

2023 Adult Softball

League Rules, Policies, and Procedures

Updated May 1, 2023 Highlighted text indicates a change from the 2022 Season

Player Registration Opens: **March 1st** and open throughout the regular season; Player fee for each league is \$30/player

Season Dates: **May 22nd** – End of July

- Matching uniforms are not required; See rules under uniforms for more information.
- **No games due to City Holidays & Large Events: May 29th (Memorial Day), June 19th (Juneteenth), July 4th (Independence Day), July 27th (Monte Vista Stampede)**

Division	Days of Week	# of Umpires/Game	# Season Games	Tournament
Co-Ed Comp	Mon/Wed	2-Umpire Mechanic	12-14	Double-elimination
Co-Ed Leisure	Mon/Wed	2-Umpire Mechanic	10-12	None
Men's	Tue/Thu	2-Umpire Mechanic	12-14	Double-elimination
Women's	Tue (Some Thu's possible)	2-Umpire Mechanic	10-12	Double-elimination

Contact Information

Alamosa Family Recreation Center (719) 589-2105 www.AlamosaRec.org
 Facebook: City of Alamosa Activities
 Don Mendoza, League Director (719) 587-2524 dmendoza@ci.alamosa.co.us
 Dalton Carleo, Recreation Division Manager (719) 587-2528 dcarleo@ci.alamosa.co.us

Objective

The objective of Alamosa Parks & Recreation (APR) Adult Sports Programs is to promote and regulate amateur adult sports in the community in a fun, fair, and safe setting.

Warning Statement/Insurance/Injuries

Participation in softball includes an inherent risk of injury. Although serious injuries are uncommon, it is impossible to eliminate this risk. Participants have a responsibility to help reduce the chance of injury and are responsible for all charges resulting from medical emergencies. By participating, each player acknowledges that they have read and understand this warning statement. Players must obey all safety rules and are responsible for any first-aid equipment or supplies needed, other than the minimal first aid supplies available in the score booth (Band-Aids and instant ice packs). Captains are encouraged to keep a list of insurance numbers for team members in case of an emergency. The City of Alamosa carries no insurance on players or coaches. Although face masks for pitchers and/or infielders are not mandatory, they are very highly recommended!

Captain/Co-Captain

The Captain will be the point of contact for all proceedings and communications from the League Director, Umpires, and Scorekeepers. If the captain is not available, the co-captain will be the designated representative. Team representatives or playing captains are:

- Responsible for the discipline and proper conduct of their team members.
- Responsible for reading and knowing the rules, policies, and procedures.
- The only individuals who are entitled to address the umpire.
- At least 18 years old.

Team Registration

Team Registration must occur before a team's players can register. Team Registration is available at the Alamosa Family Recreation Center (AFRC) and online at www.AlamosaRec.org, under the Adult Leagues tab; select Softball, then go to the league of choice. The team registration fee and captain/co-captain information must be submitted by the registration deadline of **May 7, 2023**. Team and captain information are accepted at the time of team registration (whether registering online or in-person). Paper team roster forms are obsolete.

Online Team Registration Notes:

- If any first time online users have issues logging in to their account, contact the League Director (587-2524 or dmendoza@ci.alamosa.co.us) for support.
- You will have the option of password-protecting who registers (online) for your team. If you enter a password, you must share this password with your team's players if they are registering (online only). They won't need it if signing up at the AFRC. Also, you are not required to enter a password. This route avoids needing a team password for online player registration.
- Please make sure your account information (name, phone #, email, and DOB) is up to date. You may encounter problems, especially if your DOB is incorrect.

Team Fee Refund Policy: No refund will be given after the league schedule has been made.

The League Director may extend the registration deadline if league capacity is not met. If less than four teams are registered, the league will be canceled and team fees will be refunded.

Player Registration

Team Registration must occur before a team's players can register. Player Registration is available at the Alamosa Family Recreation Center (AFRC) or online at www.AlamosaRec.org. For online registration, you must have a Rec Center account (please check your account's information and update if needed) or you can create one. Once logged in, select Adult Leagues, then select the league you wish to register for. Follow the prompts. Note: If your captain chose to create a team password (which is optional) for online registration, check with your team's captain prior to registering. Or, register in-person at the AFRC where no password is needed.

Player registration is available through the end of regular season play (so there's no deadline to add players). Players registering on the same day they are scheduled to play should take a copy of their receipt to the scorekeeper (on their field) for payment verification. The \$30 player fee must be paid at the AFRC or online at www.AlamosaRec.org prior to participating in a game. Each participant **MUST** register themselves. Captains are no longer allowed to register other participants unless they are a parent/guardian registering their dependent child. Every player must have a signed waiver for the 2023 Adult Softball Season; the waiver is signed at the AFRC or online. There is no deadline for player registration; however, a player must have played in three regular-season games to participate in the end of season tournament. Once a participant has played in a game, no refund will be given. Once a player has played in one game for a team, they may not switch to any other team.

One Night Drop-In Player

A Drop-In player will pay a fee of **\$10 per game**. If there is a doubleheader, then that player will need to pay \$20 to participate in both games. The participant must pay at the AFRC front desk and show a valid ID. The receipt for the "One Night Drop-In Player" **MUST** be given to the scorekeeper before participating. Once the participant has played, the participant **MAY NOT** play for any other team in that division. A player may only play in one coed division. If the participant would like to continue playing on that team, they will then have to pay an additional \$10 to play in the next game. Once the **\$30** player fee is paid, then they will then officially be added to the team's roster. To be eligible for tournament play, this player will still need to play in at least 3 games during the regular season. The One Night Drop-In Player option is not allowed during tournament play.

Captains: It is your responsibility to make sure that the One Night Drop-In Player has paid their \$10 per game, or the remaining balance to be placed on the roster. Captains should ask scorekeepers to confirm player status before the start of a game to avoid any **miscommunication or forfeits**.

Illegal Players/Playing under an assumed name

An illegal player is either a person playing under an assumed name or a player who has not registered as a player or one night drop-in player.

Penalty: If an illegal player is caught participating on a first or second occasion, (1) the game will be forfeited by the offending team, (2) that player will be ejected/subject to a two game suspension + **\$60 ejection fee**, and (3) the team captain will also be ejected/subject to a two game suspension + **\$60 ejection fee**. If a third offense occurs, the offending team will be removed from the league and/or tournament, forfeiting all remaining games.

Alcohol, Tobacco/Vapor Pens Policies, Marijuana, and Illegal Drugs

Alamosa City Code 10-23 states: It shall be unlawful for any person to bring into, possess or drink in any park, alcoholic liquor or beer. A player discovered by an umpire, the site supervisor, or the league director possessing or consuming alcohol/marijuana/illegal drugs on the field of play or in the dugout area will be immediately ejected from the game. A player or spectator discovered possessing or consuming alcohol/marijuana/illegal drugs on City of Alamosa property may also be prosecuted.

Tobacco and/or Vapor Pens are not permitted within the Lee Field Softball complex, including the area surrounding field 4. Anyone found to possess, consume, or use tobacco/vapor pens will be asked to discontinue its use and remove it from the complex. League staff and officials reserve the right to remove individuals if they do not comply with this request. This act is considered unsportsmanlike conduct, which may result in player or coach ejection.

Player Identification/Captain's Roster Challenge

Players are advised to possess an acceptable form of legal identification (driver's license, military I.D.) at all games. When a captain suspects a member of the opposite team to be an illegal player, they may request that player's identity be verified. The captain must notify the official (who notifies scorekeeper) of roster challenge so they can stop the game and determine the player's identity by:

1. Knowledge of said person by Recreation Staff (an umpire, scorekeeper, site supervisor).
2. The player shows identification to an umpire.
3. The player shows identification to the League Director by 5:00 PM the following day.

The game will continue even if the player's identification is not verified at that time (to give the benefit of the doubt). If the player fails to comply with the third criteria, the game will be forfeited and reported as a loss. The League Director/Recreation Staff may deny any implausible challenge if it is perceived as an attempt to delay the game.

Minimum Age

For the Men's, Women's, or Coed Rec & Competitive leagues, participants are eligible to play starting on the day they turn 16 years old. For the Coed Leisure league, participants are eligible to play starting on the day they turn 14 years old.

Communications

League information will be posted online at www.AlamosaRec.org; league updates may also be posted on the City of Alamosa Activities Facebook page. Captains should provide a cell phone number for last-minute weather updates, and an email for pertinent league communication schedules, make up information, and weekly updates.

League Standings

Standings will be updated and posted weekly at the score booth and online at www.AlamosaRec.org.

If teams are tied in the final league standings, then the following procedure will be used to seed the tournament:

1. Win/loss percentage
2. Head-to-head play between tied teams. The tiebreaker is the run differential between those teams.
3. If two teams are still tied,
 - a. A forfeit to the team tied with is an automatic loss of tiebreaker.
 - b. The tie is broken by greater point differential vs. higher-ranked teams in descending order (during the season).
 - c. A coin toss will determine which team shall be the higher seed.
4. If more than two teams are tied but did not play an equal number of games against one another, the tie is broken by taking the win/loss percentage of the games played amongst those teams only. Whichever team has the highest win/loss percentage takes the highest seed. The second-highest seed is then determined by head-to-head play by remaining teams.

If there is only one coed division (leisure not included), the division will be separated into two tournament brackets based on end of season standings if there are more than 12 teams.

Unattached Players

APR will assist individuals not associated with a team; a list of unattached players will be emailed to captains when schedules are sent out as well as periodically throughout the season. To be listed, contact the League Director at 587-2524 or dmendoza@ci.alamosa.co.us and provide your contact information, the league you wish to play, and any playing experience you may have.

Playing on more than one team

A player may only be on one team's roster in Men's, or Women's leagues. Players may only participate in **ONE** coed league: Comp or

Leisure. Players may not “sub” for any other team.

Forfeits

There is no fee if a game forfeit occurs. Team captains should call or email the League Director by noon the day of a game if they know that their team will not have enough to play as a courtesy to the other team and staff. In the event of a forfeit, teams are encouraged to scrimmage so as to not miss an opportunity to play.

We hope to avoid “No Show, No Call” forfeits, so if a team must forfeit, the captain should call the AFRC. Two “No Show, No Call” forfeits will result in the team’s removal from the league without refund.

Misconduct/Game Ejections/League Expulsion

Participants and spectators are expected to conduct themselves in a sportsmanlike manner at all times, showing respect to all Recreation Staff and other participants. Failure to do so will result in the consequences outlined below.

Umpires, the Site Supervisor, and the League Director have the right to issue a warning or to eject any player, coach, or spectator for misconduct. A player or coach ejected for misconduct is automatically suspended for the next two games within the regular-season schedule and must pay the \$30 ejection penalty fee before eligible to play again. Ejected players, coaches, or fans must leave the Lee Field Complex in **one minute** or **their team will forfeit the game**. The League Director reserves the right to suspend the player from further play if deemed appropriate.

A player or coach who is ejected from two games cumulatively during the season will be suspended from all remaining league and tournament games, without refund.

A player who is ejected from a tournament game will be suspended from all remaining tournament games in the division in which the player was ejected unless further actions are required, and then the League Director reserves the right to suspend the player from further play in any and all divisions if deemed appropriate.

Any player, coach, or spectator who verbally threatens or intimidates a Recreation Staff member:

- Will be banned from playing in EVERY adult league and will also be banned from the Lee Softball Complex for the rest of **2023**.
- Will not be allowed to join another Parks & Recreation team/league until May of **2024**.

Any player, coach, or spectator who physically assaults a Recreation Staff member:

- Will be banned from ALL Alamosa Parks & Recreation activities for life.
- Will also be banned from the Lee Softball Complex for the rest of **2023**.
- Will be prosecuted under the fullest extent of the law.

All penalty fees must be paid in full at the AFRC during normal business hours; ejection or illegal player penalty fees must be paid prior to participating in the next eligible contest following the incident. A copy of the receipt must be shown to the attending scorekeeper prior to the contest.

Fighting – Zero tolerance

Fighting is not tolerated; consequences are the following:

- Players or spectators who are caught fighting will be ejected from the game and are subject to penalties and fines.
- Penalty may result in a temporary or permanent Parks & Recreation activity ban.
- The game officials and Recreation Staff have the right to eject any player/coach/spectator or call a forfeit.

Uniforms

To ease the financial burden on teams and players, matching team uniforms are not required for the 2022 season. However, each player must wear a shirt with a number. The color does not have to match. Duplicate shirt numbers are allowed (but encouraged to try and avoid), as long as the number is visible. Numbers **MAY NOT** be taped. Any text or images visible must maintain a standard of decency that is germane to the general expectations of a family environment in which children may be present. Unacceptable uniform images and/or text will not be allowed.

Cold/Windy/Rainy Day Exception

You may now wear warm clothing over your uniforms, hoodies, jackets, sweaters, etc., to stay warm during cold temperatures, high winds, or rainy game nights as deemed by the League Director or Site Supervisor. If there is any question about a player, the umpire may ask the player for their name and jersey number to report to the scorekeeper for bookkeeping purposes.

Headwear/ Footwear

Ball caps, visors, bandanas, and headbands are optional for players; they may be mixed and must only maintain a standard of decency. Face Masks for pitchers and/or infielders are not mandatory but highly recommended! Metal cleats, or any kind of shoes with metal spikes, are not allowed for safety concerns.

Schedules

League schedules will be made available in hard copy and digital format at least one full week prior to the first night of league play.

Tournament Information

The Leisure League will not have an end of season tournament. Awards will **NO LONGER** be given to 1st and 2nd place Leisure League winners. This league will have a season schedule to play only for fun.

For all other leagues, awards are only given to 1st and 2nd place tournament winners. Tournaments will be double-elimination.

The Higher-seeded team (lower number) is the home team throughout the tournament, until the Championship and If Games. For the Championship Game, the undefeated team is HOME (from Winner's Bracket) and the team with one loss is the VISITOR (from One-Loss Bracket). If the If Game is needed, the Home team is determined by coin toss.

There's no time limit on the Championship games, **but there will be a time limit on the "If" games**. The run rule will still apply for both. Tournament format may change if adverse weather severely affects the schedule.

Adverse Weather/Game Cancellations/Make-up Games

Recreation Staff monitor the weather, specifically the distance of lightning in relation to activities. If lightning is detected within 10 or fewer miles of the fields, games will be stopped. Games can only resume after lightning has subsided with a 10-mile radius for at least 30-minutes. The decision to postpone, reschedule or call the games will be made as soon as possible and with the best intentions. If 4 ½ innings of play are completed at the time of a weather delay, the game will be recorded as a complete game if the home team is ahead. If the home team is not ahead and it is the bottom of the 4th inning, the game information will be noted: time left in the game, the batter up, the runners on, # of outs, and the pitch count. Then, the game will resume from that point at a later time or date. This also applies to tournament games! If a player/s is not able to make it to finish that game, they may be replaced with someone else from their roster. Reasonable accommodations will be made to prevent teams from playing short-handed or forfeiting. When umpires instruct participants to clear the fields/dugouts, players, coaches, spectators should find shelter in their vehicles or at the Recreation Center. Dugouts do not provide adequate protection from lightning. If infield flooding occurs, games will be canceled for the evening. Every attempt will be made to contact captains in a timely manner.

Make-up games will be scheduled as facility availability allows. The League Director will notify team representatives of date, time and location. Be prepared to adjust your schedule accordingly.

Umpires

Two umpires will be scheduled for all games in all divisions; however, the game will be played if only one is present.

Line-up Cards

The line-up cards are in triplicate form and need to be filled out properly and completely!

WHITE COPY - must be turned into the scorekeeper on your field at least 10 minutes prior to the scheduled game time.

YELLOW COPY – yours to keep.

PINK COPY - give to the plate umpire to approve and deliver to the opposing team captain.

The full names and numbers of all eligible players must appear on the line-up card and match the number of players on the field of play or in the dugout area in order to be deemed acceptable.

You may play with 8 or 9 players with no penalty across all leagues; vacancies in line-ups may be filled as players arrive. However, if you list a player who is not present, an out will be recorded when they are scheduled to bat until they or another eligible substitute arrives.

It is recommended but not required that substitutes be listed on the line-up card; if not listed, subs must report to the plate umpire prior to entering the game.

Blank line-up sheets can be found downstairs on the front of the main score booth and must be completed prior to entering the score booth.

In Co-Ed, male players are prohibited from batting next to one another in the batting order.

Once captains are called to a pre-game meeting, line-ups become official; only substitutions can be made or vacancies filled. Extra hitters may not be added.

Failure to provide line-up card within time limit

Failure to provide an acceptable line-up card will result in the following:

- If one or both teams cannot provide a line-up in 1 minute of the umpire's call, they (or each) shall start the game with the first batter recorded as out.
- If one or both teams cannot provide a line-up in 2 minutes of the umpire's call, they (or each) shall start the game with the first and second batters recorded as out.
- If one or both teams cannot provide a line-up in 3 minutes of the umpire's call, the game shall be a forfeit by that team or a double-forfeit, if applicable.

Pre-game Conference

The Umpires will call for a representative of each team to convene a pre-game conference at home plate 5-minutes prior to the start of the scheduled game time. They will briefly reiterate general rules, answer questions and certify line-up cards. No coin toss will be issued to determine the home team. The Home Team will be according to the league schedule.

Dugouts

Players, coaches, and team managers are the only people permitted to be in the dugout area during games. For safety reasons, spectators, children, and animals are not allowed in the dugout area during games. Help keep the area clean by properly disposing of trash into the trash bin provided. No music will be allowed during games when the game clock is running. Music may **ONLY** be played before the game begins.

Warm-ups

Teams are not permitted to warm up on dirt infield; both teams may warm up in grass outfield before game. Between games, teams may warm up on the opposite side of the fence from the spectator area. Players are advised to use common sense to maintain a standard of safety when warming up in any other areas.

Starting Time/Game Duration

Teams must be ready to start at the scheduled game time, as there is no grace period and must take the field immediately following the coin toss at the pre-game conference. Each game shall be 55 minutes in length; the game clock will be started right after the captains meeting and the umpire yells for the home team to take the field. Home team will need to take the field quickly as the game clock will start whether the home team hustles out or not. A new inning will only begin if there is time remaining on the game clock, which requires that 1 second or more show on the game clock at the time the last out of the inning was made.

Bat Bucket

All bats must be in the bucket next to the fence and "On Deck Circle". The umpire will check all bats and count how many bats are in the bucket at the time. Once the umpire checks bats and has a count of the number of bats in the bucket, no more bats will be allowed to be added to the bucket. The max number of bats per bucket is 16. Bats must have one of the three ASA approved stamps or the USSA stamp. **Prohibited bats are any Ultras, Ultra 2, or Senior. Caught playing with an illegal bat may result in a forfeit at the umpires discretion.**

Pitch Count/Courtesy Foul

Batters will start each at-bat with one ball and one strike in all leagues. Batters will receive one courtesy foul when they have two strikes against them.

Co-Ed Leisure - Sliding Rule Updated

Sliding into 2nd & 3rd base is now legal. Runners will now need to get down or give themselves up and out of the way (clear the base path for a chance of a double play is possible). Base path violations will be strongly enforced.

Sliding into 1st and home plate is still illegal and as a result, the runner will be declared out. However, **diving** back into a base is

permitted. Base-runners shall not make hard, direct contact with the defensive player attempting to make a play at a base; offending base-runners will be called out and/or subject to ejection at the discretion of the umpire or League Director.

The halfway point between 3rd base and home is still in effect. If a runner crosses the halfway line, they are committed to resume forward to the home line. Plays at home are treated as force outs, at all times. The runner must cross the line adjacent to home plate before the defensive player catches the ball while touching home plate. A runner that touches home plate will be called out.

Co-Ed Leisure - Softball Rule Modifications for Mobility/Medical

- **When Batting**
 - A player can choose to have a runner or not
 - A player can use a lighter/smaller bat (Pre-approved by League Director)
 - A player can automatically advance to 1st base on a fair ground ball (cannot be thrown out at 1st)
 - A pitch can stand closer (Pitcher's choice)
 - A player will be called out after three strikes, foul out after courtesy foul, or a caught pop fly
- **Base Running**
 - All bases will have a short chalked line extended (just like the line at home) to determine when the runner (front wheel of wheelchair/walker) touched the base. So all bases (except 1st) become force outs with a 5 second count.
 - The 5 second count begins once the ball is hit into play.
 - The runner will then have 5 seconds to tag the base (line) to be safe.
- **Outs at Base Running (2nd, 3rd, & home plate)**
 - Once the ball is hit into play, the runner now has 5 seconds to reach the base (line) in order to be safe. If the front wheel/walker does not touch the base by the time the 5 second count is up, the runner is out. (A designated individual will count out loud so everyone will hear 1 Mississippi, 2 Mississippi, etc., No one else is to count out loud other than the designated individual. If anyone else counts out loud, that will be considered interference with the play and a warning will be given.)
 - Fielders can still roll a double play as normal play. The only difference is that runners in the wheelchair/walker advancing to 2nd, 3rd, or home still can be considered safe or out with the 5 second count rule. (Example: Wheelchair/walker runner at first, balls hit to shortstop and defense rolls a double. The out at second is not official until the runner does not make it to the base within 5 seconds. If the runner makes it to the base before the 5 second count, then the runner is safe at second.)
- **Defense Infielder**
 - A "catch" on the mobility device (lap or lodged in pedals) counts as a catch.
- **Defense Outfielder**
 - Fielders with mobility impairment may have an assistant play next to them. They are considered one player, not two. The assistant can catch or charge the ball, but cannot throw it back to the infield. The assistant must run it back (not throw) to the fielder. Once the fielder has received the ball from the assistant, then the fielder may throw the ball back to the infield. (Example: Assistant can catch a fly ball for an out, but then must run the ball to the fielder and hand it off to be thrown in. If not caught and the ball hits the ground, the assistant may still run for the ball, but then has to run it to the fielder to be handed off for the throw in. Keep in mind the fielder can move towards her assistant to get closer for the relay.)
- **Assistant**
 - Can be someone designated from the team who is not on the lineup
 - Can be someone who is not on the team but the same individual throughout the season
 - Must sign a waiver
 - Assistant must wear a pennie

***NOTE: Rule modification has been adapted from Special Olympics baseball/softball rules**

Co-Ed Team Composition

Co-Ed teams may consist of an equal or greater number of women to men at any time. Male players are prohibited from batting adjacent in the batting order to another male player. When playing with the standard ten players in the field, the pitcher/catcher positions must be filled by one male player and one female player. In the infield, at least two of the four positions must be played by female players. In the outfield, at least two of the four positions must be played by female players as well.

Walks in Co-Ed Leagues (Comp, Rec & Leisure)

A male batter shall advance to 2nd base any time he is walked. If a male batter walks when there are 2 outs, he advances to 2nd base and the following female batter has the option to advance to 1st base or to hit. This rule only applies when there are 2 outs.

Equipment - Bats

Current bat information can be found at www.asasoftball.com.

Equipment - Balls

Balls hit out of play (foul balls or OTF home runs) should be returned to the field; help us keep costs down. An umpire will provide another ball if an attempt to retrieve the ball is being made. If not, the umpire will wait, but the game clock will continue. It is the team's responsibility to assist with the return of balls. If the umpire deems that the ball out of play is completely unreachable (behind Lee 3), they will provide another ball.

- Men's league will use: a 12" circumference/.52 cor /300 compression softball (Hot Dot).
- Women's league will use: an 11" circumference/.44 cor /375 compression softball (green dot).
- In Co-Ed Comp, Rec and Leisure,
 - Male players will hit a 12" circumference/.47 cor softball (RIF-10).
 - Female players will hit: an 11" circumference/.44 cor /375 compression softball (green dot) or they may opt to hit the 12" circumference/.47 cor softball (RIF-10).

Run Rule/Mercy Rule

The ball game shall end if a team is 20 runs ahead after 3 innings, 15 runs ahead after 4 innings, or 10 runs ahead after 5 innings. Complete innings must be played unless the home team scores the run ahead limit while at-bat.

Mercy rule allows a captain to ask the umpire for mercy at any point during or after the 3rd inning to officially end the game and lock the score. Teams will be allowed to continue to play (for fun) with umpire direction until the next scheduled game.

Courtesy Runner

Teams will be allowed to indicate one player on their line-up who may have a courtesy runner (CR); it is helpful to indicate this when submitting the line-up, but a CR may be requested at any time during the game.

If a runner becomes injured while running the bases and reaches a base safely, a courtesy runner may replace the injured runner to avoid an out at any point in the game. However, each team may only have one player using a courtesy runner at a time in a game. So, if a team indicates a player needing a CR and another player becomes injured, that team may switch the player originally requesting the CR to the injured player needing the CR. The CR can switch back to the original player if the injured player recovers or leaves the game. If the injured runner is unable to return to bat in the line-up they should be replaced by a legal substitute.

According to the Americans with Disabilities Act, physically-challenged players may request accommodations from the League Director on a case-by-case basis. Such requests may be subject to ADA or physician documentation.

The courtesy runner shall be the last out made (and of the appropriate gender in Coed). If no outs have been made in the game, the runner is the last batter listed on the lineup.

Short-Handed Rule

The standard number to start a game is ten players. Note that a game may not begin, continue, or finish with less than eight players.

Any vacant positions must be listed last in the batting order. No outs will be recorded when the vacant positions in the batting order are scheduled to bat. If players arrive for a team playing short-handed, eligible players may be added to these vacant line-up positions simply by informing the umpire of the entry. When playing short-handed, the male to female composition must be maintained in the pitcher/catcher positions. In the infield as well as the outfield, one of the four positions must be played by a female player, keeping in mind that team composition must be of an equal or greater number of female players.

Injuries

ASA rules state that an injured player who cannot continue to play either be replaced with an eligible substitute or an out is recorded every time that player is scheduled to bat. **However, AP&R feels teams should not be further penalized after losing a player. So in men's and women's, an injured player who cannot continue to play can be replaced by an eligible substitute or can be scratched from the lineup and NO out will be recorded. Once the player is scratched, they cannot return to the game.** It's trickier in the coed

leagues, though. If a male player in coed is injured and cannot return to play, a sub (male or female) may replace him or he can be scratched from the line up if batting 10 or 12 players. If a female player in coed is injured and cannot continue to play, she can have a sub (female only) replace her or she can be scratched from the lineup and is not able to return. If she is scratched, the male batter before or after her must also be scratched to ensure that 2 male batters are not hitting back to back. This applies whether batting with 10 or 12.

Batting 11/Coed

Coed teams may now bat 11 only if there are more females than males to avoid two males batting back to back. Male hitters may not occupy the 1st and 11th batting positions if batting 11. The extra female batter may be anywhere in the line-up as long as males are not back to back. If batting 12 with more females, a male may sub in as long as male hitters are not back to back.

Batting 12/Men's & Women's

Men's and Women's may bat up to 12 and play any 10 on defense, but batting order will always stay the same. Keep in mind that extra hitters are not legal subs in case you need a sub for an ejected, injured or leaving player.

Over-the-Fence Home Run Rule

A limit of over-the-fence (OTF) home runs will be used in all divisions:

- In Men's and Women's, the limit is THREE OTF home runs.
- In Co-Ed and Co-Ed Leisure, the limit is THREE OTF home runs.

As per ASA rule, once the umpire declares an OTF home run or 4-base award, the batter and all runners may retire directly to their dugout without having to touch any base.

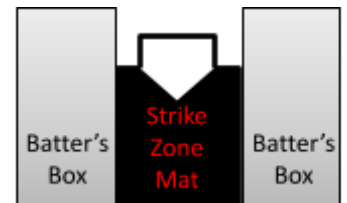
Pitching:

Pitchers will still have to start in the PITCHER'S BOX! One foot must be in the box at the time of release. They must also start in the box at a standstill and then begin their pitching motion. If a pitcher walks or jumps into the box and makes a quick pitch, it will be called illegal, and the batter will be assessed a "ball".

As part of the game, pitchers will get some hits up the middle, back at them. As per ASA rules, umpires have the discretion calling a hit intentional or unintentional. If the hit up the middle is deemed intentional, the team will be given one warning. The second incident of an intentional hit up the middle will result in that player's ejection. If the first intentional hit up the middle results in injury to the pitcher, then that player will automatically be ejected.

Strike Zone/Pitching Arc Height

For strike zone clarification and consistency, all leagues will utilize a strike zone mat. This mat will measure approximately 29" wide by 36" long, which is wider and longer than traditional mats. Any legal pitch making full or partial contact with the strike zone mat shall be called a strike; if the pitch hits the home plate, it is NOT a strike. A legal pitch must arc between 6 and 10 feet.



Tie Breaker Rules Updated

The California tie-breaker rule will no longer be used.

Any tied game where time has expired or that has reached the 8th inning will use the **One-Pitch rule**. One Pitch: Each batter gets only one pitch to put the ball into play. If the pitch is a strike and the player does not swing or misses, the batter is out. If the pitch is a ball and the player does not swing, the batter walks. If the player hits a foul ball, the batter will have one more pitch to put the ball into play. If the second pitch is foul the player is out. No runners are placed on 2nd base.

Defensive Positioning

When playing with 10 in the field:

- In Coed, the infielder must start in the dirt infield and the outfield must start in the grass outfield at the time the ball is hit. Violations of this rule will be treated as an overthrow, whereas the umpire calls dead ball and runners advance one base.
- In Men's and Women's, there is no restriction on where infielders may start at the time the ball is hit- dirt or grass is fine. When playing with 8 or 9 in the field, teams are not required to fill the infield (or outfield) first. Players may change positions.
- If playing with 10 in co-ed, there has to be an even number of gender for both infield/outfield. If playing short in coed, there must be one of each gender in the infield other than the pitcher/catcher, the rest are free to change positions.

General Disclosures and Policies

Insufficient Funds/Outstanding Debts: A fee may be assessed for each check received not clearing due to insufficient funds. Alamosa Parks and Recreation will prohibit activities or registration for individuals and/or teams with outstanding debts to Parks & Recreation or the City of Alamosa.

Privacy Policy

The Parks and Recreation Department does not share personal information of registered program participants as a standard practice.

Protests

Judgment calls made by the officials are not subject to protest. They can be discussed or clarified with the official only by the team captain and only done so in a respectful and professional manner. Official game protests are not conducive to the program's objective and are not accepted. Hostile communication/actions will not be tolerated on the field or inside the score booth. Captains should wait until the following business day to contact the League Director and/or the Community Activities Manager who welcome participant feedback and discussion. We are available to hear your concerns at the Recreation Center weekdays 9:00 AM - 5:00 PM.

GENERAL RULES

Please respect the Alamosa Parks & Recreation rules and facilities.

- Any abuse of facilities/equipment could preclude your opportunity for further use. Observe all rules and help others to do so too.
- For safety purposes, children need to be supervised at all times and **are not allowed in the dugout.**

PLAYER CODE OF CONDUCT

Team members shall not lay a hand upon, shove, strike or verbally threaten or abuse an official, player, spectator or staff person.

Minimum Penalty - Ejection from game play. Maximum Penalty - Suspension from further league play, ban from all Parks and Recreation Department sports programs, and/or possible criminal charges as determined by the League Director.

Team members shall abide by an official's decision.

Minimum Penalty - Ejection from game play by the official. Maximum Penalty - Suspension from league by the league director.

Team members shall not make obscene gestures or objectionable demonstrations of dissent at an official's decisions.

Min Penalty - Warning from official, with written report to league director. Max Penalty - Team member may be removed from further play by the league director.

Unnecessarily rough tactics against an opponent are strictly prohibited.

Minimum Penalty - Ejection from game play. Maximum Penalty - Suspension from further league play by the league director.

An abusive verbal attack upon any player, official or spectator are strictly prohibited.

Minimum Penalty - Ejection from further play. Maximum Penalty - Suspension from further league play by the league director.

Possession or consumption of alcoholic beverages while a player or team is participating in a game or be under the influence of alcohol or drugs is strictly prohibited.

Min Penalty - Ejection from further game play by the official. Max Penalty - Suspension of the players or team from further league play by the league director.

Using tobacco on the playing surface, in the team area, or at any Parks and Recreation facility.

Minimum Penalty - Warning by the official. Maximum Penalty - Suspension of the player from further play by the league director.

Only the team captain may discuss, in a polite manner, any call or ruling with an official. Only clarifications may be discussed.

Complaining about judgment calls (i.e. fair/foul, safe/out, etc...) will result in a warning and may result in ejection.

Minimum Penalty - Warning by the official. Maximum Penalty - Suspension of the player from further play by the league director.

Spectators, who in the opinion of the umpire or Recreation Staff are detrimental to the purpose of a game, will be asked to leave the contest area. Grounds for such actions include, but are not limited to: obscene gestures or profanity, inciting opposing players to argue or fight, possessing alcohol in the stands, and/or verbal abuse of officials. If a connection can be established between a spectator and one of the teams in the game, that team will be held responsible for the spectator's actions.

We reserve the right to make league and rule modifications as necessary.