

City of Mesa, Arizona



Parks & Recreation Adult Sports Rules & Regulations

Revised 07-02-19

Softball

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Welcome to the City of Mesa. Thank you for participating in the Adult Softball program.

This recreational program is provided for your fun and enjoyment. Your cooperation, good sportsmanship, and communication with our Sports Office is important in making this program a success.

On behalf of our Department, we would like to wish your team a successful season.

-Sports Office

General Information

A. Sports Office

All adult sports operations are conducted at 200 S. Center St., Bldg. #1, Mesa, AZ 85210. Office hours are Monday–Thursday, 7am- 6pm, 480-644-2352, fax 480-644-2698, 24 hour drop box available. Mailing address is P.O. BOX 1466, Mesa, AZ 85211.

League Coordinator: Tiffany Krahenbuhl, tiffany.krahenbuhl@mesaAz.gov, 480-644-4196.

B. Field Locations

<u>Park</u>	<u>Address</u>	<u>Fence Length</u>	<u># of Fields</u>
Kleinman Park	710 S. Extension	270-280 feet	2
Red Mountain Softball Complex	7808 E. Brown Rd.	300 feet	4
Skyline Softball Complex	655 S. Crismon Rd.	300 feet	4

C. Park Hours

City of Mesa parks close at 10:30p.m. Activity in the parking lots or ball field areas is not allowed after 10:30pm.

D. Scooters/Bikes/Roller Blades

Scooters, bicycles, roller blades, skateboards or any other wheeled vehicles are not allowed in the sports complexes. Coaches are responsible to make team members and fans aware.

E. Alcohol/Smoking

Alcoholic beverages and/or smoking of any kind (includes electronic cigarettes) is **not** allowed at any park at any time. Spectators are the responsibility of the team.

First Offense: Team: Forfeiture of current and next ball game.

Player: Suspension for a week.

Second Offense: Team and/or Player dropped from the league.

F. Weather

Game (field) conditions may change quickly – all efforts will be made to keep teams informed. It is the coach’s responsibility to call the **RAIN LINE** (480-644-2765) after 3:00 pm and inform the team.

League and tournament games that are rained out **will** be rescheduled as soon as possible. Make-up schedules will be posted on the website. Make-ups may be held on any day, including Saturdays.

G. Insurance

Medical insurance is the responsibility of the team or the individual. The City of Mesa does not carry medical insurance for participants or spectators.

H. Evaluations/Complaints/Incidents

All complaints must be written and will only be accepted by 10a the following morning of the incident for review. Please email complaints or recommendations to [Tiffany Krahenbuhl](mailto:Tiffany.Krahenbuhl) or drop it off at the Sports Office. Teams are encouraged to use the flipside of the score sheet to provide professional, constructive evaluation of their game/umpire (s).

Getting Started

A. Classification of Teams

- “B” Division - Intermediate, Moderate Skill Level Competition
- “C” Division - Recreational, Low Skill Level Competition

All new teams must start in the "B" division, unless proof is provided that the team is a lower division team. **Any team starting below the "B" division the first season with the City of Mesa and finishes 1st or 2nd in their league will be disqualified from tournament play and league awards. A roster must be submitted 72 hours prior to registering in a lower division. A team cannot register until a roster has been reviewed and approved. Please submit rosters early, review process will take up to 72 hours.** In addition a team may be dropped from the league without a refund if the team skill level is higher than the average skill level for that division. Please call our office if your new team is requesting to start below the "B" division or if you have questions regarding which league your team should register in.

Any team winning first place in the league must move up to the next highest classification for the next season in which the team participates. Teams who request & are approved to stay in the same class/division/league that they were in; will be excluded from tournament play regardless of how they placed in the league and is not eligible for awards for one year. All games will be forfeit wins for the opposing teams. Your team name will appear at the bottom of the standings with no record (for auditing purposes only). These teams will not be allowed to pre-register, play in tournament or win awards for four (4) full seasons, unless they move up a division.

If a team has a record of no more than four wins and ten losses, that team may move down one division. The league coordinator reserves the right to move any team (up or down) based upon past performance record. NO reclassifications are allowed once a team is signed up in a league. *(It is the team's responsibility to sign up in the correct league. If a team registered accidentally in a higher division league, the team may choose to play in that league or drop from the league without a refund.)*

Please refer to the registration process document online at www.mesaaz.gov/adultsports for complete details on registration procedures. Registration fees will not be refunded for incorrect registration, falsification of roster, missed games, forfeitures, disqualifications, ejections or suspensions.

B. Pre-Registration Privileges

Any team that finishes first in the league will be given pre-registration privileges for the next softball season, provided the following criteria is met:

1. **The team must move up to the next highest classification.** (“B” division , teams may pre-register back into that same division, as this is the highest division.)
2. The team **cannot have forfeited** (for any reason) more than two games during the season.

A team can lose pre-registration privileges for the next softball season if there are **CONDUCT** related problems.

Teams winning the league cannot stay in the same league level and pre-register in a lower league. Any team winning the league may form a team in the same league level by keeping three or less players from the original playing roster or any winning team roster from the past 12 months (regular registration procedures apply). New players ability must be at the level of the league a team is registering in. The newly formed team may only bring on new players whose ability level is at or below the level the team is registering in.

C. Rosters

Players' names & signatures must be included on a team's roster in order to play in any game for the season. A team may carry a maximum of 20 players on their roster. The team coach must submit a team roster before registering or within 24 hours of registering. **A maximum of three additions to a team's preliminary roster may be made by the drop/add deadline** (See game schedule for exact date). After this deadline, rosters will be frozen. (To add or delete players from a roster see "Drop/Add" pg 6.)

1. PRCF staff will randomly verify team rosters to check for player validity. Any incorrect player information could result in the dismissal of that player or team from the league. Coaches are at all times, responsible to, keep up-to-date records of the team roster.
2. **Effective 2014 Summer Season**—Players may play on only one team per night in the same classification. The City offers three separate classifications: Men's, Women's and Coed.

For example:

- A male participant may play for multiple men's teams however that participant may not play on two or more men's teams or two or more Coed teams on the same night regardless of park and/or level of competition.
 - A female participant may play for multiple women's teams however that participant may not play on two women's teams on the same night regardless of park and/or level of competition.
 - A female participant may play for multiple Coed teams however that participant may not play on two Coed teams on the same night regardless of park and/or level of competition.
 - A male player may play on one men's team and one coed team on the same night.
 - A female player may play on one women's team and one coed team on the same night.
3. If a player is listed on two or more rosters and both teams advance to play-offs on the same night, the player must select one team on which to play. This applies, even if the teams are in separate divisions. Example 1: A player cannot switch from a losing Men's B team to a winning Men's B team on the same night. Example 2: A player cannot switch from a losing Men's C team to a winning Men's B team on the same night.

D. Schedules

Once the league fills and the team's roster is submitted and verified, schedules will be available on-line at www.mesaaz.gov/adultsports. If schedules cannot be located, call the Sports Office at 480-644-5308.

1. Teams are responsible to ensure the sports office has a correct e-mail address. Team will be notified of any changes or updates by email.
2. Make-up games are not guaranteed on the same night or park of play, game times, etc. In some cases, teams may be required to play at a different park on nights not normally scheduled.

League Coordinator reserves the right to assign any team to their proper level of competition or classification to serve the best interest of the program. All registered teams will be scheduled for 14 games. End of season tournament shall include only the top six teams in each division.

E. Refunds

No Refunds, no exceptions unless the league is cancelled.

Things to Know

A. Identification

All participants are required to carry a photo ID during league and tournament play. (Due to player protest.)

1. Print first and last name on lineup (scorecard).
2. False identification of player will result in a one week suspension for player and/or coach.
3. No identification of player may result in a one week suspension for player and/or coach.

B. Age

All participants (men & women) must be at least 16 years old by the first game of the season.

C. Drop/Add

A maximum of three additions to a team's preliminary roster may be made by the drop/add deadline. To drop or add players from the roster:

1. Fill out [Drop/Add form](#) (available on the [website](#) or from any site supervisor).
2. Forms must be signed by staff.
3. Submit Drop/Add form to:
 - A) Sports Office, Monday - Thursday from 7a to 6p (24 hour drop box available)
 - B) [Email Tiffany](#)
 - C) Site supervisor at the sports field

D. Ball Return Policy

The City of Mesa uses top-grade USA softballs. Men's, Corec & Women's leagues will receive one new ball each game. Used softballs are the property of the City of Mesa and must be returned to the umpire after every game.

It is the responsibility of the hitting team to chase all balls hit out of play (homerun or foul ball). The hitting team must attempt to retrieve the ball before the next turn at-bat or the first batter will be declared out. Team with new or used balls that are identical to the game ball provided, may utilize said ball for game play. **The City of Mesa sells used softballs at the Sports Office. These may be used in City play in lieu of retrieving foul or homerun balls.**

E. Uniform

No team uniform rule. Dress appropriately. **This includes no vulgar or sexual related attire.**

F. Steel/Metal Cleats

No steel or metal cleats are allowed. Cleats must be of nylon or rubber substance on a single sole (no football or track shoes). Shoes with detachable cleats that screw on are not permitted. Shoes with detachable cleats that screw **INTO** the shoe are permitted.

G. Jewelry

Casts & splints must be padded. Exposed jewelry which is judged by the umpire to be dangerous, must be removed and not worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

H. Infield Warm-Up

Teams are encouraged to use the space between fields for warm ups. **DO NOT** warm up near spectator areas.

I. Soft Toss

Batting the ball against any fence at any field is not allowed. Penalty for first offense: one night suspension, second offense: suspension for the season and tournament.

J. Bats

All bats must meet the requirements in the USA. Official Rules of Softball, USA. Code-Umpire Manual, Rule 3 Section 1, the official bat. Bat shall be free of burs, dents, cracks, sharp edges, audible rattles and shall show no signs of excessive wear. Shall be marked "Official Softball" by the manufacturer, shall not be more than 34 inches long nor exceed 38oz in weight. Shall not be more than 2.250 inches in diameter at its largest part, including any tolerance expansion. The official bat must bear either the ASA 2000 Certification Mark, ASA 2004 Certification Mark, or ASA 2013 Certification Mark (Slow Pitch only) and must not be listed on the USA Non-Approved Bat List with 2000 or 2004 Certification Mark. Must also be included on a list of approved bat models published by the ASA **or** must, in sole opinion and discretion of the umpire, have been manufactured prior to 2000. Umpires have jurisdiction at games. (See "Altered Bat" definition, pg. 12)

Bats continued...

All bats used in the City of Mesa softball leagues must pass a "Barrel Compression" test and have a City of Mesa/Adult Sports tag indicating the bat has been tested. Captains are responsible for ensuring all of their players bats have been properly tested by the Adult Sports Staff prior to the start of the season. No tampered or altered bats allowed. All bats must not exceed the (BPF) Bat Performance Factor. Only those bats, which are included on the USA Certified Bat list (www.usasoftball.com) and have a City of Mesa/Adult Sports tag, will be allowed for use in City of Mesa League play. The Adult Sports staff has the authority to confiscate any bat for testing. If a seized bat fails compression testing, the bat will be disallowed for City play. If the bat passes the compression testing, the bat will be returned to the player. The umpire's decision on legal and illegal bats is final. Any player who enters the batter's box with a bat not exhibiting a City of Mesa compression sticker will be called out and ejected for the remainder of the night. Any bat initially passing the compression test and then found to be altered will result in a 10 year suspension for the user and owner of the bat.

End Cap - If an end cap comes off during a legal hit, the play will continue until the umpire calls time. Once play has stopped, the umpire will visually inspect the bat. If the umpire deems the bat has not been altered, play will stand. The umpire will disqualify the bat from further use and require the bat be put away. If the umpire deems the bat was altered through visual inspection the player will be called out, ejected, all outs stand and all other runners return to the base occupied at the time of the pitch.

The player has the option to request the site supervisor immediately take the bat and drop it off at the office for further review. If the player does not request the site supervisor take the bat, the player will be automatically suspended for 10 years (page 6 J Bats). If the League Coordinator overturns the umpire's decision of deeming the bat altered the game will not be allowed to be protested, the player will not be suspended and the outcome of the game is final.

K. Pre-Game Procedures

In order to remain on schedule each night, each team is responsible for the following:

1. Arrive for scheduled game at least 10 minutes prior to game time.
2. Home team is responsible for keeping the official score. In the event the home team cannot keep accurate score, the visiting team has the option to become the home team, provided a legitimate scorekeeper is available.
3. Lineups should be completed at least 10 minutes prior to scheduled game time.
4. Umpires will start the games with a pregame meeting.

L. Scorekeeper

Home team must furnish a knowledgeable scorekeeper over the age of 16. If home team cannot keep accurate score the visiting team has the option to become the home team. Score sheets must be completed at least 10 minutes before the scheduled game time. **Players' first and last names must always be written on the score sheet.** The scorekeeper should announce score after each inning. Each team is responsible to keep track of the score and confirm with scorekeeper after each inning. A visiting team representative may sit with the scorekeeper to assist. After each game, the umpire **must** initial the final score sheet. Umpire has jurisdiction at games.

In seeded tournament games the home team is responsible to keep the official score or else the visiting team can keep score and become home team, provided visiting team can keep accurate score and has a scorekeeper.

M. League Standings

Team standings are available after the first week of the season. Standings will be posted on the web site daily at www.mesaaz.gov/adultsports. A copy of the league standings will also be posted at each sports complex.

League standings are determined by:

1. Teams with the best record or win percentage.
2. Top positions for teams tied in the final standings, will be determined by head to head comparison (Head to head comparison is based on the number of games teams won/lost against each of the tying teams).
3. Position standings for teams still tied after head to head comparison, will be determined by the team with the highest total run differential (Run differential is total runs scored minus runs scored against each of the tying teams).
4. Run differential will be used against all teams in the league, if teams remain tied
5. Coin flip will determine winner.
6. Any team that has forfeited a game will automatically take the lowest position in the standings.

N. Game without Umpire

The City of Mesa schedules umpires for every game. If for any reason there is no umpire at a game site, please notify the site supervisor.

Playing Rules

The following rules are based on the Amateur Softball Association (ASA) Softball Rules.

A. Players

A team must have at least eight players ready to start a game. For teams having eight players at game time, player #9 and #10 **will not** be considered automatic outs. Any team consistently playing with eight players may be asked to leave the league. Every attempt should be made to have at least 10 players at every game.

1. IF A PLAYER IS UNABLE TO CONTINUE PLAYING THE GAME OTHER THAN AN EJECTION:

- A) The game may continue as long as the team has eight or more players remaining. CoRec teams must maintain acceptable male/female combinations. (See CoRec rule "LineUp" on pg11)
- B) The team may either enter a substitute into the lineup for the injured/absent player OR receive an out the first time the players position comes up in the batting order regardless when it is.
- C) If the injured/absent player is the BASE RUNNER, an additional courtesy runner can be allowed for the INJURED base runner to complete base running duties. If no eligible substitute is available, then the injured/absent base runner will be declared out.

B. Eligibility of Players

A site supervisor may check a team's roster for any reason. Eligibility violation may cause a game forfeiture. For protest purposes, teams shall fill out the lineup with first and last names on the score sheet. It is required that all participants carry a **photo ID**. If an ineligible player is suspected, the Sports Office reserves the right to take appropriate action.

C. Eleventh or Twelfth Batter

A team may add an eleventh or twelfth batter at any time during the game unless an ejection has occurred, resulting in the line-up being frozen. If a team is unable to maintain 11 or 12 batters after the game begins, that spot in the batting order will be declared an out the first time that position comes to bat, unless vacancy was created by ejection than no substitution is allowed and an out will be declared every time. Teams must maintain a minimum of eight players at all times.

D. Game and Innings

All games in slow pitch softball (division and league tournaments) are seven innings or 55 minutes, whichever comes first. The championship game for any tournament will be a full seven innings regardless of time (Exception: inclement weather. See USA Rule 5, Section 3C). (The run rule is still in effect.) Teams are responsible to ensure the umpire writes down the start time for game on the score sheet.

Regulation Game: A game called by the umpire shall be regulation if five or more innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. A game not considered regulation will be made up at the exact point where it was stopped.

E. Fouls and Strikes

Each batter will come to bat with 1 ball and 1 strike count. The batter is out under the following circumstances: A third strike is called, including an uncaught foul ball that is hit after two strikes. Any combination of three strikes. None to waste.

F. Sliding

Allowed, **NOT** required. Caution is advised when sliding.

G. Home Runs

A fair-batted ball hit over the fence for a home run or four base award will credit a run to the batter and all runners. The batter and any runners on base are not required to run the bases.

1. Men's "B" and Coed "B" Division - Only **four home runs** over the fence are allowed per game per team, with the One Up rule.
2. Men's "C" Division - Only **one home run** over the fence are allowed per game per team with the One Up rule.
3. Coed "C" Division - Only **one home run** over the fence are allowed per game per team

H. Tie Games

In the event of a tie game after seven innings or the 55-minute time limit (whichever comes first), one extra inning will be allowed to attempt to break the tie using a tie breaker rule. The Tie Breaker Rule is the last person at bat in the previous inning shall start off on second base with **ONE** out. If the game is still tied after the extra inning, then that game will be recorded as a tie.

I. Forfeits

A forfeiting team must pay a **\$10 forfeit fee** to Adult Sports Office before the next scheduled game. Umpires and site supervisors **will not** accept payments. **No further notification** to pay the forfeit fee will be given. A team who exceeds the two game maximum limit may be dropped from the league without a refund. Please call the Sports Office for all team forfeits.

Forfeits will be declared for one or more of the following infractions:

1. Game time is forfeit time for 7:30, 8:30 & 9:30 games.
Exception: The first scheduled game of the night (5:30 or 6:30) games will begin at the scheduled time and the clock will be started. In the event a team does not have the required number of players to begin the game, that team will:
 - A) Automatically become the visiting team and will bat first.
 - B) The game will continue to be played until there are no longer any eligible batters. If the team still does not have the minimum number of required players upon the completion of the third out then game will be forfeited.If neither team can produce the required number of eligible players at the stated game time, a double forfeit shall occur and the official standings shall show a loss for both teams. There shall be no opportunity to replay the game.
2. Ineligible/suspended players (**players not on a roster, players using assumed names etc.**) participating. Teams using ineligible players will have games declared forfeits.
3. Misconduct in the program before, during or after a game.
4. Failure to submit a legal roster prior to registration or within 24 hours of registering.
5. Failure to show up to games on time.

J. Protests

Rule interpretation will be the only justifiable protest. Umpire's decision on a call are not able to be protested. If a team protests:

1. The team coach must make the protest before the next pitch to the next batter.
2. **The team coach must ensure the umpire informs the opposing coach and records the protest on the official score sheet before the next pitch.**
3. All protests must be made in accordance to USA rules.

Ineligible player protest must be made during the game to the umpire. No protest will be accepted after the completion of the game.

K. Conduct

Every person (staff, player, fan, etc) is required to show good sportsmanship. Each persons is responsible for their actions whether they were provoked or were the ones provoking. Some forms of unsportsmanlike conduct will warrant automatic ejection. **Abusive and or vulgar/foul (swearing) language will not be tolerated.** Two reprimands or warnings to an individual or team for unsportsmanlike conduct will warrant automatic ejection of said player, team, fan, etc. from park premises. A third reprimand to any other member or player, fan of said team will warrant termination of game with said game to be forfeited to opposing team. Ejections may also occur without an umpire warning and may be carried over to future seasons.

1. **Any person ejected from a game will be suspended for a minimum of one week from all City of Mesa leagues (including kickball, volleyball and flag football).** This is in addition to the game in which the player was suspended, plus probation for the remainder of the season. **Coaches are encouraged to submit a written statement no later than 10am the following morning in order to be considered for review. Phone messages will not be accepted as a statement.**
2. A second offense will constitute being suspended from the remainder of league. If a player receives a second offense on or after the fourth week of play, then he/she will be suspended for the entire next season including tournament.
3. No person shall:
 - A) Threaten another person.
 - B) Lay a hand upon, shove, or strike another person.
 - C) Be guilty of objectionable demonstrations of dissent at umpire's decision.
 - D) Refuse to abide by umpire's decision.
 - E) Be guilty of physical attack upon any other person including but not limited to spitting and damaging property.
4. Any person ejected from a game must leave the park immediately. Refusing to leave the premises is considered trespassing. Any person refusing to immediately leave the park will have suspension extended and police will be called.
 - A) IF A PLAYER IS EJECTED:
 - 1) The game may continue as long as the team has eight or more players remaining in the existing lineup. For CoRec teams, if a female player is ejected then an out must be recorded each time she was due to bat.
 - 2) Once a player is ejected, the lineup is frozen and the team will NOT be allowed to substitute another player for the ejected player or add anyone else to the lineup. Once a team has an ejected player, that player will be counted as an out each time that players name comes up in the batting order.
 - 3) If the ejected player is a batter or base runner then an out at will be declared at the time they are ejected. An inning or the game can end with an automatic out.
5. If an ineligible player is found on a team or ejected from a game:
 - A) The team's coaches will be suspended a minimum one week from all City of Mesa sports leagues (not just your league, but all City of Mesa leagues).
 - B) The player ejected will serve a minimum suspension of one season, from all City of Mesa sports leagues.
 - C) Game will be an automatic forfeit.
6. **If police are called, the ejected player will be suspended for the entire season from all City of Mesa sports leagues. If the season has progressed four or more weeks, the player will be suspended for the following season as well.**
7. Standings will be adjusted to reflect automatic forfeits. The League Coordinator reserves the right to make the final decision in all matters.

CoRec Modifications

A. Lineup

Consists of a minimum of 10 players and a maximum of 12. A minimum of eight players is allowed but not recommended. [**Teams may play more men than women with an out declared every time a female is skipped**]. Listed below are examples of what teams **can and cannot utilize to start** games:

<u>Legal to Start Game</u>	<u>Legal to Start Game</u>	<u>NOT Legal to Start Game</u>
7 women - 3 men	5 women - 5 men	5 women - 6 men
6 women - 6 men	5 women - 4 men	2, 3 or 4 women - 6 men
6 women - 5 men	5 women - 3 men	
6 women - 3 or 4 men	4 women - 4 men	
	3 or 4 women - 5 men	

Line-up will alternate genders, and no two men may bat in succession without an automatic out for the females' position. However, two females may bat back to back. If a team has extra female players they must be added to the bottom of the line-up. Batting may occur for 12 but numbers 11 and 12 cannot both be male. (Ex. male, female, male... or female, male, female).

Any team electing to begin the game with 12 batters who are unable to complete their game with 12 batters are subject to the following:

1. Female player/s who are injured or unable to continue, must be removed from the lineup and a substitute entered in her place.
2. Female player is to be removed from the lineup and the vacant spot is declared an out every time it is skipped.
3. Male player/s who are unable to continue (other than ejection) must be removed from the lineup and his spot will be declared an out the first time that position comes up in the batting order.

B. Defensive Player Position

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/catcher positions. No alternation required as long as the required number of males/females is met. An outfielder is a fielder who defends the area of the field that the left, left-center, right-center and right fielders normally play. An infielder is a fielder who defends the area around 1st, 2nd, 3rd and the shortstop areas. It is the umpire's decision what constitutes an infielder's and outfielder's position. In co-ed an infielder cannot move into the outfield as a rover. If they are unable to cover a base and/or make a normal play at the base they are covering, they are not playing the infield. If a team plays short-handed with either three players in the infield or outfield, at least one must be male and one must be female.

C. Outfield Restraining Line

A line will be drawn across the outfield at a distance of 180 feet from home plate. None of the four outfielders are allowed to cross this line until after the ball has been hit or crosses home plate.

In the event a fielder crosses the restraining line prior to the ball being hit the results will be delayed dead ball. When the play has ended coach/manager has a choice of the following:

1. The batter is awarded first base. Base runners may not advance unless forced.
2. The coach may take the result of the play. Exception: If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the obstruction is canceled. All actions as a result of the batted ball stand. No option is given.

Example: Catcher Obstruction Rule (see USA rule 8, section 1)

D. Walks

In the event a pitcher walks a male batter (intentional or not), batter will be awarded second base. The female batter following in the batting order will be required to bat, unless there are two outs. At this time the female batter will have the option to hit or walk.

Post Season

A. Tournament

Overall season record or win percentage will determine the league champion in each division.

The top six qualifying finalists from each league will be combined with other same division finalists to play in a post-season single elimination tournament. Tournament may NOT be played on the same night or park as your regular league play. Tournaments may be split up into area tournaments to accommodate larger divisions (*be prepared to play at a different park and/or night if necessary*).

The League Coordinator reserves the right to assign any team to their proper level of competition or classification when it is necessary to serve the best interest of the program.

B. Awards

Teams will be awarded based on regular league play and tournament performance.

1. **League first place:** 15 team t-shirts
2. **Tournament first place:** Team plaque

General Softball Play Definitions

A. Altered Bat

A bat is considered altered when the physical structure of a legal bat has been changed. Any bat considered illegal or **questionable** by either umpire and/or city staff shall not be used in City of Mesa recreational leagues. Any player caught using an altered legal bat will be suspended from the City of Mesa Adult sports programs.

B. Appeal Play

An appeal play is a play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the next pitch.

C. Base Path

A base path is an imaginary line, three feet on either side of a direct line between the bases.

D. Catch & Carry

A legal catch followed by a defensive player carrying the ball into dead ball territory.

1. Unintentional: One base award from last base touched
2. Intentional: Two base award from last base touched

E. Courtesy Runner

Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning.

F. Fair Territory

Fair territory is the part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the extreme playing field fence and perpendicularly upward.

G. Fake Tag

A form of obstruction by a fielder attempting to tag a runner without the ball, thereby impeding a runner advancing or returning to base. (ruled obstruction by umpire).

H. Field Specifications

Bases	70 feet apart beginning 2013 spring season
Pitching Plate	6" x 24"
Fence	270 to 300 feet (varies, depending on park)
Home Plate	17" x 8.5" x 12"
Batters Box	3 feet X 7 feet
Strike Pad	24"x 27"
Pitching Distance	50 feet from home plate

I. General Field Rule

Out of play is first and third backstop extended.

J. Home Team

Home team bats last and keeps score.

K. Illegal Bat

A bat with the ASA certification stamp on the bat with a dent, a crack or a rattle, etc. The penalty for an illegal bat is just an out (and all runners return to their previous base(s) if applicable). An example of an illegal bat is a bat so worn as to not be able to determine what it is (not an altered or non approved bat which carries much more severe penalties). The batter is called out, remove the bat and play on.

L. Infield Fly

An infield fly is a fair fly ball (not including a line drive) that can be caught by an infielder with ordinary effort when first and second, or first, second and third bases are occupied, with less than two outs. The batter is out, the ball is live and the runners may advance at their own risk.

M. Interference

Interference is the act of an offensive player or team member, which impedes, hinders or confuses a defensive player attempting to execute a play. Contact is not necessary to qualify the action as interference.

N. Non-Approved Bat

ANY softball bat without a ASA certification mark is a Non Approved bat, NOT an illegal bat and subject to an out and ejection if the batter steps in the box with it. Since there are so many bats not submitted to ASA, they obviously have no certification stamps, ASA no longer lists them, they don't have to, it is simply not approved for ASA play.

O. Obstruction

Obstruction is the act of a fielder:

1. Not in possession of the ball, or
2. Not in the act of fielding a batted ball,

which impedes the progress of a batter-runner or runner who is legally running the bases. (If a defensive player is blocking the base or base path without the ball, this is impeding the progress of the runner and this is obstruction). **Note: Contact is not necessary to qualify as impeding the progress of the batter-runner or runner.**

P. One-Up Rule

If both teams have reached the limit of home runs, either team is allowed to hit an additional home run, to go one home run ahead of the opposing team up until the bottom of the last inning. (Example: With a four home run limit, the home team hits their fourth home run in the 2nd inning. The visiting team can then hit a total of five home runs, and do so in the top of the 3rd inning. In the bottom of the 3rd , the home team could then hit two more home runs to go “one-up” again, with a total of six. This can continue throughout the game until the bottom of the 7th or last inning). The home team can only equal the number of home runs by the visitors (in excess of four) in this inning. If neither team has hit four home runs by the bottom of the 7th inning or the last inning of play, the home team can hit their fourth.

Q. Overthrow

A fielder loses possession of the ball on an attempted tag and the ball then enters the dead ball area. All runners are awarded **one** base from the last base touched.

In the event the throw is the first throw from an infielder, **two bases** are awarded from the last position of **the runner at the time of the throw**. Should all runners, including the batter/base runners have advanced at least one base prior to the release of the ball by the infielder, the two bases will be awarded from the last base touched at the time of the throw.

In all cases, the second base award is made from the last base touched at the time of the last throw/ release of the ball.

R. Pitching Arc Rule

The ball must be delivered with a perceptible arc of at least six feet from the ground and not more than 12 feet. Pitchers are allowed to move back up to five feet from behind the pitching rubber. Pitching guidelines do not change.

S. Run Rule

A winner shall be declared if a team is ahead by 20 runs after the third inning, 15 runs after four innings or 12 runs after five innings.

T. Strike Zone

The space including **any** part of home plate or strike pad, provided the correct pitching arc was achieved.

U. Substitution Rule (USA)

A player (starter or substitute) **may** re-enter the game one time. A team unable to field 10 players because of a player injury may use a player normally unable to re-enter if no other eligible substitutes are available. The player will bat in the injured player’s batting position. Any player ejected from a game cannot re-enter under any circumstances. (See “Conduct” pg 10)