

Jefferson City Parks & Recreation

***ADULT
FALL
SOFTBALL
2009***



***REGISTRATION
JULY 13 - 27***

Please read this entire packet before registering a team

**New Rule:
Game Procedures #15**

For cancellation information during inclement weather call the

Parks and Recreation Hotline at 634-6485

**JEFFERSON CITY PARKS AND RECREATION
2009 FALL SOFTBALL LEAGUES**

MONDAY

CO-REC C DH
CO-REC D
MSP D

TUESDAY

MSP B - DH
MSP C
MSP D
CO-REC C

WEDNESDAY

MSP C - DH
CO-REC C
CO-REC D

THURSDAY

MSP C
CO-REC B
CO-REC C
*KICKBALL

*Call for information about kickball leagues.

All games will be played at the Binder Softball Complex. Field assignments will be made after registration has ended.

The Jefferson City Department of Parks and Recreation reserves the right to amend the above chart depending on the number of teams wishing to register.

All leagues will use one umpire.

REGISTRATION INFORMATION

- 1) Participants register as teams. Individuals wanting to play will be given access to team manager and roster lists in an attempt to find a team on which to play. **A list of players wanting to play is also kept at the Parks and Recreation Department for managers looking for players.**
- 2) Registrations will be accepted Monday, July 13 through 5:00 p.m. Monday, July 27 on a first-come-first-served basis.
- 3) To register, simply complete a roster form **(or make corrections to summer roster or last year's fall roster)** providing the name, address, home and work phone number, and return it to the Parks and Recreation office along with your entry fee. **No refund of entry fee will be made unless Parks and Recreation cancels a program or portion thereof.**
- 4) Registration fees for the 2009 fall softball program are as follows:

Adult Slow Pitch

TEAM FEE

Team Fee after July 27

(includes game balls)

B, C & D Leagues (5 games)	\$175	\$195
B, C & D Leagues (DH - 10 games)	\$350	\$370
*Reimbursement/Forfeit Fee Deposit	\$70	

(If you played summer league and did not forfeit any games, we will hold your forfeit fee deposit. You do not have to pay an additional deposit for fall leagues.)

This fee must be paid at the time of registration with a check or credit card **SEPARATE from the team entry fee. The check will not be cashed or the credit card debited unless a team forfeits a game(s). (See Reimbursement Fee Due To Forfeit).*

- 5) Teams will register according to the chart on this page for a particular night and will play on that night each week, weather and field conditions permitting.
- 6) Six (6) teams will be accepted in all leagues. Team managers should have a backup slot picked in case a league is filled. Parks and Recreation reserves the right to schedule more teams per league and change game times if necessary to accommodate demand.
- 7) The Parks and Recreation Department reserves the right to refuse teams attempting to "sandbag" permission to play in a lower league. This includes teams which wait too long to enter a league which has filled.
- 8) Teams who won their league in the summer and have at least seven (7) returning players, must move up to the next higher league. **If a team cannot move up due to the night the league is offered, they will be allowed to play in the lower league, but an equalizer, to be determined, will be used to equalize play for the other teams in the league.** Any team which had a .500 or better record during the summer leagues cannot drop to a lower level. If it is discovered that a team with a .500 or better record has dropped to a lower league and has 7 or more players from their summer roster, then that team will be declared ineligible for that league title and awards. **NO REFUND OF FEES**

WILL APPLY.

- 9) Play will begin the week of August 23. Teams in the single game leagues will be scheduled for five (5) games and teams in the double-header leagues will be scheduled for ten (10) games.
- 10) Game times will be 6:15, 7:15 & 8:15 (possibly some 9:15 games).
- 11) **Acceptance of a team registration is interpreted to mean that the team manager and all players are thoroughly familiar with this packet and agree to abide by all rules and regulations stipulated within.**

FOR INFORMATION CONCERNING GAME CANCELLATIONS DUE TO INCLEMENT WEATHER, CALL THE PARKS & RECREATION ACTIVITIES HOTLINE, 634-6485.

FALL SOFTBALL RULES AND REGULATIONS

OBJECTIVE

This program is designed to provide a quality leisure experience for the participants by providing an opportunity to enjoy physical activity while deriving the many positive benefits of sport. It is not meant to be, and will not become, an intensely competitive program in which participants place the importance of winning ahead of sportsmanship and fun.

ELIGIBILITY

- 1) A team roster will consist of not less than twelve (12) players and no more than eighteen (18) players.
- 2) **Players may be added to the team roster until 5:00 p.m. Friday, September 11, 2009.** After that time rosters will be frozen. The only exceptions would involve replacing an injured player who is able to provide verification from a doctor that he/she is unable to continue playing or under special circumstances as approved by the program supervisor. Dropping of players may be done either in person or over the phone. *The addition of a player may be done by the team manager in several ways:*
 - 1) in person at the Parks and Recreation Department;**
 - 2) by email to twerner@jeffcitymo.org;**
 - 3) by calling 634-6492 and leaving a message with the name, address, home and work phone numbers of the player you wish to add; or**
 - 4) faxing the information to 634-6489 to the attention of Tina Werner**
- 3) Players must be listed on the official roster by 5 p.m. on the day of the game in which they play.
- 3) If a player not listed on a team's roster participates in a league game and that player's participation is contested by the opponent prior to the signing of the score validation card or is discovered by Parks and Recreation personnel/umpire a forfeit may be declared if that player's ineligibility is verified. All players must be able to produce positive identification when requested by an umpire. The umpire will then report the name of the player in question to the field supervisor. The roster will be checked to see if that player was listed on the roster.
- 4) A minimum age of sixteen (16) years has been established for participation in all adult softball leagues.
- 5) There are only two restrictions on participation in Parks and Recreation softball: all teams on which an individual plays must be within one level of the others (for example, a player on a B team may play C, but not D); no one may participate on more than one team in the same league.

REIMBURSEMENT FEE DUE TO FORFEIT

Any team which forfeits a regularly scheduled game and the opposing team does not get to play what would be equivalent to such will be assessed a \$35 reimbursement fee which will be deducted from the \$70 deposit paid at the time of registration. The \$35 will be forwarded to the manager of the opposing team (this fee represents the per game fee and reimburses the team for the game they did not get to play). Every effort will be made to keep track of forfeits and forward the reimbursement fee to the manager of the opposing team. However, it is ultimately that manager's responsibility to notify Parks and Recreation of the forfeit within 48 hours in order to guarantee collection of the fee. *Calling Parks and Recreation ahead of time to forfeit a game does not exempt teams from paying the reimbursement fee unless approved by the Recreation Division Director.*

PLAYER/TEAM CONDUCT

- 1) All players and teams will be expected to conduct themselves in a sportsmanlike manner.
- 2) Undue harassment of the official(s) before, during, or after the game may result in the ejection of the individual(s) involved from the game. Any player, coach, or fan who is ejected from a game and reported to the Parks and Recreation office by a sports official or department representative will be suspended from attendance/participation in his/her team's next game.
- 3) After an ejection, the individual ejected must immediately leave the field and spectator area. Failure to do so or

continued harassment of the official may lead to a second ejection, removal from the program, and forfeiture of the game by that player's team.

- 4) **REMOVAL FROM THE PROGRAM:** Any player who strikes, attempts to strike or verbally threatens an official; who fights with another player; or who is ejected for unsportsmanlike behavior for the second time within one season is suspended from any and all teams on which that individual plays. This suspension is for the remainder of the program's season and includes all teams on which that player plays.
- 5) Any team or individual who intentionally damages park property will be billed for the full replacement cost of said property and will be suspended from all Parks and Recreation programs until such restitution is made.
- 6) Any team or individual who fails to heed the request of on-site Parks and Recreation personnel regarding program operation or facility care will be suspended from all Parks and Recreation programs until he/she/they submits a written account of the incident and is reinstated by the Recreation Division Director and Recreation Program Supervisor.
- 7) The Parks and Recreation Department reserves the right to lengthen any suspension for any length of time, if circumstances so warrant.

SMOKING/ALCOHOL

- 1) Smoking is not permitted on the fields, the coaching boxes at first and third bases, or the players' benches.
- 2) **Players are prohibited from drinking alcohol prior to the game at the game site or any time/place during the game in which he/she is participating.** Players or coaches refusing to heed this rule are liable for ejection.
- 3) Fans and players under the influence of alcohol will be asked to leave the premises. Failure to do so will result in the forfeiture of the game and removal of the individual from the program.

UNIFORMS

- 1) There will be no uniform restrictions in Parks and Recreation league play. However, no player may wear anything which can be considered vulgar, loud, or otherwise offensive.
- 2) Players must wear shirts and shoes at all times (no sandals).
- 3) Metal spikes are prohibited in all fall softball leagues. No metal, hard plastic, polyurethane spikes, or shoes with detachable cleats are allowed in Co-Recreation play.
- 4) Exposed jewelry such as wrist watches, bracelets, all types of earrings and neck chains, or any other item judged dangerous by the umpire may not be worn during the game. Medical alert bracelets/necklaces are not considered jewelry but must be taped to the body if worn. Penalty for refusal can be ejection.

GAME PROCEDURES

- 1) All games will be played according to the official rules of the Amateur Softball Association (ASA), except as noted herein.
- 2) Game time is forfeit time. Each team must have at least **eight** players ready to play at game time. If ten players are present, all must play. If a team starts a game with ten players and loses one or two they may continue, but if at any time, the number drops to seven or less the game is forfeited except as in #4 below. If a team plays with eight or nine players or injury puts a team down to eight or nine players it is NOT an out when the ninth or tenth spot comes to bat. In the case of an injury the injured player(s) may not re-enter the game. If a co-recreation team is playing with nine players a 5/4 combination must be used; with eight players a 4/4 combination must be used.
- 3) When any program participant is bleeding, has blood on his or her person or clothing, or has an open wound, he or she must leave the activity for appropriate treatment including bandaging as necessary to prevent recurrence. In all adult sports each team should be equipped with first aid supplies including rubber gloves and bandages for treatment of wounds, and 70% isopropyl alcohol for disinfecting skin and uniforms.
- 4) In all adult softball leagues if medical care or treatment can be administered in a reasonable amount of time, the individual does not have to leave the game. The length of time that is considered reasonable is umpire judgment. A player missing a turn at bat as a result of enforcement of this rule, shall not be penalized. If a team falls below eight players as a result of this circumstance only, the game may continue for a maximum of one inning while treatment is administered.
- 5) League standings will be kept and individual awards given to the champions in each league "B" through "D" (maximum 18). In the event of a tie for the league championship head-to-head competition will be used to determine the champions. If that does not provide a champion, a playoff game(s) will be scheduled to determine a winner.
- 6) There are no restrictions on team sponsorship.
- 7) Umpires will provide each manager with a line-up card which must be properly completed and returned to the umpire at game time.
- 8) Umpires will record the score by innings on Score Validation Cards. The home team will be asked to provide a

scorekeeper for each game to assist in verification of the official score card between innings. Once the score is recorded and the next inning has begun the Score Validation Cards will be official and beyond question. Managers of both teams must sign the card after each game. Refusal to sign the card constitutes a forfeit.

- 9) All leagues will use the same ball provided by Parks and Recreation. It will be a 12" ball with a COR rating of .44 and a ball compression of 375. The first game on each field each night will start with a new ball. Another new ball will be brought into later games, only if deemed necessary by the umpire.
- 10) A game will not be delayed to wait for a foul ball to return to the field of play. The team at bat will be responsible for shagging balls which leave the field of play and returning them to the umpire.
- 11) **NO new** inning may begin after 60 minutes have expired in any game. No new inning will begin after 55 minutes have expired in any game in which the score differential is 8 runs or more. A new inning begins immediately after the final out of the previous inning. **Game time begins after the home plate conference and coin toss.**
- 12) Games which are tied at the end of the time limit or seven innings will be broken using the international rule. At the start of the next inning the offensive team shall begin its turn at bat by placing the batter who completed the last "at bat" in the previous inning on second base.
- 13) A game will be terminated and considered complete when a team has a ten run lead after five innings, a fifteen run lead after four innings or a twenty run lead after three innings. If a game is called for any other reason (except a forfeit), four innings will constitute a complete game. If four innings have not been played the game will be replayed in its entirety.
- 14) Pitchers will be allowed up to three warm-up pitches within one minute before each half inning. This minute begins immediately following the final out of the previous inning.
- 15) All players in all leagues will start with a 1 ball and 1 strike count.
- 16) Each league will have a limit on the number of home runs a team can hit per game:
 - "B"—6 home runs per game per team with excess an out
 - "C"—3 home run per game per team with excess an out
 - "D"—1 home run per game per team with excess an out
- 17) All leagues must use continuous batting order and unlimited substitution. All players who show up for a game are listed on the batting order and bat. Any ten of these players can play defense at any time and do not have to report to the umpire. ****Once the batting order is given to the umpire it may not be changed except to add players at the end of the order.**** A player who has been in attendance and not listed in the batting order may not later enter the game - this would be a violation of the substitution rule and would result in forfeiture of the game.
- 18) In all Co-Recreation leagues slow pitch rules apply with these exceptions:
 - a) Five men and five women must play simultaneously on defense at all levels of play (5/4 or 4/4 combinations are the only other combinations permissible).
 - b) The batting order must alternate male - female.

A continuous batting order must be used at all levels. The batting order will always alternate male and female even when one sex outnumbers the other. All players present are listed on the line up card and bat during the game. When a team has an unequal number of male/female players the lineup card is divided in half listing the men's batting order on one side and the women's on the other side. Batters then alternate male/female and they then need only concentrate on which man or woman they follow in the separate batting order (If you have questions please call the Parks and Recreation office).
 - c) Unlimited substitutions on defense will be allowed. Each inning any ten players (5 men/5 women combination) may play defense.
 - d) There will be an arc connecting the baselines 180 feet from home plate. The outfielders must stay behind this line until the ball is hit. If, in the opinion of the umpire, an outfielder has crossed the line before the ball was hit, the batter will be awarded a single with only runners who are forced to advance moving up one base or the result of the play, whichever is most advantageous to the offensive team as determined by the manager. There are no defensive position restrictions.
 - e) Any walk to a male batter will result in a two base award. With two outs, if the male batter receives a base on balls, the female batter has her choice of batting or receiving an automatic walk.
- 19) Forms on which to voice complaints concerning umpiring may be obtained from the field supervisor or at the Parks and Recreation office. Action will be taken by Parks and Recreation on written complaints only.
- 20) All game officials will have the authority to order a player, manager, coach, captain, or trainer, to do or refrain from doing any act which, in their judgment, is necessary to give force and effect to one or all rules and regulations.
- 21) A rules interpretation protest will be considered only if the following conditions are met:
 - a) The manager of the protesting team must notify the umpire prior to the final out of the game that the game is being played under protest.

- b) The protest must be filed with the Parks and Recreation office within one working day after the completion of the game in question. This must be done in writing and must be accompanied by a fee of \$5.
 - c) The written protest must contain the following:
 - 1) Date, time, and place of game;
 - 2) Name of umpire, if known;
 - 3) The specific rule and section of the official rules being protested;
 - 4) The decision and conditions surrounding the making of the decision;
 - 5) All essential facts involved in the protest;
 - d) PROTESTS BASED ON UMPIRES JUDGMENT WILL NOT BE CONSIDERED.
- 22) Any rule protest which is upheld will be replayed only if it affects the league championship.

RESCHEDULING

- 1) At least two make-up dates for rained out games will be listed on each schedule. Team managers will be notified of additional make-up dates. Games not made up by October 29, may be refunded.
- 2) ***If a team is unable to play a rescheduled game which is on the same night they normally play, they will be responsible for paying the reimbursement fee to the opposing manager and the forfeit will count as a loss on their record.***
- 3) ***If a make-up game is rescheduled for a different night of the week and a team is unable to play, they will not have to pay the reimbursement fee, but the game will count as a forfeit loss on their record. (We make every effort to reschedule games on the same night the teams normally play.)***

**JEFFERSON CITY PARKS AND RECREATION
ADULT FALL SOFTBALL - 2009**

Please fill out completely
 Night:
 Division: B C D
 League: Men's Co-Rec
 Single Games Double-Headers

MANAGER:		TEAM NAME:	
ADDRESS:		PHONE: Home	Work:
CITY:	ZIP:	Cell:	E-MAIL ADDRESS:

	PLAYERS	ADDRESS	PHONE		RETURNING PLAYER?	
			HOME	DAY/CELL	Yes	No
1.					Yes	No
2.					Yes	No
3.					Yes	No
4.					Yes	No
5.					Yes	No
6.					Yes	No
7.					Yes	No
8.					Yes	No
9.					Yes	No
10.					Yes	No
11.					Yes	No
12.					Yes	No
13.					Yes	No
14.					Yes	No
15.					Yes	No
16.					Yes	No
17.					Yes	No
18.					Yes	No
ROSTER CHANGES						
					Yes	No
					Yes	No
					Yes	No
					Yes	No

INCOMPLETE ROSTERS WILL NOT BE ACCEPTED