



Softball Information Booklet 2009

Softball standings and information located at
www.quickscores.com/sunrise

POINTS OF EMPHASIS FOR 2009

DRINKING: Sunrise has a no-alcohol policy in its parks. Any player caught drinking alcohol during a game may be ejected, with or without warning. A demerit will be given to teams in violation, which will affect their priority the next season. Please do not bring alcohol to the ball park.

20-RUN & 15-RUN RULE: If a team is trailing by 20 runs or more and has completed their at-bats in the 4th inning, or if a team is trailing by 15 runs or more and have completed their at-bats in the 5th inning, the game will be called. If home team is losing, they will always get their at bat.

COURTESY RUNNER: A team may have one courtesy runner per inning. If a team bats through the line-up, a courtesy runner can be used for the same player more than once in an inning. If a courtesy runner is used, the last person in the line up to record an out will be used as the courtesy runner. A courtesy runner whose turn to bat comes while he/she is on base will be replaced by the last player who scored with no penalty. In coed leagues, a team may have one male and one female courtesy runner per inning. The courtesy runner must be of the same gender as the original runner.

LINE UP: A written or typed legible line-up must be submitted to the scorekeeper before each game begins, and is to include both the FIRST and LAST names of the players. This official copy is required to be kept by scorekeeper. Please make a copy for yourself.

GAME CLOCK: Sunrise scorekeepers will be in charge of the game clock. The game clock will start either after the umpires hold a managers meeting or with the first pitch of the game. A game cannot begin prior to the scheduled start time unless both team managers agree.

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Adult Softball Manager’s Information

- 1) All games shall be governed by the current **A.S.A. rules** and the rules and regulations of this league. Managers are expected to be aware of all rules and regulations pertaining to this league. Any special Rusch Park rule will supersede the current A.S.A rules.

- 2) During **wet weather** conditions, managers are expected to call Adult Sports at **725-8843** (this is a NEW weather line), or visit www.quickscores.com/sunrise

after 4:00 P.M. for postponement information. Any game postponed will be added to the end of the schedule.

- 3) Any player on a team must personally sign a Team Waiver or a Player Athletic Contract Card. Players are to sign before their first game. Individuals who register and play with more than one team must submit a signature for each team. **A player cannot play for more than one team in the same league. Teams cannot add players after their 5th league game***. All team managers and coaches who are to be present in the dugout or on the field must also read and sign a waiver. All of these individuals must adhere to all league rules and conduct codes.

- 4) **Emergency Adds:** Team managers may call the league office (725-0185) by 5:00 p.m. and inform the District of intent to add a player. That player must sign a Player Athletic Contract before playing in a game. Added player’s competitive ability must represent that of the division. Approval of emergency adds are at the discretion of SRPD league management.

- 5) **Time & Inning Limits** for League games are:
Men’s– No new inning after **60** minutes, or after 7 innings (except for ties).

Women’s and Co-Rec – No new inning after **55** minutes, or after 7 innings (except for ties).
***If a team is ahead by 20 runs after 4 innings, or 15 runs after 5 innings, the game will be called.**

- 6) **Game Clock:** Sunrise scorekeepers will be in charge of the game clock. The game clock will start either after the umpires hold a managers meeting or with the first pitch of the game. A game cannot begin prior to the scheduled start time unless both team managers agree.

- 7) **Tie games:** If the game time has expired, and the final inning ends in a tie score, there will be ONE extra inning to break the tie. If the 7th inning ends with a tie score, there will be ONE extra inning to break the tie, regardless of how much time is left on the game clock. In both of these cases, if the extra inning results in

a tie score, then the game will be recorded as a tie. Teams **CAN** win or lose a championship by ½ of a game.

8) **Line-ups** shall be submitted to the scorekeeper 10 minutes before scheduled game time, with both **first AND last** names. A team can add players up to the 10th spot in the lineup even after the team has completed a turn through the line-up. Sunrise does **NOT** allow the **RE-ENTRY** rule for League Play.

9) **Forfeit Procedure: Men's** teams must have at least eight (**8**) registered players to begin a game. **Women's** and **Co-Rec** must have nine (**9**) registered players to begin a game.

A forfeit situation exists when the home team cannot field the minimum number of players at their defensive position to start the game. **A 10-minute grace period is allowed for the 6:20 p.m. game.** The game clock will start no later than 6:25 p.m. The visiting team shall forfeit when they reach the 8th (Men) or 9th (Coed) batting position in their first at bat or when they cannot field the minimum number of players at their defensive positions to begin the bottom of the 1st inning. The home team has the option to switch from home team to visitor to potentially avoid a forfeit. If neither team has the minimum number of players, then a double-forfeit will be called, resulting in losses for both teams.

10) The batter starts with a **1 & 1 count**. One extra foul ball is allowed after 2 strikes for "CD" and "D" leagues. The next foul ball is an out. **NEW RULE:** No extra foul ball is allowed for "C" leagues.

11) There is a **6-FOOT minimum** height required on all legal pitches. The **maximum** height is **12 foot**.

12) **Strike Zone:** Sunrise is using a "Strike Mat". The mat measures 23.5" wide by 33" long and fits "flush" to home plate. A legally pitched ball hitting any part of the mat will be a strike. Home plate will be included in the Women's League strike zone but not for Men's or Co-Rec.

13) **Fence Netting:** Any batted ball that hits the netting above the fence at the Rusch Park Ball Diamonds is a **LIVE BALL**. Any ball that gets caught up in the netting will be a ground-rule double. The poles that the nets are attached to have the following ground rules: Any ball hitting the pole above the net is a home run. Any ball hitting the pole at or below the net will be in play and the usual rules apply. If the ball hits the pole at or below the net, and goes out of play or through the net, then the result will be a ground-rule double.

14) **Courtesy Runner:** A team may have one courtesy runner per inning. If a team bats through the line-up, a courtesy runner can be used for the same player more than once in an inning. If a courtesy runner is used, the last person in the line up to record an out will be used as the courtesy runner. A courtesy runner whose turn to bat comes while he/she is on base will be replaced by the last player who scored with no penalty. In co-rec leagues, a team may have one male and one female courtesy runner per inning. The courtesy runner must be of the same gender as the original runner.

15) **Extended Line-up Rule:** Any softball team may extend their batting line-up to a maximum of 14. The following stipulations will apply: A team must finish the game with the same number of batters it started with. Except for legal substitutions and Rule 8 above, the batting order cannot be changed after the game has started. If a player in the line-up is removed because of an ejection, another commitment, or any reason besides an on-field injury, there will be an automatic out whenever that person's turn comes up to bat. If the team has a legal substitute to fill the vacancy, the automatic out will be avoided. If in the opinion of the umpire, an on-field injury occurs that prohibits the player from safely continuing to play in the game, and a legal substitute is not available, then that team will not incur an automatic out when the injured player is due to bat.

16) **Protest Procedure:** Protests will be lodged with the Home Plate Umpire. To protest a rule interpretation the team manager is required to notify the Home Plate Umpire of the point of the protest before the next pitch. The Home Plate Umpire will instruct the Scorekeeper to enter the time and condition of the protest (i.e. 3rd inning, runner on 2nd, 2 outs) and notify the opposing manager of the protest. Five dollars (\$5.00) must accompany the protest. The actual submitting of the

\$5.00 and completion of the protest form can take place immediately following the game. **If a team wishes to protest an ineligible player, they must do so prior to the first pitch to the batter directly after the suspected ineligible player's first time at bat.** The umpire will immediately check the player's picture ID. (League rules state that all players must have a valid picture ID with them at the field while playing). The protested player's name will be entered in the scorebook and **the game continues.** The League Director will rule on the player's eligibility within 24 Hours. \$5 is required for EACH player protested. **NOTE:** If a non-approved **underage** (under 18) ballplayer is protested, and his or her ID shows that they are underage, the game will be called at that point. The team that fields the non-approved underage player shall forfeit the game. **Remember:** Only rule interpretations, illegal equipment, or illegal players can be protested. Umpire judgment cannot be protested.

- 17) Managers must report any **injury** to a ball player sustained during a Sunrise League Game to Adult Sports and an accident report shall be filled out.
- 18) **Intoxicated players** will not be allowed to play or coach. Possession or consumption of alcohol will not be allowed at Sunrise Parks (including in the parking lots). **Players in possession of alcohol may be ejected at any time, with or without warning.**
- 19) Teams are responsible for the actions of their **spectators.** Unsportsmanlike conduct of spectators can result in forfeit. **Abusive language** will not be tolerated from players or spectators.
- 20) **Complaints:** Official complaints concerning such things as league direction, umpires, field conditions, spectators, etc. should be presented to the League Director in writing.
- 21) Teams will be assigned "**Team Violations**" for the following:
 - A) Unsportsmanlike behavior by players or spectators.
 - B) Using unregistered players.
 - C) Abusing the alcohol regulations.
 - D) Forfeits.

E) Using illegal equipment.

Violations assigned to teams will affect that team's priority status in future seasons.

- 22) No regulation league game will start after 10:15 P.M. All league activities that occur at **Antelope Community Park** will be controlled by a strict **11:00 P.M. curfew.** Games postponed due to curfew will be made up later in the season.
- 23) Home run walk off rule: On any fair-batted ball hit over the fence for a home run, the batter and all runners are credited with a score. The batter and any runners on base do not need to run the bases. There is no penalty if they choose to do so.
- 24) Managers are asked to report any hazardous field conditions or acts of vandalism to Adult Sports at 725-0185.
- 25) Any team that needs additional ball players should contact Adult Sports at 725-0185 for a list of free agent players.
- 26) Individual awards will be presented to the first place team in each league. A maximum of 15 awards will be provided, depending upon the number of signed waivers.
- 27) **Equipment:**
 - A. **Shoes and shirts** are required on all players and coaches. **No metal cleats** (spikes) will be allowed for League Play. Players wearing metal cleats after being warned by the umpire not to do so shall be ejected. (Uniforms are not required).
 - B. **Softballs** will be provided by the District. 12" balls will be used for male batters, and 11" balls for female batters in women's and co-rec leagues. Sunrise will use the optic yellow ball for all leagues.
 - C. **Bats:** Be sure to check the A.S.A. Rule Book for up-to-date bat requirements. The umpires will check the bats for proper grip, taping, knobs, weight, dents, etc. Bat rings, donuts, propellers, etc. are not allowed. If you have any questions concerning bats, ask the umpire. Sunrise will acknowledge the ASA approved bat

list. The approved list of bats is published on the ASA web site (www.asasoftball.org) under "Certified Equipment". Please see this list for current information. **NOTE:** Sunrise will provide the bats in some leagues. In those leagues, all players are to use only the bats provided by Sunrise.

Sunrise Home Run Rule

A limit of over-the-fence home runs will be used in all Men's and Co-Rec Slow pitch Divisions.

We will use a HOME RUN EQUALIZER RULE* along with the Home Run Rule.

All balls hit over the fence by a team in excess of the following limitations per game will be ruled an OUT. (Unless the Equalizer Rule is in effect.)*

The Maximum Number of Home Runs per Division is as follows:

C Division-	4 (+ up to 2 equalizers)
CD Division-	2 (+ up to 2 equalizers)
D Division-	1 (+ up to 1 equalizer)

*THE HOME RUN EQUALIZER RULE:

Teams may hit home runs past the maximum allowed number if:

- A) The opposing team has also reached the maximum.
- B) Teams may only hit one more home run than the opposition when past the maximum number for the Division. All fair balls hit over the fence by a team that has already reached it's maximum number of Equalizer home runs will be ruled an OUT.
- C) The hitting team is responsible for immediately retrieving home runs and foul balls that leave the field of play.

Coed Slow Pitch Softball - Rule Amendments

The current A.S.A. Slowpitch rules, the rules in the Manager's Information Booklet, and the rule amendments following shall govern all games.

1. **Line-up:** Teams shall consist of **10** players on the field, 5 men and 5 women. Teams may begin or end a game with a minimum of nine (9) players, and at least four (4) must be women. In such case (9 players), the tenth (10th) spot in the batting order will be recorded as an out until the tenth (10th) player is inserted into the line-up. Two men are allowed in succession in the batting order as long as two women are in succession somewhere in the line-up. There is no limit to how many times this can be done. No more than two men are allowed to bat consecutively in the batting order.

Teams failing to appear with at least nine (9) players shall forfeit the game.

2. Games shall be governed by a **55-minute** time limit. No new inning will start after 55 minutes. There is a 10-minute grace period for the 6:20 p.m. game only, but the game clock starts no later than 6:25 p.m.
3. The **Extra Player Rule** will be used with the following conditions:
 - a.) Extra players may be used for a maximum total batting order of 14 players. When using extra players, you must have an even number of players (12 or 14) in the line-up, with no more men than women at any time. If you drop below your original line-up, an automatic out will be recorded for each vacancy in the lineup.
 - b.) Teams cannot have more than 5 men on defense.
4. Each batter starts with a **1 & 1 count**. One extra foul is allowed after 2 strikes. Each **male** batter must have at least two strikes before he is awarded a walk. Once he has 4 balls, as soon as he receives the second strike (whether it is a called strike, missed

swing or a foul ball), he goes to **first** base. The **female must bat** regardless of the number of outs. (For rulings on foul balls, see rule #10 on page 5.)

5. **Softballs:** The 12” softballs will be used for the male batters, and the 11” balls will be used for the female batters. Sunrise will use the optic yellow balls.
6. **Defensive positioning** of men and women is “random” and there is no “minimum line” for outfield players and no requirement for the number of men or women in the infield.
7. **Sliding** is permitted.
8. **Masks** are recommended for catchers but they are not mandatory.

League Schedule Formats, Playoffs, & Tie-Breakers

FORMATS: All leagues are designed to have balanced schedules with a minimum of 8 games per team. Most leagues will have a minimum of 4 teams and a maximum of 9 teams.

- **4-Team Leagues:** Double round-robin format & all teams receive 2 playoff games.
- **5-Team Leagues:** Double round-robin format. Best record is champion. All teams tying with best record qualify for a playoff.
- **6-Team Leagues:** Two divisions (East & West), with 3 teams in each division. Double round-robin within division, single round-robin outside division. East #1 vs. West #1 for championship playoff game. East #2 vs. West #2, and East #3 vs. West #3 for consolation games.
- **7-Team Leagues:** Single round-robin format. Top 4 teams receive 2 playoff games. Bottom 3 teams receive 2 consolation games.
- **8-Team Leagues:** Single round-robin format. #1 vs. #2 for championship playoff game. #3 vs. #4 playoff game for 3rd place. #5 vs. #6 playoff game for 5th place. #7 vs. #8 playoff game for 7th place.

- **9-Team Leagues:** Single round-robin format. Best record is champion. All teams tying with best record qualify for a playoff.

TIE-BREAKERS: If two or more teams finish the regular season with identical records, the following tie-breaker system will be used to determine the seeding for the playoffs.

1. The team that forfeited the fewest games.
2. Best head-to-head record between teams who are tied.
3. Best record against the highest seeded team that is not involved in tie. (For 6-team league, first compare record against other team within the division, then move to the opposite division.)
4. Best record against the second highest seeded team that is not involved in tie, continuing until the tie is broken.
5. The team to surrender the fewest average runs per game throughout the regular season schedule.* (*NOTE: If a team wins a game by forfeit, the zero runs allowed in that game is not counted in their overall average.)
6. Team to have the fewest player ejections during the season.
7. The team with the longest winning streak.
8. Coin Toss.

Player Code of Conduct

The Code of Conduct is established by the Greater Sacramento Softball Association to serve as a guideline for Sunrise Recreation & Park District on matters pertaining to the conduct of players, managers, and coaches. The Code outlines unacceptable behavior and suggests the minimum and maximum penalties for violations. **Players, coaches and managers shall abide by the Code of Conduct. Violation of the code, as outlined below, will result in disciplinary action.**

1. **NO PLAYER SHALL:** Be physically aggressive toward any player (teammate or opponent), official (umpire or scorekeeper), league director, agency representative, or spectator. This includes any unwanted physical contact including, but not limited to, shoving, or striking a person before, during or after a game. If during a game, the player will be immediately ejected.

MINIMUM PENALTY: Immediate ejection and eight games probation.
MAXIMUM PENALTY: Suspension for ten calendar years and probation for ten calendar years.

2. **NO PLAYER SHALL:** Be verbally abusive toward any player (teammate or opponent), official (umpire or scorekeeper), league director, tournament director, agency, representative or spectator. This includes but is not limited to, use of profanity and/or racial slurs, harassment, threats, or intimidation before, during or after a game. If during a game the player will be immediately ejected.
MINIMUM PENALTY: Immediate ejection and eight games probation.
MAXIMUM PENALTY: Suspension for five calendar years.

3. **NO PLAYER SHALL:** Refuse to abide by an official's decision.
MINIMUM PENALTY: Immediate ejection and probation for eight games.
MAXIMUM PENALTY: Suspension for one calendar year.

4. **NO PLAYER SHALL:** Appear on the field of play under the influence of alcohol or drugs.
MINIMUM PENALTY: Immediate ejection and probation for eight games.
MAXIMUM PENALTY: Suspension for eight games.

5. **NO PLAYER SHALL:** Use unnecessary roughness against an opposing player during the game.
MINIMUM PENALTY: Immediate ejection and probation for eight games.
MAXIMUM PENALTY: Suspension for five calendar years.

6. **NO PLAYER SHALL:** Demonstrate dissension at an official's decision.
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Immediate ejection, suspension for one game, and probation for eight games.

7. **NO PLAYER SHALL:** Discuss with an official any decision reached by that official, unless the player is the manager or captain.
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Immediate ejection.

8. **NO PLAYER SHALL:** Be found utilizing or bringing to the ballpark any altered equipment.
MINIMUM PENALTY: Suspension for two (2) years from all GSSA softball activities.
MAXIMUM PENALTY: Suspension for four (4) years from all GSSA softball activities.

Note: Team and Players from the team utilizing the altered equipment may be placed on probation

MINIMUM PENALTY: Team probation for two (2) years from all GSSA softball activities.
MAXIMUM PENALTY: Team Probation for four (4) years from all GSSA softball activities

9. **NO PLAYER SHALL:** Be guilty of gambling upon any play or the outcome of games with any spectator, player, or opponent. Officials are required to report violation of this rule to the League Director.
MINIMUM PENALTY: Placed on probation for remainder of season.
MAXIMUM PENALTY: Suspension for the remainder of the season.

10. **NO PLAYER SHALL:** Smoke while coming off or going on the field of play, or while on the field of play or in the dug-out.
MINIMUM PENALTY: Warning from official.
MAXIMUM PENALTY: Removal from the game.

Special Notes

- A player/coach/manager that is on probation for a Code of Conduct violation, and is reported for another violation of the Code of Conduct, will face double the normal penalty for the new violation. Any probation or suspension included in the penalty for the new violation will run consecutively with the former penalty.
- Any ejected player/coach/manager/official must leave the bench/dugout area immediately. Failure to do so may result in a maximum penalty for the violation. Any further action or disruption may result in the official ejecting the player or manager from the park or facility.

Bat Testing & Certification Program

The official bat in ASA Championship Play must meet all of the requirements of Rule 3, Section 1, and must bear **either** the ASA approved 2000 certification mark **or the ASA 2004 certification mark** as shown below, and must not be listed on an ASA non approved list, **or**



1. must be included on a list of approved bat models published by the ASA National Office; or
2. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.

*All bats in ASA Championship Play **or Sunrise League play** must pass the ASA bat standard. Bats that have the 2000 or 2004 certification mark will not be allowed in Sunrise League Play unless they are listed on the approved bat list on the ASA website. For convenience, the ASA website has an updated listing of bats that do not pass the ASA bat standard.*

For a complete listing of **bats** that are approved in **2009** and beyond, go to the certified equipment section of www.asasoftball.com Certified Equipment/Bats.

For updated softball scores, schedules, standings and updates, go to www.quickscores.com/sunrise.



Sunrise Recreation and Park District
7801 Auburn Blvd. Citrus Heights, CA 95610