

**SOFTBALL RULES AND PROCEDURES 2021**

**LEAGUE PAYMENT** – A league fee of $670 per team covers 10 regular season games and umpire fees for those games. A minimum **$50 deposit is due prior to your 1st game** and the remaining **balance is due prior to your 3rd scheduled game.** Payments accepted are cash or check (credit card can be taken for the entire $670 fee only). If a team fails to pay they will forfeit all games until the remaining balance due is paid. If a team forfeits 3 games because they haven’t settled their outstanding balance they will forfeit the remaining games in the season and all players will be suspended from all park leagues until the entire balance is paid. Furthermore, if a team that has been disqualified because of non-payment wants to come back, not only do they need to pay past due fees, they will have to pay the entire league fee before the first game of the season they wish to join.

**UMPIRE FEES** - Umpire fees for regular season games are covered in League Payments. Umpire fees for playoff games are $17 per game and are due prior to the start of those games.

**ROSTER** – Each team may carry up to 20 rostered players. Rosters will be given to managers before their first game, at the time the deposit is made, and are to be turned in to the umpire before the start of your first game. Rosters may be altered, players added/dropped, until the start of your game week 4. After your 4th game starts rosters will be frozen and no other players will be eligible for the playoffs (an exception will be made for 1 injured player but the replacement player will have to play 3 games to be eligible for the playoffs) . Participants must be at least 16 years of age (Those participants that are between 16-18 years old must submit a minor permission slip). **All players on your roster must play a minimum of 3 games to qualify for playoffs.** If players are filling in they must have a current Players Card and show it to the umpire before your game. Players participating for another team must be added at the bottom of the lineup and noted with opposing manager during the umpires meeting as a fill in player. No more than 2 “fill in” players are able to play on another team in any given game. If there are 10 rostered players available no “fill in” players shall be able to play unless injured. **COED league teams may have a fill in player to get to a max of 5 guys or a max of 10 players on the field.** **COED league upper players may not fill in for lower division teams (when the league is split into uppers and lowers) but lower division players may play up.**

**PLAYERS CARD -** All players must have a valid players card and present it to the umpire before the game. Players Cards are obtained from the league office by filling out the Liability Waiver forms and paying $10. The Players Card is good for 1 year and can be replaced for $5 if lost or forgotten.

**PROTESTS** - The manager from the protesting team must immediately (before the next pitch) notify the umpire and opposing team manager of the protest. The protesting manager must submit a detailed statement of facts, including rules misinterpreted, and a $50.00 deposit to the League Coordinator within 24 hours after the scheduled game time. Protests may be emailed to or delivered in hard copy form. The $50.00 deposit will be returned if the protest is upheld. Only misinterpretation of Ingold Sports Park’s league rules and a player’s eligibility are able to be protested. Judgement calls or rules not specified in this packet are excluded.

CODE OF CONDUCT - Any player, manager or spectator that does not conduct themselves in a manner that is conducive with Ingold Sports Park and Fallbrook Sports Association policies or rules will be removed, ejected, or suspended from the facility for any length of time and face possible legal action to be determined by ISP management. There is zero tolerance policy for any fighting that is to occur within the park area. If you throw a punch, hit or miss, you will be suspended for these minimum amounts of time: 1st offense is an 8 week suspension from all park activities, 2nd offense is a 1 year suspension, 3rd offense will be suspended from the park indefinitely.

No player shall:

* At any time lay a hand upon, push, shove, bump into, strike, or threaten to strike any player, manager, spectator, official or employee of the park.
* Refuse to abide by an official’s decision.
* Display objectionable demonstrations by throwing any piece of equipment in a forceful manner.
* Heap verbal abuse upon any player, manager, spectator of official for any reason.
* Discuss with any official in any manner the decision reached by such official, except the team manager or captain.
* During the game, discuss aloud with the spectators in a derogatory or abusive manner any play, decision or personal opinion of officials or other players.
* Use unnecessary rough tactics in the playing of a game.
* Appear on the field of play, at any time, in an intoxicated condition.
* Smoke while going onto, coming off of, or while in the field of play.
* Be the aggressor in any physical attack upon any player, official, employee or spectator
* Be relinquished of financial responsibility for his or her team until the entire team fee has been paid in full to the league office. If the team fee is not paid in full all players on that roster will be suspended from the facility until the fee is paid in full.
* Use profane, obscene or vulgar language at any time.

EJECTION POLICY - The below are minimum suspensions, final decision made by Fallbrook Sports Association. If you are ejected from a game you will be asked to leave the park for the night, and be suspended for at least 1 additional game

* “F” word directed at anyone = automatic ejection.
* “F” word not directed at anyone = verbal warning or ejection at the umpires discretion
* Class I “Routine” 1st ejection = 1 game, 2nd ejection (within the same calendar year)= 3 games, 3+ ejections (in a calendar year) = 6 month suspension
* Use of profane, obscene or vulgar language, arguing with game officials, harassing officials, yelling at players, managers/coaches, or spectators = 1 game at the umpires discretion.
* Any aggressive contact with or spitting on an umpire will result in a minimum of a 1 year suspension from all park activities.
* Possession of any alcoholic beverage on Ingold Sports Park property is prohibited and violators will be removed from the park for a minimum 1 game.

APPROVED BALL - A game ball will be provided to start each game. After the ball is exhausted, the teams will be responsible for replacing the balls they hit out of play. Men’s Softball is played with a Classic M/Pro M softball, our coed league uses Worth 52/300 and our Women’s league uses 11” classic M. If teams replace the provided game ball with a non-league certified ball play will cease until an approved ball is used. All teams must use/replace this size ball to proceed with the game. Balls can be purchased from the league office at $5/ball or used balls at a reduced price.

BATS - **COED** -All teams will swing league provided bats for the duration of the season. No personal bats will be permitted through the gates on league nights. If a player is found swinging a non-league bat they will be ejected from the current game and suspended for the next scheduled game. Second offense will result in that player being removed from the league. In the COED league men may not swing the bats with pink grip tape. **MEN’S & WOMEN’S** - Players may swing league provided bats or their own. If a player is swinging their own bat it must have the USSSA thumbprint stamp on the bat.

FORFEITS - If a team forfeits ANY GAME they will be responsible for paying a penalty fee of forty-five dollars ($45) for the forfeited game. This fee must be paid in full prior to playing their next scheduled game. The team that is forfeited against will receive umpire credit towards their next scheduled game. The league coordinator may drop a team after 2 or more forfeits take place without a 48-hr notice at his/her discretion. No payment will be refunded in this instance.

INCLEMENT WEATHER PROCEDURE - Teams will be responsible for contacting the league coordinator for updates on weather that may cause schedule changes. A decision on field conditions will be determined no later than 3 hours prior to game start times.

TIMELIMIT - Games will consist of 7 innings or the following time limits (men’s & women’s league – 50 minutes + open inning, coed league – 50 minutes + open inning).

LEAGUE SANCTION USSSA - Leagues will be sanctioned with USSSA. The USSSA rulebook will serve as the governing book with the following league adaptations. (Juking is allowed according to USSSA Rules).

**GAMEPLAY RULES**

1. Teams must have a minimum of 8 players to start a game. Teams may start with more and drop to a minimum of 8 for any reason other than ejection of player. If a player is ejected, the team must have a substitute or the batting spot will be recorded as an out. There is no “out” penalty for playing with less than 10 other than the ejected player noted above.

2. Defensive teams shall consist of 10 players max. In the coed league it is a maximum of 5 men, and a minimum of 4 women, on the field at one time defensively. If necessary, a coed team may have more women on the field than men. If a coed team starts with 8 players it must include a minimum of 4 women. (If a team consists of 5 men and 4 women, 1 of the men must be the catcher).

- Teams with an ADA player - For a team with an ADA player said ADA player may only play the position of catcher. If your team is playing in the COED division and your team is down a female player and your ADA player is also female you must play with 4 male and 4 female players on the defensive field of play to play the game. If your ADA player plays any other position on the field they forfeit their ADA status within the park run leagues.

3. The batting order shall consist of a maximum of 20 players. The coed line-up must alternate male/female. Both genders will hit the league approved softball regardless of consent from both team managers. Failure to comply with the league ball rules will result in an automatic forfeit for both teams by umpire or staff.

4. Courtesy runners may be used. Each team is allowed 2 courtesy runners per inning – in coed you are allowed 2 runners per gender per inning. For players with ADA requirements (ADA designation for a player is given by ISP Management only) a courtesy runner will start at home plate and run on contact with the ball. Same requirements when determining runner are required as above.

5. All batters will go the plate with a 1 ball/1 strike count. The strike mat will be used and the pitch height distance will be 4ft – 12ft from the ground.

6. Home run limits: men’s league—2 UP, coed league – 2 UP, Women’s league – 2 up. All home runs thereafter will result in a dead ball out.

7. Coed walk rule – if a male batter is walked without incurring any strikes (3 balls in a row) the batter will be awarded 2nd base and the following female batter will have the choice to walk or hit. If a male batter incurs a strike and is walked, he will be awarded 1st base and the following female batter will have to hit. Other base runners will advance only if forced to do so.

8. Coed 180 ft. arc rule – when a female is batting, all outfield players (4 players) must be behind the 180 ft. line.

9. Mercy Rule will be used in all divisions of play. The rule shall be 20 runs after 4 innings, 15 runs after 5 innings, or 12 runs after 6 innings.

10. ALL SPECTATORS & NON-PLAYERS/KIDS must be in spectator-designated areas in stands for safety purposes. Anyone aside from being a player or team manager is not permitted to be in dugouts or on field at any time.

11. For playoff games and championship game men’s/coed/Women’s, each player on the field must have a valid Players Card and be on the roster to play in the game. If the player is on the roster but fails to produce a Players Card or has not played the minimum 3 games he or she will NOT be allowed to play.

12. Teams shall not be allowed to score more than (8) eight runs in any half inning except the last “open” inning.

13. Pitcher protection box will be used in all leagues. Any ball that hits in the box or travels through on a line drive up to the height of the pitcher will be declared a dead ball out. If the pitcher vacates the box to the left or right before the ball is hit this rule will not apply.

14. During a regular season game a team can use a “fill in” player to take place of a player that is running late to avoid playing below 10 players. “Fill In” players must have a valid Players Card and if a rostered player shows up to take the team over 10 players, or in coed over 5 guys or 5 girls (if the team has 5 guys already) the “fill in” player must be substituted out. During playoffs NO “fill in” players are allowed. Additionally, once the lineup has gone through completely no additional players can be added into the lineup except as a direct substitution or to fill to a 10 player max(coed max of 5 guys).

15. If a team is not on the field ready to go by game time they will lose their right to home/flip and their first at bat. Game time will continue to run while waiting for that team to show up unless they run past the 10 minute grace resulting in a forfeit

16. No metal cleats are permitted in any division of play.

17. Sliding at home plate in the coed league will result as a dead ball out.