO RECREATION & PARK DISTRICT
SOFTBALL LEAGUE HANDBOOK

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FIELD CONDITIONS

Phone 805-381-1236
By 2:00pm, Monday-Friday
By 8:00am, Saturday/Sunday

PREFACE

THIS HANDBOOK IS DESIGNED TO ACQUAINT SOFTBALL MANAGERS, PLAYERS, AND SPONSORS WITH SPECIFIC LEAGUE RULES AND CONDITIONS OF PLAY SET FORTH BY CONEJO RECREATION & PARK DISTRICT FOR THE SOFTBALL LEAGUE.

IT IS IMPERATIVE THAT ALL PARTICIPANTS BECOME FAMILIAR WITH THE INFORMATION CONTAINED IN THE FOLLOWING PAGES.

IT IS THE INTENT OF CRPD TO PROVIDE AN OPPORTUNITY FOR ADULTS TO TAKE PART IN AN ORGANIZED AND STRUCTURED ATHLETIC PROGRAM WHICH WILL ENABLE ITS PARTICIPANTS TO ACHIEVE A SENSE OF PERSONAL ENJOYMENT AND PHYSICAL DEVELOPMENT.

PLEASE KEEP IN MIND THAT SPORTSMANSHIP RATES FIRST IN OUR LEAGUES; WITHOUT IT, THE QUALITY OF THE SPORT IS LOST.

PAUL McCARTER
LEAGUE DIRECTOR

Revised 12/19/22

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BAT RESTRICTIONS

1. Bats shall be made of wood, aluminum, or ceramic. No 100% composite bats. No fiber-wrapped or non-aluminum coated bats.
2. Only the handles of two-piece constructed bats may be composite. The barrel of the bat may contain composite materials, but it must be an inner layer or core. **NO COMPOSITE MATERIAL IS ALLOWED ON THE OUTER LAYER OF THE BARREL.** Bats such as the Easton CV-12, and the Redline C-Core are now legal.
3. All newer single wall aluminum bats are approved if they are ASA stamped and do not exceed the 1.20 BPF rating. All newer bats must have ASA stamp, manufacturer's label, and not exceed the 1.20 BPF rating.
4. Older bats with worn graphics from long time usage will be left up to the discretion of the umpire. Older bats may be dented to some degree. However, bats with cracks will not be allowed.
5. Multi-wall bats may contain but not limited to:

-Rubber	-Fluid/liquid	-Percentage of titanium not 100%
-Graphite	-Magnesium	-Lithium
-Scandium Alloy	-Steel	

-Composite material as inner wall only

These, and other materials, are designed to strengthen the outer walls of aluminum bats to help limit denting over long time usage. Multi-wall bats may not exceed the 1.20 BPF rating.
6. No wood or aluminum fungo bats.
7. Bats must be designed for softball (no baseball or little league bats) and may not be altered or tampered with not limited to, sanding, corking, heating, shaving, rolling, etc. Re-taping of handles will not be considered as altered.
8. Any bat that is currently on the ASA Non-Approved list will never be allowed for use in CRPD league games. Many bats on the ASA approved list may not be CRPD compliant. Any bat on the asasoftball.com website that has the blue C icon next to the name **WILL NOT** be allowed.
9. Managers are responsible for their teams' equipment. If in doubt, don't bring it to the field.
10. The umpire will have the authority to remove any bat they suspect has been altered or non-compliant in any way. The judgment is left entirely to the discretion of the umpire in any given game. **Penalty:** The game shall immediately be forfeited by any team whose player takes a position in the batter's box with any bat that has been previously removed by the umpire or is found to be illegal/non-compliant with CRPD bat restrictions.

“Line Drive Zone” **(COED LEAGUES ONLY)**

- The “**LINE DRIVE ZONE**” is defined as an area that is four (4) feet wide, one (1) foot beyond each side of the two (2) foot wide **PITCHERS PLATE**; not to exceed two (2) feet above the pitcher’s head, and **39 ½ feet** from the front of **HOME PLATE** to the 56-foot **PITCHERS PLATE**.
- The “**LINE DRIVE ZONE**” rule will be invoked when a batted ball (in the **UMPIRE’S JUDGEMENT**) is a “**LINE DRIVE OR SHARPLY HIT GROUND BALL**” within the defined area and will result in an “**AUTOMATIC OUT**” for the batter. The ball will be declared “**DEAD**” and all base runners will remain/return to the base they were at the time of the pitch, without liability of being put out.
- Should the pitcher catch/field the ball within the “**LINE DRIVE ZONE**,” the ball will be declared “**DEAD**,” and all base runners will remain/return to the base they were at the time of the pitch without liability of being put out.
- Should the pitcher catch/field the ball outside the “**LINE DRIVE ZONE**” (regardless of the position of the pitcher) the ball will be declared “**LIVE**” and base runners may advance at their own risk.
- The intent of this rule is to ensure the safety of all pitchers within the CRPD Softball League, at all skill levels.

revised 12/13

I. **GENERAL INFORMATION - League Facilities**

- A. **Borchard Community Park** (3 Fields)
190 North Reino Road, Newbury Park, CA 91320 381-2791
Pepper Tree Playfield (2 Fields)
3720 Old Conejo Road, Newbury Park, CA 91320 381-2791 (BOC)
- B. **Divisions** **Day**
Men's Open Monday-Thursday evening
Men's Church Friday evening
Coed Sunday/Wednesday evening
- C. **Team Rosters** - Rosters are limited to 20 players per team. Minimum age is 16 years and requires a parental consent form. Preliminary rosters are due at registration; signatures are not required. Final rosters, including printed names and signatures, e-mail addresses, and telephone numbers of all players are due the business day prior to the first league game. We recommend that you photocopy your roster before submitting. Failure to submit a final roster will result in forfeiture of league games until roster is received.
- D. **Awards** - League Champion - Fifteen individual awards. League Finalist - Fifteen individual awards. Playoff Champions – One team award. Managers vote on choice of awards at Manager's Meeting.

LEAGUE RULES AND CONDITIONS OF PLAY

The current Southern California Municipal Athletic Federation Rule Book will govern all play, with certain exceptions that apply to the Conejo Recreation & Park District, as noted below:

II. **PLAYER'S CODE OF CONDUCT** - It is the direct responsibility of the team manager to acquaint all team members with the Player's Code of Conduct as prescribed in the CRPD Softball Manager's Handbook and SCMAF Rule Book.

The term PLAYER as used in the Player's Code of Conduct shall apply to all team personnel such as manager, coaches, bat boys, scorekeeper, sponsors, players, substitutes, team attendants, team followers, suspended players, etc. The Player's Code of Conduct shall apply before, during, and after any CRPD softball game.

A team member ejected from a game for any reason is suspended from the team's next game and/or further participation in any form in a CRPD softball game until such time as:

- A. The League Director takes disciplinary action (if any) based on the events surrounding the player's ejection or as specified under Section VIII. - Sportsmanship.
- B. The Player's Board of Conduct takes disciplinary action based on the events surrounding the player's ejection. The team manager or acting manager is responsible for giving umpire and/or scorekeeper the name of the ejected player. Any manager or acting manager giving a false name will be penalized by their team receiving an additional full game loss in the standings.

III. **ELIGIBILITY**

- A. To be eligible, each player must sign the official roster for their team. Players whose names, signatures, do not appear on the official team roster are considered ineligible. Lineups and rosters are checked periodically throughout the season. Players must sign their own signatures on roster.
- B. A player may be on the roster for only one team per division (teams that play each other). If a player's name appears on more than one roster in a given league, they shall be committed to the first team for which they play a league game. Additionally, a player may not commit to a roster and then leave that team for another team in the same division. **Penalty:** If an individual signs rosters for more than one team in any given league, the second team they play for will forfeit all games in which said player participates.
- C. **SUBSTITUTES** – If a team is shorthanded (7 players) they may use a substitute player from another team in their division, if that player is a legally rostered player within the division. The substitute player must be indicated on the official blue line-up card with an asterisk. A substitute for any Women's or Men's team is limited to 1 per game. A substitute

for any coed game is limited to 1 man and 1 woman. Sports checks line-up cards to see if substitutes are eligible. If a team picks up a player from another team to avoid a forfeit (8th player) players cannot continue to play once a rostered 8th player shows up later in the game. Player borrowed from another team must be taken out of the lineup. There will not be an out recorded when the borrowed player comes to bat after reminder. Penalty: See "D." below.

- D. A team found to be playing suspended, illegal, ineligible, or non-restored players, may forfeit all games in which said player(s) participate.
- E. High school students currently engaged in inter-school and/or community athletic association competition are ineligible to play on any softball team. However, they may be placed on the roster provided they do not play until inter-school competition has terminated.
- F. Player must use their own name when playing. A player found to be playing under an assumed name is considered ineligible. Team will forfeit all games in which ineligible player participates.
- G. Players in all leagues must be at least 16 years old. A minor under 18 years is an ineligible player unless a signed parent authorization form is on file with Sports and player's signature is on team roster. A new parent authorization form is required each season.
- H. Masters League - All players must be at least 45 years old.
- I. Individuals on CRPD Sports ineligible list due to non-payment of fees or pending CVSAC Board of Conduct, are not eligible to participate in any CRPD Sports programs.

IV. ADDING PLAYERS

- A. Players may be added after the first league game to a team's roster by a manager submitting a signed updated roster form with player's signature.
- B. The form must be submitted and approved prior to the added player's participation.
- C. A player may be added to the roster if there are empty spots available. If a team's roster is full, a player must be removed for a new player to be added, team manager must submit a roster change form. The replaced player is ineligible for the remainder of the season.
- D. All roster changes are subject to approval by the League Director.
- E. **Players may not be added to a roster after eight games have been played.**

V. FORFEITS - A team not having EIGHT ELIGIBLE PLAYERS PRESENT AND READY TO PLAY AT SCHEDULED STARTING TIME IS CHARGED WITH A FULL GAME LOSS IN THE LEAGUE STANDINGS.

- A. The team charged with the forfeit is liable for payment of the entire umpire(s) fee(s) – one game at **\$40**. If the fee is not paid to the umpire at the field, it will be charged to the credit card on file at Sports.
- B. If a double forfeit occurs; both teams receive a full game loss in the standings and pay **\$20** each.
- C. Following a declared forfeit, the teams may play a practice game by picking up players. Such games must end at least 20 minutes before the scheduled starting time for the next game. The assigned umpire will not officiate the forfeit game.
- D. Teams forfeiting two games may be dropped from the league. If dropped, the team is not eligible to receive a refund of any portion of fees paid. Furthermore, that team may not be allowed to participate in the next CRPD Adult Softball League.
- E. All games must be played as scheduled. A team may avoid being charged the forfeit fee if they give the League Director at least seven days notice. However, the game is still ruled a forfeit and will not be rescheduled. Should other games on the scheduled night be postponed due to unforeseen circumstances, the game is still ruled a forfeit.
- F. If a forfeit occurs after a game has started, and the non-forfeiting team is ahead, the score at the time of forfeiture shall stand. No umpire fees will be returned.

VI. PROTESTS

- A. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of the umpire's judgement.

- B. Notification of intent to protest must be lodged with the umpire prior to the next pitch, or protest is not received. Exception: Protests on player eligibility may be made up until the last out of the game.
- C. In a protest involving eligibility of player(s), once a formal protest has been lodged with the umpire by a manager against a player(s), the player(s) in question print and sign the official blue card as their name appears on the team roster, and print their address and telephone number. Some valid form of identification, such as a driver's license, must be shown to the umpire by the player in question. If no identification is available, player will be called to show I.D. at Sports the following day.
- D. Protests involving eligibility of player(s) may be lodged at any time up to the last out of the last inning. No protest involving eligibility will be received after the game has concluded. A player whose name and signature are not shown on that team's official league roster is considered an ineligible player; a forfeit will be declared against the offending team. Use of protest to delay or hasten the game may result in forfeiture. (SCMAF Rules, Section II.)
- E. Each team may request a roster list containing names of all eligible players in their given division. The roster list is not used at game sites by the umpire to rule on protest involving player eligibility.
- F. All protests filled out at the field must be submitted in writing on an official protest form by 5pm the following business day at Sports 403 West Hillcrest Drive, Thousand Oaks.
1. All protests must be accompanied with a \$20 protest fee which is returned if the protest is granted; retained if invalid. In protests involving player eligibility, a maximum of three players may be protested per \$20; checks made payable to "CRPD." Protests filed late and/or without the protest fee are not accepted.
- G. When a protest is accepted, the game may be concluded or played over at the discretion of the League Director.
- H. The decision of the protest by the committee is final. The decision is made within seven business days.
- I. The final score, as approved by the umpire at the end of the game at the field, is official. Protests about the accuracy of the final score shall not be received or considered.

VII. SPORTSMANSHIP

- A. The umpire is in complete control of the game (before, during, and after). Unsportsmanlike conduct by a player, manager, coach, team sponsor, attendant, or follower will result in an ejection from the game.
- B. An individual ejected from the game must leave the park. The umpire may forfeit the game if individual fails to comply with umpire's request.
- C. A team member ejected from a game for any reason is automatically suspended from participating in their team's next game. This includes coaching, sitting in dugout, etc. The League Director may also rule on additional penalties if deemed appropriate. Team manager or acting manager is responsible for giving umpire the name of an ejected player. Any manager or acting manager giving a false name will be penalized by their team receiving an additional full game loss in the standings.
- D. A player ejected twice during the season will be suspended until their case has been ruled on by the Player's Board of Conduct or the League Director.
- E. Any player who strikes an umpire, scorekeeper, or District representative, prior to, during, or after any game will be suspended from all CRPD League and tournament competition for at least 365 days. Appropriate charges may be filed with the Ventura County Sheriff's Department against the player(s) involved immediately following the incident.
- F. Any player who makes physical contact with an umpire, scorekeeper, or District rep prior to, during, or after any game (verbally or physically) will be suspended from participation in all CRPD Sports programs up to 365 days.
- G. A player who abuses and/or threatens an umpire or District official prior to, during, or after any game, will be suspended from participation in all CRPD Sports programs for up to 365 days.
- H. Umpires may eject players the instant profanity occurs without warning to the team or players.
- I. A player whose actions may endanger the safety of others will be ejected from the game

without warning. Examples: (1) throwing a bat, ball or equipment, (2) intentionally "striking" an opposing player.

- J. A player who has been suspended by the League Director for creating serious discipline problems in leagues outside the District may not participate in District Leagues and tournaments if the suspension is in effect.
- K. A player ejected for fighting may be suspended for a minimum of the next two league games or until their case has been ruled on by the Player's Board of Conduct.
- L. Sportsmanship is a top priority in our leagues, even more than winning. A player, manager, sponsor, or official representative of a team who is guilty of unsportsmanlike conduct on/off the field is subject to immediate suspension or as ruled by the Player's Board of Conduct.

VIII. **MANAGER RESPONSIBILITY**

- A. The manager is responsible for the conduct of the team. They are further responsible to assist game officials when necessary with crowd or player control in all incidents that may involve public or personal safety.
- B. Manager is responsible for maintaining current rosters and notifying the League Director of e-mail and telephone number changes.
- C. Only rostered players, managers, coaches, or bat persons are allowed in the dugout or on playing field.
- D. The manager is responsible to acquaint all team members with the CRPD Softball Manager's Handbook and SCMAF Softball Rules.
- E. The manager is responsible for their team's equipment, including CRPD approved bats.
- F. The manager assists game officials, when asked to do so, with administration of all CRPD and SCMAF Softball Rules.
- G. The assistant manager or captain assumes all the manager's responsibilities in their absence.

IX. **THE GAME**

- A. Positive identification of a player can be requested by either a manager (when protesting) or any official representative of CRPD.
- B. No new inning may start after 1 hour and 10 minutes, even if tied.
- C. Game ended by time limit is official, even if regulation number of innings have not been played. Exception: A game ended by time limit may be suspended if an injury causes a lengthy delay.
- D. If a game ends in a tie, the game is entered in the league standings as a tie, 1/2 game win and 1/2 game loss.
- E. Fifteen-Run Rule is in effect. A game will end when one team is ahead by fifteen (15) or more runs after five (5) innings (4 1/2 innings if home team is ahead).
- F. If a player is removed from the game due to legitimate injury and no legal sub is available, player's spot or next at bat shall not be an out.
- G. All batters will start with a 1-1 count.
- H. Coed Only - Pitcher's box is 50-56 feet from home plate, 24-inches wide. All pitching regulations (Rule 4 in SCMAF Rulebook) pertaining to pitcher's plate apply to box.

- X. **SCMAF PLAYERS MEDICAL BENEFIT FUND** - All teams participating in CRPD Sports Leagues are covered by the SCMAF Player's Medical Benefit Fund. Teams may upgrade to SCMAF Accident Protection Program for additional fee. If an injury occurs, contact the Sports Office for the claim filing procedure. NOTE: The District recommends that all teams bring a complete first aid kit to every game and practice.

- XI. **TEAM STANDINGS** - All leagues are played strictly on a win/loss/tie percentage basis for the full league schedule. Schedules and standings are available on-line at www.crpdc.org/sports

XII. **TIE BREAKING PROCEDURES**

- A. The procedure listed below is used in the following order to determine final league standings when two teams are tied:

1. Head-to-head competition between the teams involved.
2. Runs scored/runs allowed difference in games between the teams involved.
3. Runs allowed difference, all games.

B. If three or more teams finish with identical records, the following tie breakers shall be used in this order:

1. Head-to-head competition between the teams involved. (If the teams play an uneven number of games amongst themselves, then use the second tie breaker).
2. Runs scored/runs allowed percentage in games between the teams involved.
3. Runs allowed difference, all games.

NOTE: In leagues where teams play an unbalanced schedule: 1) The tiebreaker is used when teams are within game of each other, if they played an unequal number of games. 2) A playoff game is scheduled instead of using tiebreaker #2 above for determining award positions.

C. If a team forfeits the second time, those two teams are scheduled to play, the forfeit may count as a 1.5 game loss against the forfeiting team for tie-breaker purposes.

XIII. UMPIRES / UMPIRE FEES

- A. If the assigned umpire(s) fail to appear for any league game, both managers must agree on a volunteer umpire(s) until the assigned umpire(s) appears, or until the game is completed. In either case, the game is considered official.
- B. It is the umpire's duty to administer decisions of the game accordance with the SCMAF and league rules adopted by CRPD Sports.
- C. All league games are under the control and direction of the umpire, and only the team manager or captain may discuss decisions with the umpire on the diamond during the game if it is done in a courteous manner.
- D. Umpire Fees
 1. Each team is required to pay a **\$20 umpire fee** in exact U.S. currency before the start of each game.
 2. Teams failing to pay the umpire fee are charged with a forfeit.
 3. Two umpires may be assigned to any league game at the request of both managers. Fee: \$40 per team.
 4. Two umpires are assigned to Division Championship games at the end of the season.

XIV. DISTRICT PARK POLICIES - Teams are reminded that there are numerous District rules covering use of parks by the public. All softball teams are required to adhere to the following: SECTION 233 ALCOHOLIC BEVERAGES, INTOXICATED PERSONS, AND DANGEROUS DRUGS. Patrons are not allowed on park property while under the influence of intoxicating liquors or dangerous drugs as defined under California Vehicle Code, Section 23152 (a) (b).

1. A team member, observed by District personnel or the umpire, consuming alcoholic beverages and/or dangerous drugs at or in the vicinity of the park, prior to the game, is automatically declared ineligible to participate in any CRPD Sports Program for the rest of that calendar day. If a team member is observed during the game; player is ejected.
2. Smoking or vaping on any part of the field, in the dugout, or in the bleachers is strictly prohibited. Player's smoking are warned at once. Continued smoking will result in that player's removal from the game and field.
3. No motor vehicle may be parked on grass area. All motor vehicles must be parked in designated parking areas. Violators risk forfeiture of their team's scheduled game and are cited by CRPD Rangers.
4. All other rules as posted at each park.

XV. HOME TEAM - The home team is the team listed second on the schedule and sits in the first base dugout. Home team's score book is the official book. Home team receives game ball after the game.

XVI. OUT-OF-PLAY BALLS - Both teams are responsible to see that foul balls are returned. Home team retrieves balls down right field line, and visiting teams return balls hit down left field line. Home run balls are returned by team who hits it. Home team supplies backup ball.

XVII. EQUIPMENT

- A. Personal equipment must be furnished by teams or participants. CRPD Softball League prohibits use of bats that do not conform to CRPD bat restrictions. (See attachment in front of book – page 3).
 - Bats must be designed for softball (no baseball or little league bats) and cannot be tampered with or altered, not limited to, heating, sanding, corking, etc. Re-taping of handles will not be considered as altered. Newer bats shall contain manufacturer's label along with "Official Softball/ASA" stamp. Older bats that have worn labels from long time usage will be left to the discretion of the umpire.
 - The umpire has the authority to remove any bat that they suspect has been altered in any way. This judgment is left entirely to the discretion of the umpire in any given game. **Penalty: The game shall be immediately forfeited by any team whose player takes a position in the batter's box with any bat that has been previously removed by the umpire or is found to be illegal/non-compliant to CRPD bat restrictions.**
- B. Teams are encouraged to have jerseys; they are not mandatory.
- C. Safety glasses are highly recommended.
- D. Shirts must be worn during all games.

XVIII. COED SLOW PITCH RULES - Refer to SCMAF Softball Rule Book.

- A. Coed games may be played with a minimum of 3 of either sex or a maximum of 5 of either sex. However, if a base runner is on base when it is their turn a bat, an out will be awarded. (CRPD Rule Only, not SCMAF)
- A. Line Drive Zone coed only (see attachment in front of book - page 4).

XIX. FIELD CONDITION POLICY INFORMATION

- A. To keep fields in good playing condition and protect people using public sites, generally no team/individuals can practice or play games on any CRPD facility during the 24-hours following rain. **Exception:** On some occasions, certain fields are not affected as much as others by light rain. Depending on conditions, teams/individuals may not have to adhere to the 24-hour rain policy. Prior approval for use after light rain is still mandatory. Individuals/teams may be subject to immediate removal from league play if this policy is not followed. If after 24-hours, the fields are still in a wet or muddy condition, teams are not allowed to practice or play games until the fields are in a playable condition.
- B. Field Condition Information - Players may obtain information by going to www.crpdc.org (select field conditions) or by calling the Field Condition Information Line at 381-1236. **Monday-Friday reports are available by 2:00pm**

NOTE: if it rains after 5:00pm, umpires determine condition of playing field. If unplayable, umpire notifies appropriate community center. Thousand Oaks Community Park 381-2793, Borchard Community Park 381-2791 (includes Pepper Tree Playfields) **Sunday** Field conditions at all sites.

By 8:00am	RECORDED PHONE INFORMATION/WEBSITE	381-1236
8:00am-5:00pm	Thousand Oaks Community Center	381-2793
12noon-6:00pm	Borchard Community Center	381-2791

NOTE: Sundays -If it rains after 2:00pm, umpires determine condition of playing field. If unplayable, umpire notifies appropriate community center.

- C. Sports does not contact managers with field reports. Call when in doubt.
- D. Call Field Condition & Information Line (381-1236) in case of unusual circumstances (example: fires, flooding, etc.).

XX. POSTPONED, PROTESTED, SUSPENDED GAME PROCEDURES

- A. **Postponed Games** - Games not defined as regulation (see SCMAF Rule 1, Sections 5-13) that are postponed by Sports or called by the umpire, may be rescheduled on the first available date following completion of the season; such games shall be replayed in their entirety.
- B. **Protested Games** - When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected. The line-up and batting order of both teams are the same as the line-up

and batting order at the moment of the protest. A player not able to make the rescheduled game may be replaced by a player who was not in the game prior to the protest. No player injured, ineligible, or ejected prior to the protest may be returned to the line-up. All players listed on both teams' current league rosters are eligible to play for the scheduled replay subject to CRPD and SCMAF Rules governing substitution.

C. **Suspended Games** - See SCMAF Rule Book. **SPECIAL NOTE:** On all postponed, protested, or suspended games, the League Director reserves the right to reschedule only those games which affect award and/or playoff positions in the league standings.

XXI. **PRIORITY REGISTRATION-** In-District teams; must meet one of the following two requirements:

1. Have fewer than 50% of rostered players residing outside CRPD boundaries.
2. Be sponsored by a company or business located within CRPD boundaries in which case all employees of that company are considered In-District.
A team not meeting one of the above two requirements is classified as an Out-of-District team.

XXII. **CHURCH LEAGUE** - To be eligible, pastor/minister or designated representative must approve all players. **Church League Roster Verification must be signed and on file at Sports.**

XXIII. **LEAGUE DIRECTOR**

- A. The League Director reserves the right to rule on any situation not specifically covered in the league rules.
- B. The League Director reserves the right to suspend an individual or team from league play whose conduct is detrimental to the safety and success of the program.
- C. The League Director reserves the right to interpret league rules in a manner they deem fair and equitable in accordance with the goals and objectives of CRPD Sports Leagues.

XXIV. **CONEJO VALLEY SPORTS ADVISORY COUNCIL (CVSAC)** - A group who volunteer their time to improve community sports programs. The council is recognized as a central component in the community recreation process to establish and maintain communication among all teams and players involved in the programs and rule on disciplinary conduct. Members:

Shelly Garifo	Dean Mitrofanis	Marty Uskali	Jeremy Jones
Todd Baliman	Kathrin Noland		

XXV. **SCOREKEEPING PROCEDURES**

- A. The umpire keeps official score on blue line-up card.
- B. When a game is protested, the exact point of protest is noted on the official blue scorecard by the umpire.
- C. At the conclusion of the game, it is the responsibility of the **winning manager to confirm** the final score recorded by the umpire on the blue lineup card by signing the bottom of the card. Both managers shall sign if it is a tie game.

XXVI. **PRE-GAME WARM UPS**

- A. All participants are asked to use caution when throwing and/or hitting softballs to avoid the risk of injuring park patrons. Warm-ups are prohibited near spectators. There is no peppering allowed against any fences at CRPD fields.
- B. No warm-ups next to jogging tracks, or in the vicinity of children's playground behind Borchard Community Park Field #2. The area off limits includes all the area between bleachers on the third base side of field #2 up and including the sidewalk next to playground.
- C. Managers are asked to instruct their players not to warm up in prohibited areas. Staff is directed to stop warm ups in off-limits areas.
Penalty - The League Director may charge a forfeit to any team failing to comply, based on reports from staff.

XXVII. **PARKING AT NORTH RANCH PLAYFIELD** - All softball patrons are requested to park vehicles in the lot on Bowfield Street and not along the curb on Rockfield Street.

XXVIII. PLAYERS CODE OF CONDUCT

1. **NO PLAYER SHALL:** At any time lay a hand upon, push, shove, strike, or threaten to strike an official.
PENALTY: Officials are required to suspend the player from further play and immediately report the player to the League Director. The player remains suspended until his case is considered by the Players Board of Conduct
2. **NO PLAYER SHALL:** Refuse to abide by official's decision.
PENALTY: Officials are required to suspend the player from further play and immediately report the player to the League Director. The player remains suspended until their case is considered by the Players Board of Conduct.
3. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations by throwing equipment, or other forceful actions.
PENALTY: In the official's judgment, the degree of infraction of this tenet of good sportsmanship draws a minimum penalty of warning or a maximum penalty of removal from the game.
4. **NO PLAYER SHALL:** Be guilty of heaping personal, verbal abuse upon an official for a real or imaginary wrong decision or judgment.
PENALTY: Officials are required to suspend the player from further play and immediately report the player to the League Director. The player remains suspended until their case is considered by the Players Board of Conduct.
5. **NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain.
PENALTY: In the official's judgment, the degree of infraction of this tenet of good sportsmanship draws a minimum penalty of warning or a maximum penalty of removal from the game.
6. **NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player.
PENALTY: Officials are required to suspend the player from further play
7. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor upon any player, official, or spectator.
PENALTY: Officials are required to suspend the player from further play and immediately report the player to the League Director. The player remains suspended until his case is considered by the Players Board of Conduct.
8. **NO PLAYER SHALL:** Be guilty of abusive verbal attack upon a player, official, or spectator.
PENALTY: In the official's judgment, the degree of infraction of this tenet of good sportsmanship draws a minimum penalty of warning, or a maximum penalty of removal from the game.
9. **NO PLAYER SHALL:** Use profane, obscene, or vulgar language in any manner or at any time.
PENALTY: Officials may eject the player(s) the instant the profanity occurs with no warning to the team or players.
10. **NO PLAYER SHALL:** Appear in the facility at any time in an intoxicated condition.
PENALTY: Officials are required to suspend the player from further play and immediately report the player to the League Director for further consideration.
11. **NO PLAYER SHALL:** Be guilty of gambling upon a play or outcome of the game with a spectator, player, or opponent.
PENALTY: Officials are required to report violations to the League Director.
12. **NO PLAYER SHALL:** Smoke while in the facility, dugout, or on the field.
PENALTY: Officials are required to warn players guilty of infraction of this rule, and failure of such players to comply results in their removal from the game.
13. **NO PLAYER SHALL:** Be guilty of discussing publicly with spectators in a derogatory or abusive manner a play, decision, or his opinion of other players during the game.
PENALTY: Officials are required to warn players guilty of infraction of this rule, and failure of such players to comply results in their removal from the game.
14. **NO PLAYER SHALL:** Permit anyone to remain on the player's bench during the game who is not a playing member of the team.
PENALTY: Officials are required to warn members of the team guilty of violating this rule. Failure of team members to enforce this rule results in team's being reported to the League Director.
15. **NO PLAYER SHALL:** Mingle or fraternize with the opposing spectators during the game but shall remain on the player's bench, or on the volleyball court, or in the dugout, or on the soccer field.
PENALTY: Officials are required to warn members of the team guilty of violating this rule. Failure of team members to enforce this rule results in team's being reported to the League Director, personnel such as manager, coaches, scorekeepers, sponsors, players, substitutes, team attendants, team

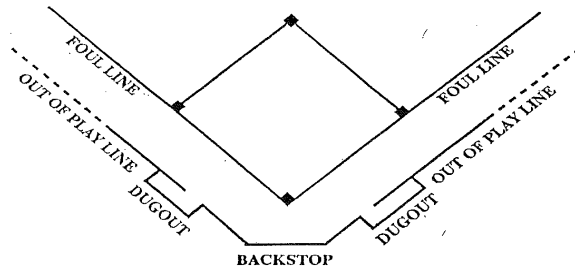
followers, suspended players, etc.

The Player's Code of Conduct applies **before, during, and after** any CRPD game. It is the team manager's responsibility to acquaint all team members with the Player's Code of Conduct. Any team member ejected from a game for any reason is suspended from the next scheduled game. Further penalties may include no participation in any form in any CRPD game until such time as:

- A. The League Director/Players' Board of Conduct takes disciplinary action (if any) based on the events surrounding the team member's ejection, or as specified under Section IX. Sportsmanship.

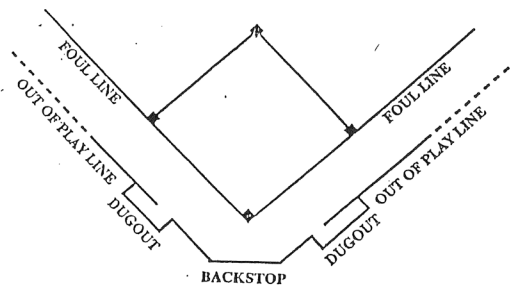
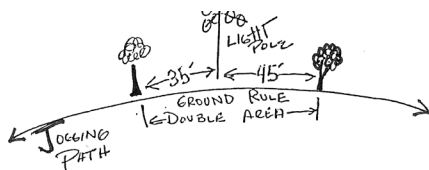
XXIX. GROUND RULES:

THOUSAND OAKS COMMUNITY PARK FIELDS #1 AND #2
and
PEPPER TREE PLAYFIELD #2



1. A ball that enters a dugout is declared a dead ball.
2. A player may reach into a dugout or any out-of-play area to catch a ball if both feet remain in the playing field.
3. All players and equipment remain in the dugout when a team is at bat. Exceptions: batter, batter on deck, and base coaches.
4. A ball that goes beyond the out-of-play lines down the first and third base sides of the field is out of play and declared a dead ball. Exception: Rule #2 above.
5. If any equipment or non-game balls enter the playing field and obstruct game play, the umpire calls time-out as soon as he sees the obstruction.
6. A ball hit in fair territory in the outfield remains in play until completion of the play or until umpire designates otherwise.

PEPPER TREE PLAYFIELD #1



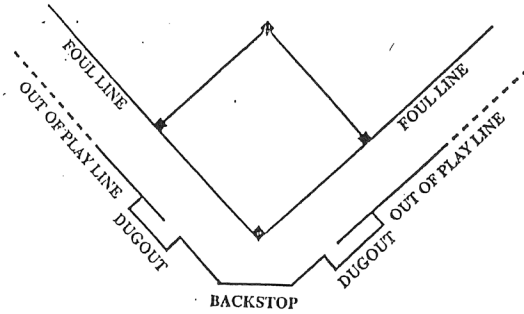
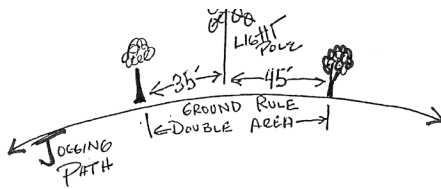
Ground Rule for Pepper Tree Field #1 will be governed as follows:

In left center field is a light pole. Thirty-five feet to the left of the light pole is a large tree. Forty-five feet to the right of the light pole is a tree with a forked trunk painted white. There are also two orange cones on the jogging path curb in front of each of those trees. The distance between those two cones is eighty-feet. This eighty-foot span is the shortest distance from home plate. Any ball that is hit inside this span of eighty feet will be ruled a ground rule double. Which means the batter and all base runners will only receive two bases from where they started at the time of the pitch. Runner on first will get third base only. Runner on second will get home. Batter will get second base only. The outfielders must hold up their hands as soon as the ball gets to any place on the jogging path. It will be declared a dead ball.

If the ball is hit to the left of that cone tree (towards left field) or to the right of that right cone tree (towards dead center field) and hits the jogging path, the batter will be awarded at least 3rd base and all runners on base will score. If the batter/runner has acquired or passed second base when the ball was declared dead, the batter/runner will be awarded a home run. Any ball hit on the fly that hits the jogging path or the scrubs behind the path shall be a home run even if it hits within the eighty-foot span on or over the path. We don't want outfielders running full steam onto the jogging path for obvious reasons.

Any clarification needed on this rule, please feel free to call Dean Mitrofanis.

PEPPER TREE PLAYFIELD #1



1. A ball that enters a dugout is declared a dead ball.
2. A player may reach into a dugout or any out-of-play area to catch a ball if both feet remain in the playing field.
3. All players and equipment remain in the dugout when a team is at bat. Exceptions: batter, batter on deck, and base coaches.
4. A ball that goes beyond the out-of-play lines down the first and third base sides of the field is out of play and declared a dead ball. Exception: Rule #2 above.
5. If any equipment or non-game balls enter the playing field and obstruct game play, the umpire calls time-out as soon as he sees the obstruction.
6. A ball hit in fair territory in the outfield remains in play until completion of the play or until umpire designates otherwise

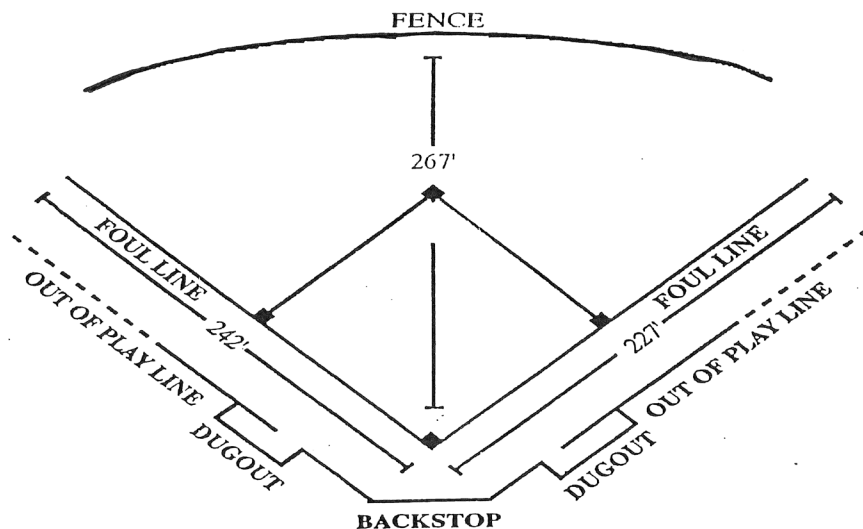
ONE-UP RULE BORCHARD PARK FIELD #1

A team may never have more than one home run (over the fence) more than their opponent at any time. **EXAMPLE:** Team A (Visitor batting first) hits home run in the top of first. They may not hit another until Team B hits one. Penalty: Dead ball batter out. Team B may then hit two home runs

to go a one-up. Team B then may not hit another until Team A hits one.

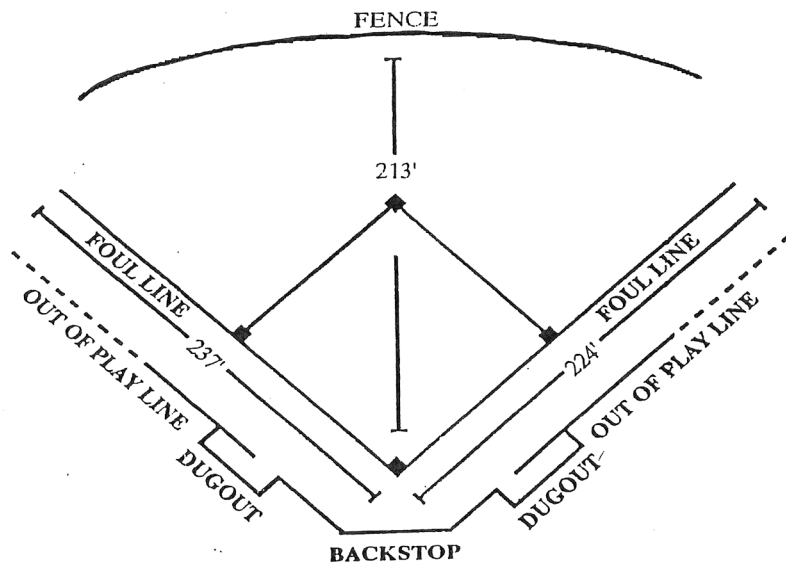
Note: In case that a fly ball contacts a fielder, then proceeds over the home run fence in fair territory, this does not count as a home run for the purposes of interpreting the One Up Home Run Rule. In this case, the batter is awarded four bases, and all other base runners score.

BORCHARD COMMUNITY PARK FIELD #1



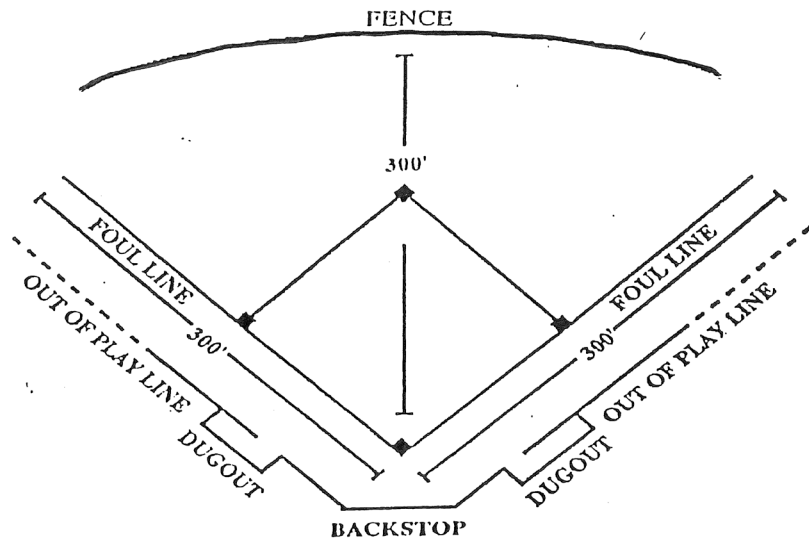
1. A ball that enters a dugout is declared a dead ball.
2. A player may reach into a dugout or any out-of-play area to catch a ball if both feet remain in the playing field.
3. All players and equipment must remain in the dugout when a team is at bat. Exceptions: batter, batter on deck, and base coaches.
4. A ball that goes beyond the out-of-play lines down the first and third base sides of the field is out of play and declared a dead ball. Exception: Rule #2 above.
5. A ball hit over the outfield fence in fair territory is a home run. **Exception** – see **"One Up Rule" Borchard Park Field #1, top of page**. A ball that bounces over the fence is a ground rule double.
6. A fly ball hit in fair territory in the outfield that does not go over the fence is always in play.
7. If any equipment or non-game balls enter the playing field and obstruct game play, the umpire calls time-out as soon as he sees the obstruction.
8. A ball that goes beyond the out-of-play lines extending from the outfield fence into foul territory is out-of-play and declared a dead ball.

BORCHARD COMMUNITY PARK FIELD #2



1. A ball that enters a dugout is declared a dead ball.
2. A player may reach into a dugout or any out-of-play area to catch a ball if both feet remain in the playing field.
3. All players and equipment must remain in the dugout when a team is at bat. Exceptions: batter, batter on deck, and base coaches.
4. A ball that goes beyond the out-of-play lines down the first and third base sides of the field is out of play and declared a dead ball. Exception: Rule #2 above.
5. A ball hit over the outfield fence in fair territory is a home run. Exception: #6 below. A ball that bounces over the fence is a ground rule double.
6. **A fly ball hit over the outfield fence in fair territory by a male batter in coed play is an out.**
7. If any equipment or non-game balls enter the playing field and obstruct game play, the umpire calls time-out as soon as he sees the obstruction.
8. A ball that goes beyond the out-of-play lines extending from the outfield fence into foul territory is out-of-play and declared a dead ball.

BORCHARD COMMUNITY PARK FIELD #3



1. With the current bat restrictions, Borchard Field #3 will not use the "One Up Rule" for home runs.
2. A ball that enters a dugout is declared a dead ball.
3. A player may reach into a dugout or any out-of-play area to catch a ball if both feet remain in the playing field.
4. All players and equipment must remain in the dugout when a team is at bat. Exceptions: batter, batter on deck, and base coaches.
5. A ball that goes beyond the out-of-play lines down the first and third base sides of the field is out of play and declared a dead ball. Exception: Rule #3 above.
6. A ball hit over the outfield fence in fair territory is a home run. A ball that bounces over the fence is a ground rule double.
7. If any equipment or non-game balls enter the playing field and obstruct game play, the umpire calls time-out as soon as he sees the obstruction.
8. Trees down the left field line are out of play; dead ball.
9. If a fair hit ball on ground hits trunk of tree, it is a ground rule double.
10. Overthrown ball hits trunk of tree; two bases.
11. A ball that goes beyond the out-of-play lines extending from the outfield fence into foul territory is out of play and declared a dead ball.