

CITY OF ROANOKE
PARKS AND RECREATION DEPARTMENT
SOFTBALL RULES AND REGULATIONS
(revised March 2016)

All League Games will be played in accordance with the current USSSA Official Guide and the current Texas Amateur Athletic Federation (TAAF) Cavalcade of Sports, with the addition of the following:

I. Eligibility

1. Men's League – No residency or employment requirements.
2. Co-ed Leagues – No residency or employment requirements.
3. Players in all Adult Leagues must be eighteen (18) years of age or older prior to the start of league play.
4. **Once a player has had his/her first at bat, then that player cannot be protested and is a legal player for that game only.**
5. Players will be allowed to play on more than one team during a season, but can not play on more than one team in the same league.
6. In the interest of equalizing league play, after a demonstration of dominance in a division, the Parks and Recreation Department reserves the right to promote a team into a more competitive division, at the PARC discretion.

II. Rosters

1. All rosters must be turned in at the first game. Each player must sign the roster waiver form before playing to be considered an eligible player.
2. Each team will be allowed a maximum of twenty (20) players, including coaches. No players may be added to a team's roster after the third week of the season. Any exception must be approved by the Athletic Supervisor.
3. All teams that advance to the city playoffs, you may not add any new player(s). You must play with the players that were on your roster during the last game of the regular season. **If you are adding a player from another field or as a bystander, you have until the end of the 1st inning to complete a roster card on that pick-up player. (Please note, no team may pick up a player that is on another roster in the same division/night.)**

III. Equipment/Uniforms

1. All players on each team need to wear jerseys that are matching in the base color. Jerseys are not required; although appreciated. No forfeits will be called.
2. Shoes: No steel cleats will be allowed.
3. Softballs will be provided to all registered Men's and Co-ed/Mixed teams by the Athletics Supervisor.
4. Before each game, umpires will collect a new softball from each team that will be used for play.
5. Umpires may ban any equipment that they deem as unsafe or illegal.
6. Jewelry – Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game. NOTE: Players must remove all jewelry if judged to be dangerous. If they fail to do so, the player is ejected from the game.

IV. Playing Rules

1. A complete Line-up MUST be turned in to the Homeplate Umpire at least ten (10) minutes prior to the scheduled game time regardless of time status of the previous game. Line-ups **MUST include last name, first name, and jersey number.** If a completed line-up is not turned in at least ten (10) minutes prior to the game, two (2) outs will be assessed to your team at first bat. If a completed Line-up card is not turned in by game time, the game will be declared forfeit.
2. An official game will consist of fifty (50) minutes, seven (7) innings, or the "Run Rule" whichever comes first. **"Run Rule"**: Twenty (20) runs after two (2) innings, depending on the status of the home team, Fifteen (15) runs after three (3) innings, depending on the status of the home team, twelve (12) runs after four (4) innings, depending on the status of the home team, Or ten (10) runs after five (5) innings, depending on the status of the home team.
3. No new inning will begin after fifty (50) minutes. If the time limit expires or game goes into extra innings due to a tied score, the game reverts to a 3 ball, 2 strike conclusion.
4. **Home Run Limits:**

Men's Recreational Leagues – 1 home run / 1 up will be allowed. The first batter hitting a home run in excess of the home run limit is ruled out and all other players hitting a home run are ruled out.

Co-ed/Mixed Leagues – 1 home run / 1 up will be allowed. The first batter hitting a home run in excess of the home run limit is ruled out and all other players hitting a home run are ruled out.

5. Men's and Co-ed/Mixed Leagues start with a 1 and 1 count.
6. Teams must start and finish a game with at least nine (9) players. A team with nine (9) players will receive an "Automatic Out" for the open tenth batter spot.
 - a. If a team loses a player due to injury or is ejected from the game, the injured/ejected player's team will be able to continue the game but will have to take an "Automatic Out" for the open batting spot unless a substitute is available.
 - b. Co-ed teams must start a game with either two (2) extra hitters or no extra hitters.
9. **Blood Rule:** A player, coach, or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:
 - a. Stop the game and allow treatment if the injured person would affect the continuation of play.
 - b. Immediately call a coach, trainer, or other "authorized person's" to the injured player.
 - c. Apply the rules of the game regarding substitution, re-entry and short-handed player if necessary.
10. Five (5) minute grace period! The clock will start at game time. The team that is awaiting their ninth (9th) player will automatically be the visitors and forfeit the top half of the first (1st) inning. If the teams' ninth (9th) player does not show within the five (5) minute grace period, the game is declared a forfeit.
11. If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of the entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original league night will not apply.
12. If a team receives a forfeit, they will have use of the for practice (except for the last game of the night) until ten (10) minutes before the next scheduled game time. Umpires will not umpire for forfeits.
13. In the interest of safety for players and children, all teams are asked to keep the gate from the dug-out on to the field closed at all times. No person under the age of sixteen (16) will be allowed on the playing field at any time during the game.
14. The Parks and Recreation Department reserves the right to approve/disapprove any team name, logo, language on uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.
15. The Parks and Recreation Department reserves the right to add, delete or amend its rules, regulations, policies for the betterment of the program.

V. Co-ed Playing Rules

1. Teams may start a game with nine (9) players.
2. Offensive teams must alternate the batting line-up according to gender. If a player leaves the game for any reason, their substitute must be of the same gender.
3. Any walk to a male batter will result in a two base award. The next batter (a female) will have the option to walk or bat.

VI. Field Conditions

In case of inclement weather, the playability of game fields, will be determined at 3:00pm each day. Only team managers should call 817 – 430 – 8770 after 3:30pm for information. It is the team Manager's responsibility to notify his/her players regarding field playability.

VII. Rain-Out Procedure

1. Rainouts will be made up on Sundays. A game is considered official if it is called after 4 innings or 3 ½ innings if the home team is ahead.

2. All make-up games will be called in its entirety. Exception: If a league has more than two games to makeup, then all games will begin with a 3 ball, 2 strike count, and the third foul is not an out, fourth is an out.

VIII. Tie Breaker Procedure:

In the case of a tie for trophy positions at the conclusion of the season, the following tie-breaker procedure will be used to determine places:

1. Head to Head result(s) between teams tied.
2. If teams split Head to Head games, point differential in those games will be used.
3. If teams are still tied, point differential in ALL league games for the teams tied will be used.
4. After the first place team has been determined, revert back to #1 above to determine second place from the remaining tied teams.

IX. Conduct/Discipline – Zero Tolerance

1. Roanoke City ordinance 97-115 section 7.501- No person shall possess an open container of an alcoholic beverage in a public park located in the City of Roanoke, Texas.
2. Zero Tolerance – If a player is ejected from the game, it is the coach's responsibility to get that player OFF the field and OUT of the park. There will not be a time limit on this, but if the player refuses to leave in a timely manner the game will be declared a FORFEIT.
3. Each team manager will be held responsible for the conduct of his/her fans/spectators.
4. Suspensions will carry over from season to season. Example: A player suspended for the final two games of one season will also be suspended for the first game of the next season.
5. Verbal or physical violence especially attacks on a game or tournament official immediately before, during or after a game, fight or confrontation between players/teams will result in a minimum of one (1) year loss of eligibility in ALL league play, subject to an annual review if requested.
6. Ejection/Suspension/Appeal Procedures: Once a player, coach, or spectator is ejected from a game, that person will be notified in writing that they will be suspended for three (3) games and/or one (1) year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling in writing within 5 days. In turn, the Roanoke Parks and Recreation Department has up to 5 days to render a decision in writing regarding the appeal. This office has the right to uphold, reduce, waive or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.
7. The umpires have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not to be limited to, profanity, threats of any kind toward the umpires, staff member or official, fighting (before, during or after the game), any intoxicated condition detected by the umpire before or during the game or any flagrant foul as determined by the umpire.

X. Protests

Must be filed in the following manner:

1. Must be filed before the game is over.
2. Notify the homeplate umpire and give the details of your protest.
3. See that the umpire notifies the umpire in charge (UIC) and that the protest is recorded in the Game Administration Report. There is a \$50 protest fee per team.
4. Judgment calls are NOT a basis for protest.
5. Rule interpretation protest must be filed before the next pitch.
6. Player eligibility protests must be filed before the last out of the game by the manager of the team opposing the alleged ineligible player. The manager must then complete numbers 3 & 4 above to complete the protest procedure.

WEB SITES OF INTEREST

City of Roanoke (Rain-out info, schedules, scores and standings)

<http://www.quickscores.com/roanoke>

United States Specialty Sports Association (USSSA)

www.ussa.com

Texas Amateur Athletic Federation (TAAF)

www.taaf.com

Cut here

I have received a copy of the rules and regulations governing the City of Roanoke PARD softball league. I understand that it is my responsibility to inform my team, its players, and spectators the rules regarding league play. PARD reserves the right to remove any individual, team, or spectator who is in violation of the rules.

Print Name

Signature