

1. GAME RULES:

Games are played under Amateur Softball Association (ASA) rules unless modified with City of Frisco League Rules. The City of Frisco reserves the right to modify rules when needed.

2. HOME TEAM:

The home team will be determined by a coin flip prior to each game.

3. TEAM ROSTERS & WAIVER FORM:

- A. Team rosters are limited to 20 players.
- B. Players must be at least 18 years of age.
- C. All players must complete the Team Waiver Form prior to playing in any game.
- D. Roster changes must be made prior to game time with the onsite League Coordinator.
- E. Rosters are frozen upon completion of the team's third game of the season.
- C. **PLAYERS MUST PROVIDE A DRIVERS LICENSE IMMEDIATELY UPON REQUEST.** Players must have their driver's license in the dugout. If a player is unable to present their driver's license when asked, they will be considered an ineligible player for that game.
- D. Illegal player issues must be resolved at the time of the occurrence. **DO NOT WAIT UNTIL THE NEXT PITCH IS THROWN AS IT WILL NOT BE PROTESTABLE.** If one team questions the eligibility of a player(s), **BOTH** teams must then produce their driver's licenses for verification of eligibility **for all players**. If a player is deemed to be ineligible, that player must be removed from the game. If the removal results in a team dropping below the minimum number required players the game will be forfeited.
- E. No individual may play on two teams in the same league.

4. UNIFORMS:

- A. Uniforms will be enforced beginning with the 3rd game of the season.
- B. All team members must have shirts with the same base color with numbers permanently attached in 6" letters or larger on the back of the jersey.
- C. Only whole numbers from 0-99, no tape, permanent marker or duplicate numbers will be allowed.
- D. Metal cleats are not allowed.

5. GAME BALLS:

- A. Each team provides their own ASA-approved game ball(s) with the ASA stamp clearly visible.
- B. All game balls shall be verified by the umpire prior to use.
- C. **Either .44-core/375 compression or .52-core/300 compression balls are allowed.**
- D. Coed game balls are 12" for men and 11" for women. The 11" ball is only available in 44-core/375 compression at this time. All balls must be ASA-approved.

6. BATS:

Only ASA approved bats are permitted. A list of approved bats may be found on the ASA website (http://www.asasoftball.com/about/certified_equipment.asp). USSSA bats are not permissible and should not be in the dugout. It is up to each coach to police his/her own team and he/she will be held responsible for infractions. This is a serious safety concern!

7. GAME TIME: TIME LIMIT/BAT COUNT:

- A. Games are 55 minutes or 7 innings with the UMPIRE being the official time keeper.
- B. In the event of inclement weather or other unforeseen circumstances, games are considered complete after 40 minutes OR after 4 innings of play. If stoppage occurs after this point, the score shall revert back to the last completed inning of play.
- C. Due to traffic concerns, there will be a ten-minute grace period for games scheduled to start at 6:30pm. For these games only, forfeit time is 6:40pm. The clock will begin at 6:30pm.

8. BAT COUNT:

- A. All at-bats begin with a "1-1" count. A foul ball with 2 strikes results in the batter being out.
- B. If a game is tied when the clock runs out, or when 7 innings have been completed, batters will start with a "3-2" count starting with the next inning.

9. PITCHING BOX:

The Pitching Box is the width of the pitching rubber and extends five (5) feet behind the rubber towards second base.

- A. The pitcher must release the ball after coming to a complete stop with one or both feet in contact with the rubber or anywhere within the pitching box. One foot must remain in contact with the rubber or within the pitching box when the ball is released with an underhand motion. A step may be taken in any direction with the non-pivot foot. The pitcher must be facing the batter when delivering the ball.

10. FORFEITS:

- A. A forfeit will be scored a 14-0 win.
- B. The penalty for a team forfeiting a game is as follows:
 - 1st offense: Verbal Warning
 - 2nd offense: Written Warning and a \$25 fee payable before next league game
 - 3rd offense: Team is suspended for the remainder of season
- C. If a team is suspended before the 4th game of the season, a revised schedule may be generated for the remainder of the season.
- D. Any games played, or scheduled to be played, that involve a suspended team will be considered forfeit wins for their opponents.
- E. As a courtesy to all involved, coaches should contact the Parks & Recreation Department representative member if it is known that you cannot field a team for a game.

11. LINE-UP:

- A. Line-ups must be exchanged at the home-plate meeting and must be on the official line-up card found on the league's website.
- B. Teams must have at least nine (9) players to start a game.
- C. **Flip-Flop Rule:** If a team does not have at least 9 players to start the game then they will automatically become the Visiting Team. They will bat first until they have 3 outs, taking outs in the 9th and 10th positions. If the missing players arrive prior to the final out of the first half inning, they may be inserted at the bottom of the line up and the game will proceed as normal.

If at the final out of the first half inning, the team does not have at least 9 players in the dugout, then it becomes a forfeit....no exceptions.

If neither team has at least 9 players then the game is a double forfeit, with the score being 0-0.

No Flip-Flop Rule for any 6:30pm games – the grace period will be utilized instead.

- D. **Batting the Bench:** Teams may opt to "bat the bench", but all other rules apply to a line up (i.e. player leaves, has an injury or is ejected – that spot in the lineup becomes an out). Coed teams must have an even number of players and the lineup must be ½ female and ½ male.
- E. **Extra Player:** Teams may opt to use 11 batters (EP), but all other rules apply to a line up (i.e. player leaves, has an injury or is ejected – that spot in the lineup becomes an out). If Co-Ed teams utilize an EP, they must have one male and one female EP.

12. RUN RULE:

The game is over if a team is ahead by 20 runs after 3 innings, or 15 runs after 4 innings, or 12 runs after 5 innings. The home team does not bat if they are ahead.

13. HOME RUN LIMITS:

All Home Runs hit after the allotted amount will result in an out.

- A. Men's C Leagues = 5 Home Runs
- B. Men's D Leagues = 1 Home Run
- C. Men's Church Leagues = 1 Home Run
- D. Co-Ed Leagues = 1 Home Run

14. CONDUCT AND EJECTIONS – TWO UMPIRE OPTIONS:

- A. **REMOVAL:** The umpire has the right to remove a player from the game for minor infractions (UMPIRE'S DISCRETION), but the player does not have to leave the facility / park. There is no team penalty, and the player is not suspended for a game.
- B. **EJECTION:** Any situation that an umpire deems unsportsmanlike may be cause for ejection.

First Offense = 1 Game Suspension

Second Offense = May result in suspension from league

- 14.B.1. **NOTE:** If a player is ejected, and the team is reduced to 9 players, the team can continue to play. The ejected player's position in the line up will be an automatic out. However, if additional players are ejected or removed at anytime during the game, and the available number of players falls to less than 9, then the game will be forfeited. No exception. The Athletic Supervisor will support the umpire's decision in all cases.
- 14.B.2. You can only protest a rule interpretation NOT A JUDGMENT CALL!
- C. Ejected players will automatically be suspended from their next league or playoff game. It is the responsibility of the manager and/or player who was ejected to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
- D. Player(s) will be ejected from a game for drinking or smoking on park premises.
- E. Any player who verbally abuses a player, official or staff member, AT ANY TIME will be suspended from their next eligible game.
- F. Physical abuse of a player, official or staff member will result in EXPULSION of that player(s) from all City of Frisco Leagues for at least a one year period and possible legal action.
- G. The Athletic Supervisor will review any other actions determined to be detrimental to the league.
- H. Anyone ejected from a game (player or fan) for inappropriate behavior must leave the facility property within two (2) minutes. If they do not or if they leave and return later, their team will forfeit their game for that day (even if game has already been played). If that game was played and lost, the next game will be forfeited.
- I. Under normal circumstances, the penalty for ejections is as follows:
 - 14.I.1. 1st offense = 1 game suspension
 - 14.I.2. 2nd offense = expulsion from league play for remainder of season
- J. The Athletic Supervisor reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, or to protect the integrity of the league.

15. PROTESTED GAMES:

- A. All protests must be submitted in writing and accompanied with a \$50 protest fee (Money Order ONLY made out to the City of Frisco) to the Frisco Athletic Center at 5828 Nancy Jane Lane, within 24 hours of the completion of the protested game. Rule interpretation is the ONLY protestable issue that will be considered.
- B. Protest fees will be returned to the team ONLY if the protest is upheld.

16. PLAYING FIELD CONDITIONS/RAIN-OUTS:

- A. Frisco will make the final decision on playing field conditions. If weather and/or field conditions are questionable, please call the Parks and Recreation Department Rainout Line at (972) 292-6666.
- B. Prior to 5:00pm check www.teamsideline.com/frisco in the comments box on the home page for rain out information.
- C. If the first game of the night is canceled, all remaining games on that field are canceled. Likewise, if the second game is cancelled, all subsequent games will also be canceled.
- D. If a decision must be made after 5:00pm, the umpires will make any cancellation decisions at game time.

17. MAKEUP GAMES:

All reasonable attempts will be made to reschedule canceled games due to weather or other unforeseen circumstances. However, circumstances may arise which prohibit the completion of a season.

18. PLAYOFFS:

- A. The top 4 teams in each league will advance to the playoffs, with the 1st place team playing the 4th place team and the 2nd place team playing the 3rd place team in the semi-finals. Winners advance to the Championship Game.
- B. All League Rules remain in effect with the exception of the Coin Toss. The higher seeded team is the Home Team.

19. TIEBREAKERS:

- A. Win – Loss record.
- B. If two or more teams are tied, the winner will be the team that defeated the other. (Example 'A', 'B', and 'C' have identical win-loss records, but 'A' beat both 'B' and 'C'; 'A' would be the winner).
- C. If there is a split between two or more teams, the winner will be the team that gave up the least amount of runs against the teams involved for that tie.
- D. If still tied, the team that has given up the least amount of runs to all opponents within the league is the winner.
- E. If still tied, a coin flip will determine the winner of the tie.



20. COMMUNICATION / WEBSITE SERVICE:

The City of Frisco uses www.teamsideline.com/frisco to post all schedules, standings, game scores, league bulletins and other important league information.

21. LEAGUE CONTACTS:

<u>Primary Contact:</u>	<u>Secondary Contact:</u>
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FAC Supervisor	FAC Superintendent
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