

2010- SUMMER SOFTBALL PLAYING REGULATIONS – 2010

1. **RULES:** The (USSSA) will govern all play.
 - **THE PLAYING REGULATIONS:** governing softball play in the **Jacksonville City Softball Program** is a supplement to the official playing rules of the (USSSA) covering points of importance to those teams and individuals playing under the Jacksonville Dept. Recreation and Community Services (**DRCS**) and/or Florida's First Coast Softball (**FFC-Softball**).
 - **ACCEPTANCE:** Play in any City league carries with it the full acceptance of all rules and regulations governing softball play.
2. **LEAGUE POLICIES:**
 - **FIELD PLACEMENT POLICIES:** No guarantee will be granted to any teams regarding placement at any softball complex, field or playing times, for league play.
 - **LEAGUE PLACEMENT POLICY:** The Jacksonville (**DRCS & FFC-Softball**) reserves the right with or without the concurrence of the managers in a given league, to do one of the following in the interest of balanced competition and sports promotion generally: (1) refuse an entry; (2) place a team in a league of higher or lower classification. Between the Spring and Summer Softball Seasons, the Athletics Office will review the league standings and will move up any team that has dominated their league, after that we will move a team at the bottom of the league sign up list to balance out leagues, where required.
 - **GAMES PLAYED POLICIES:** Each team will play approximately 9 - 15 games during the season, depending on the number of the teams in the league and weather conditions permitting (Sunday CO-ED and other one-night a week leagues 6 to 8 games).
 - **RAIN/CANCELLATIONS POLICIES:** Rescheduling of rain cancellations or any other cancellations could be during or at the end of the season and occasionally double headers (if needed). A high number of rain cancellations may require rescheduling on days and fields the team does not normally play. Failure to meet these games will result in a forfeit. **NOTE: only a one-day notice of revised schedules, rescheduling of rainouts and playoffs will be given. If there is a high number of rainout during the season we may be forced to reschedule only the games, which will determine the league winner.**
 - **PROTESTS POLICIES:** **The Notification of Intent of Protest Must Be Made Before The Next Pitch.** Only the manager or acting manager of the protesting team shall immediately notify the **Plate Umpire** (before the next pitched ball) that the game is being protested, identifying the protest and that the game will continued under protest. The Plate Umpire shall notify the opposing manager and Base Official and Scorekeeper. The Manager then must make the protest in writing to the Recreation Department, Athletics Office by the next business day after the occasion of protest (**by 4PM**) accompanied by a \$25.00 Protest Fee. The fee will be returned if the protest is won. **NOTE: Weekend game protests are due in the Athletic Offices by 4:00 p.m. on Monday following the game. Player Protest: may be made at any time during the season. The protesting team responsibility: must identify the protested player by name, position, shirt number, date, time, field and the team he played on and any supporting documentation.**
 - **UNSPORTSMANLIKE CONDUCT POLICIES:** Any unsportsmanlike conduct of players, coaches, managers, sponsors, fan or officials, may be ejected form the game, removed form the playing site and may be submitted to the Athletic Offices for disciplinary action. Any of players, coaches, managers, sponsors, fan or officials, who commits or exhibits an unsportsmanlike behavior, uses overtly profane language, threatens an official, City employee or **FFC Softball** volunteer is subject to ejection from the game an further disciplinary according to the Ejection-Suspensions Appeals operation manual. Further teams are responsible for the behavior of their fans and conduct of an ejected/suspend player on the teams' roster.
3. **ELIGIBILITY POLICIES:**
 - **PLAYER ELIGIBILITY** USSSA rules will apply. All players should be **residents or work in the Florida's First Coast area** and at least 18 years of age. Players may play on one men's/women's team and in addition play in one 5 & 5 Co-ed and one Sunday Co-ed teams. **Men's 50 & Over** team players can play in these leagues and one other men's league (the Athletics office will not adjust league schedule for any player playing in more than one league).
 - **PLAYER PLAYING ON TWO TEAMS:** To determine the eligibility if a player is on two teams, the Athletics office will review the schedules and determine which team had the first game and the player will be eligible for this team only. Any player protested or causing a fight while playing on two teams will be suspended and the team playing the ineligible player will have their games forfeited that he played.
 - **PENALTIES FOR UNSIGNED PLAYERS or PLAYING UNDER A FALSE NAME:** A team that plays anyone who is not on their team roster will be declared an illegal player. The team, which the player(s) is an illegal player(s), will forfeit all games in which the illegal player(s) participated. All illegal players will be subject to suspension from further participation.
 - **PLAY VIOLATION:** It is against the Eligibility Rules to play on more than one man's women's team. Anyone violating this rule will be suspended from playing in the Jacksonville (**DRCS & FFC Softball**) softball program for the **remainder of the season and up to One Year.**
 - **TRANSFERS:** **All player transfers and pick-up players must be completed by 5:00 PM; Sunday July 11, 2010 and recorded in the Athletic Offices.** If a player desires to transfer, he must follow this procedure. 1) Have the manager of his team submit to the Athletic Office a written release (Drop Form) from the original team. 2) After being release from his or her original team, the player may be added to another team by the manager of the new team. 3) Only one transfer per player may be made each season. 4) Transfers within a league will follow the same procedure. Team manager may add players of teams that have disband prior to the deadline of the player transfers/pick-ups, to their team roster. **Refusal to release a player:** If a manager refuses to release a player, the player may appeal to the Adult Athletic Supervisor. If deemed for the good of the program the supervisor may grant the release with a *Sitting* out period of one week, form league play. All transfer players must have played in at least (3) Games with new team before being eligible to play in the metro tournament.
 - **ROSTERS:** Roster limit - 20 players. Roster must be submitted at time of registration. New players may be added by submitting their name 24 hours before the player engages in any league play, (**No telephone or e-mail changes will be accepted**). All ADD/DROP roster additions and deletions must be in writing and signed by the manager. Church and Industrial Leagues may have unlimited players on roster. ***** Church Leagues will not require the Minister Affidavit for the Fall Season (Spring Season only church team may carry up to 25% of the team roster as prospect players). Teams that sign-up in the Industrial league and are required to move to a Men's league (only if there are not enough teams to form an Industrial league) will be allowed to carry 25 players on the roster, provided all players are from the same company***. Forfeit Play Ball Rule will continue, for the Spring Softball Season.**
 - **FORFEIT PLAY BALL POLICY:** A team will be allowed to accept a forfeit and play the game. The forfeit team will accept the forfeit be allowed to pick up the required players, both team will pay the officials and play a sanctioned game. This forfeit will not count toward one of the two forfeits that drop's a team from the league.
 - **ONE & ONE COUNT:** Each batter will come to bat with a one strike and one ball count. The batter will be granted one curtesy foul ball on the third strike.

4. PLAYING RULES

- **UNIFORMS:** uniform shirts of matching color and style with numbers affixed to the back at least 6 inches. Sleeves or straps of the shirt may be adjusted, with or without tie-ups, to the comfort of the player, **provided uniform number remains visible.** Sleeve length is optional, providing the sleeves are not fraud. All occupants of player's bench must be in team uniform. Team manager must wear matching color team jacket or shirt to occupy a coaching box. No steel cleats, spikes or street shoes allowed; rubber cleats and tennis shoes are allowed. ****NOTE:** All players must wear a jersey with affixed number on the shirt back (**no tape or magic marks used for numbers allowed**) or player will not be allowed to play. **NOTE:** sporting goods stores' schedules may cause delays in delivery of uniforms, please plan ahead.
- **OFFICIALS FEES** Each manager (team) will be responsible for paying one Game Official (**Umpires and Scorekeeper**) before each game is played. Each game will be assigned two (2) Game Officials and each team will pay one umpire \$17 and \$5 each to the scorekeeper. If only one Game Official shows, the two teams will pay \$12.00 each to the one (1) Game Official. The game will be forfeited if a team fails to pay an Official **BEFORE** the game. The team will pay each Official: **IN CASH**
NOTE: Rates are subject to change.
Personal checks **WILL NOT** be accepted by the Umpires and Scorekeeper
- **BALLS:** teams shall furnish Balls equal to USSSA certified 40 core /325 compression Classic M for men and Classic W for women, both must be optic yellow with blue stitching). In each game, home team will furnish the first new ball, visiting team second new ball. *All Women's Leagues will play with a new Classic W softball.* Both Co Ed teams will furnish one new Classic M & Classic W ball. Team hitting ball that is irretrievable will replace ball, with a good used ball (Umpire acceptable).
- **BATS:** All bats must conform to (USSSA) approved bat specifications. Umpires will check bats before each game, a bat may be removed from play due too cracks, flat spots or other reasons too be determined by the umpire. **Bats may become invalid at any time due to (USSSA) testing.**
- **STARTING TIMES: SLOW PITCH** - 6:45 p.m., first game; 7:50 p.m., second game; 8:55 p.m., third game. If four games are scheduled at a site, the game will start at 10:00 p.m. All slow pitch league games will be allowed one hour and five minutes playing time. All Fast Pitch league games refer to the fast-pitch rules. **ALL GAMES MUST START PROMPTLY UNLESS PREVIOUS GAME HAS NOT COMPLETED FIVE (5) INNINGS OR GOES INTO EXTRA INNINGS.** There will be no Grace Period for any games. Game time is forfeit time. Some changes to the above will be noted on certain league schedules. (NOTE: Sunday Co-ed games will start at 3:00 PM). WARM-UP allowed in designated areas.
- **PLAYERS:** All games should start with 10, 11 or 12 players (extra player); however you may start or finish with 9 players. If you start game with 9 players and a tenth player arrives late, he must be inserted immediately upon arrival in the tenth batting. The (USSSA) short-handed rule will be in effect in all leagues when playing with 10 or 11 players (Co-ed 12). At no time will a game continue with less than nine (9) players.
- **STEALING:** Stealing is not allowed at any time.
- **RUN RULES:** All slow pitch games will have a 20-run rule after three (3) innings, 15-runs rule after four (4) innings and 10-run rule after five (5) innings.
- **HOME RUN LIMITS** for all leagues are as follows: This rule refers to over the fence home runs, all ball's hit over the fence by a team in excess of these limits will be an out.
 - All Men's 3A leagues and 3A coed leagues are Six (6).
 - All Men's Church, Co-ed & Men's 2A leagues are Three (3).
 - All Men's and Coed 1A leagues & Industrial leagues, (Women) are One (1).
 - Sunday Co-ed Home Run Limits check the Sunday Co-ed rule sheet.

5. ADDITIONAL RULES:

- **JEWELRY RULE:** These items constitute illegal equipment: Earrings, Watches, Chains, Bracelets, Necklaces and any Other Jewelry. **Only flat wedding bands and medical alert bracelets or necklaces are allowed. If medical alert bracelets or necklaces are worn they must be taped to the body so the medical alert information remains visible.**
- **ALCOHOLIC BEVERAGES: LAW PROHIBITS ALCOHOL ON ALL CITY PROPERTY;** a person violating this rule will be suspended.
- **NO SMOKING** In the dugout, on the playing field or in the coach's boxes at any time, either before or during the game. City Rec. Employees, Umpires and/or FFC officials can and will enforce this rule.
- **INJURIES:** Games time will not stop for injuries occurring on the field. Blood rule of injured player and shorthand rulings refer to the USSSA rulebook.
- **DUGOUT POSITION:** Home Team will be located in the first base side dugout. Visiting Team will located in the third base side dugout. Only players, coaches, sponsors, scorekeeper, and bat person is allowed in dugouts.
- **CHILDREN will not be allowed in the dug out at any time.**
- **DOGS:** Dogs will not be allowed in the fenced playing complex at any time (EXCEPTION: Service/disability Dogs). All dogs in the park outside the complex playing area must be on a leash.

- 6. **Additional League supplements:** Sunday Co-ed and Men's 50-Over & Fast-Pitch Leagues have a supplement to these rules.
- 7. **TEAM & INDIVIDUAL SUPPLEMENTAL INSURANCE:** Every year there are injuries that will send player(s) to the hospital and they may be out of work, for a time. Please consider the supplemental insurance for the consideration of team's player. The team manager can look for supplemental insurance in the 2010 USSSA rulebook, inside cover.
- 8. **COMPLAINTS:** Must be submitted in writing with in 2 working days of the incident, in order for the complaint to be handled efficiently and effectively.
 - Only Team Managers will contact the Athletics Office, regarding bats, balls, rulings or protests through written complaints.
 - Umpires will contact the Local UIC.
 - Scorekeepers will contact the Scorekeeper's Coordinator.