

SUMMER 2022 ADULT SOFTBALL

Registration:

April 11- May 16

\$350 Per Team

8- Game Season + Single Elimination Playoffs

Season Begins:

Week of June 6, 2022

Leagues:

Tuesday: Co-Ed Rec

Wednesday: Co-ed Rec Advanced

For more information, please email:

Lkelly@annatexas.gov

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LEAGUE REGISTRATION INFORMATION

League registration can be completed in one of the three following ways:

- **Online Registration:** Please click on the “Adult Sports” tab located in the recreation programs tab, on the following link: [CivicRec](#)
- **Returning Customers:** Registration is available 24-hours a day, 7 days a week. Your account should have already been created within the system.
 - Use your email on file as your login and click “Forgot Your Password?”
- **New Customers:** Please click “Log In/ Create Account.”
- If you have questions or to receive more information, call the Recreation staff at 972-924-3325
- **Payments Accepted:** American Express, Discover Card, MasterCard, or Visa.
- Please check your receipt to ensure that your team was registered for the league that you requested.
- **Phone Registration:** Please call the Recreation staff to register your team by phone.
- To register by phone, you will be required to make your league payment by card (American Express, Discover Card, MasterCard, or Visa).
- **Walk-In Registration:** Please submit your team registration form and league entry fee at the time of registration.
- Walk-In Registration will be offered at: 312 North Powell Parkway Anna, TX 75409.

STAFF CONTACT INFORMATION

Leah Kelly- Sports and Outdoors Recreation Coordinator lkelly@annatexas.gov
(469) 500-8451

Jeff Freeth- Recreation Manger jfreeth@annatexas.gov 972.924.3325 ext. 5350

**Most days, at least one staff member will be in the office between the hours of 9AM and 5PM on Monday through Friday.*

Weather Updates

<https://dashboard.pocketperry.com/public/cityofanna/slaytercreekpark/widget>

IMPORTANT DATES & INFORMATION

Important Dates & Information

- **Roster & Code of Conduct Due Date:** Signed roster, Liability Waiver, and Code of Conduct due prior to your team taking the field for your first

game.

- **Roster Additions/Changes:**

- **Penalty:** Rosters not submitted by the deadline will result in a forfeit loss for that game and any subsequent game for which a team roster is not submitted.
- It will be the responsibility of every coach and player to read and understand the rules, by laws, and Code of Conduct located within this packet.

Communication

- **Email:**

- Schedules, standings, scores, league details, upcoming registration details, & other pertinent league information will be emailed to all Managers. **NOTE:** City of Anna reserves the ability to make changes to any league related items throughout the duration of the season.

Rosters

- **Roster Limit:** 20 players.
- **Minimum Age:** All players must be at least eighteen (18) years of age prior to the start of the season.
- A new roster must be submitted at the start of every season.
- All players must sign the team roster before playing to be considered eligible. Signature will confirm that the provided address is correct as well as that each player has read and agreed to the Liability waiver as well as the Code of Conduct.
- **Rosters must include the following for all players:** full name, home address, phone number, and signature (confirmation of address, waiver, and Code of Conduct).
- **Photo ID Card:** Every player must be able to provide a government photo ID card which includes the player's name, date of birth, and picture. Any player unable to provide a government photo ID will be deemed ineligible to play.
- No individual may play on two teams in the same league on the same night. Males and females may be picked-up from teams within the same division only if the pick-up player equals the minimum needed to avoid a forfeit, only during regular season games.
- Violators are subject to forfeiture of any games this player has participated in, at the discretion of the league administrators.
- **Roster Submittal**
 - **Online:** Teams may submit their team roster online. Each team

member will be required to add themselves to the online team roster by accepting a roster invitation via email sent by the team coach or person who registered the team. Each team member MUST electronically sign off on the waiver portion of the roster submission to be considered eligible for league play.

- **E-Mail:** Submit via e-mail to lkelly@annatexas.gov
- **In Person:** Submit in person to one of the Recreation staff members.

- **Roster Transactions**

- Coaches may add or remove players till the beginning of second game; however, it is the coaches' responsibility to send any roster revisions to the league administrators and to collect player's signatures.
- Should extenuating circumstances occur (i.e., injury, player relocation, etc.) that directly hinder a team's ability to participate for a scheduled game, an express written notice may be submitted to the Recreation Coordinator requesting roster transactions after the deadline. Each request will be taken on a case-by-case basis and will be left to the discretion of the Recreation Coordinator.
- All roster transactions must be e-mailed into the league coordinator prior to 4PM on the day of the game.

- **Roster Protests**

- All roster protests must occur before the end of the third inning.
- Roster protests will be conducted at the request of the opposing team as it will not be the responsibility of the officials or league administrators to question the eligibility of any players.
- The league administrators will be responsible for verifying the eligibility of players.
- **Note:** Protested players must present a government photo ID (full name, date of birth, and photo must be included) to allow the officials to confirm the identity of any players in question. Protested players will not be able to participate if they are unable to present a government photo ID and/or their name is not included on the team roster.
 - **Penalty:** If it is discovered prior to the game or a player entering the game, then the protested player will not be eligible to participate in the game.
 - **Penalty:** If it is discovered during the game (prior to the end of the game) or once a player has entered the game, then the game

will be recorded as a forfeit.

Practices

- Practice fields may be reserved on Civic Rec. Reservations must be made 2 weeks in advance.

Game Locations

- All league games will be played at Slayter Creek Park. To assist our department, we ask every team to police their dugout for trash after the game.

Pre-Game Warm-Ups

- Teams will be permitted to warm-up outside the gated areas or on the playing fields before games begin only.
- After the first complete inning, no warm-up of infield will be allowed. Three (3) warm-up pitches will be allowed if there is a change in pitchers.

Season

- The regular season will consist of eight (8) games and a single-elimination playoff tournament.

Prizes

- Playoff winners receive a T-shirt and a team Trophy.

LEAGUE SCHEDULES

All schedules, standings, game results, league information, and communication will be posted on Civic Rec and communicated via email.

League Schedules

- League administrators will begin formulating league schedules the day after the registration period concludes.
- Once league schedules have been posted to Civic Rec, league administrators will not reschedule games at the request of any team or coach.
- **Note:** In the event of multiple cancellations, league administrators reserve the right to schedule games on alternate nights and/or weekends. Teams will be notified in advance.

LEAGUE BY-LAWS

City Administration Rules

- Leagues will follow USA/ASA or USSSA rules and regulations serving as the alternative for any rules or regulations not addressed within these by-laws.

- Anna Parks & Recreation reserves the ability to make changes to any league-related items throughout the duration of the season. Any changes will be communicated to coaches in advance via e-mail and/or phone.
- Teams and players may play in multiple leagues offered by the City of Anna; however, the City of Anna reserves the right to deny application to participate in the league, if it is determined to be in the best interest of the leagues. The intent of this rule is to promote balanced competition in each league. A player must be on the roster of only one team per league. Players playing in more than one league do so at their own risk as there are no schedule guarantees.
- **Alcoholic Beverages:** Alcohol consumption and possession of alcoholic beverages is prohibited in the park; this includes parking lots and dugouts. League administrators and/or softball umpires can forfeit any game if any players are found to have alcoholic beverages within the park. Police may be called if alcohol is being consumed.
- **Tobacco Products:** Use of tobacco products are prohibited inside the parks and softball complex area (on the ballfields, in the dugouts, in the spectator area.)

Playing Field Conditions/Rainouts

- If weather and/or field conditions change after 5PM, then the league coordinator will update any rainouts via email to coaches.
- Officials may assist with determining the playability of the fields and the status of the games.
- In the event of inclement weather or other unforeseen circumstances, games are considered complete after 40 minutes OR after 4 innings of play (3 ½ innings if the home team is leading). If stoppage occurs after this point, the score shall revert to the last completed inning of play and be considered final.
- The umpire shall have jurisdiction to call the game. If games are called due to weather, no one is allowed on the fields for practice or scrimmage. If games are called at the fields, then everyone is to exit the complex immediately.
- In the event that all games are not able to be played in the regular season due to weather or other unforeseen circumstances, the standings and seeding for playoffs will be based off the games played and winning percentages.

Game Times & Forfeits

- **Coin Flip:** Prior to the start of each regular season game, the home team will be determined by a coin flip. For the playoffs, the home team will be pre-determined as the team with the better record will be the home team.
- **Time Limit:** 55 minutes or 7 innings unless there is a tie.
 - Mercy Rule Shortened Game: 20/3rd, 15/4th, 12/5th
 - If both teams do not have enough players to field a team at game time, then the game will be recorded as a double forfeit.
- **Forfeit:** A forfeit will be scored a 7-0 win in favor of the team not at fault.
 - As a courtesy to the team you are playing, please contact the league coordinator by 4pm on your game day to let us know if you are forfeiting. This will give us enough time to contact the team you're playing and make umpire's and scorekeepers aware of the forfeit.
- **Forfeit penalties:**
 - **1st offense:** Written Warning and a \$25 forfeit fee will be assessed to teams who fail to show for their scheduled game time and fail to notify the Recreation Department by 4PM on the day of their game. The fee must be paid at least one (1) day prior to the team's next scheduled game. Failure to pay will result in the penalty outlined with the 2nd offense below.
 - **2nd offense:** Team is suspended for the remainder of the season. If a team is suspended, a revised schedule may be generated for the remainder of the season.
 - Any games played which involve a suspended team will be considered forfeit wins for their opponents.
 - Forfeiting of three (3) regularly scheduled games will automatically suspend the forfeiting team from further league play, without the benefit of a refund. Any games played that involved a suspended team will be considered forfeit wins for their opponents.
- **Light Curfew:** No new inning will start after 10PM. If 40 minutes or 4 innings are completed (3 ½ if home team winning or the game is tied after 4 innings), then the game will be considered complete. Every effort must be made to have lights off by 10PM.

Extra Innings

- If at the end of regulation in regular season games, the score is tied, then the game will end as a tie.
- If at the end of regulation in playoff games, the score is tied, the game will continue until a winner has been determined.
 - Each batter will come up to bat with a full count (one pitch).
 - No courtesy fouls.

Line-Up

- **Line-Ups:** Submit to the opposing team at the time of the pre-game meeting. Include every player's first name, last name, and jersey number (if applicable).
 - Failure to submit a line-up at the time of the pre-game meeting may result in 1) the game being ruled a forfeit if there are not enough players to conduct the game or 2) the game clock will begin, and the umpires will wait for the line-up to be submitted before allowing the first pitch to be thrown.
 - If a team has enough players but is deliberately slow or uncooperative in submitting a line-up, then the home plate umpire may declare a forfeit.
- **Co-Ed:** Teams will play with 10 players on the field with at least 3 females.
- Teams may play with a minimum of 9 players (6 male, 3 female); 10th spot is an OUT.
- **Batting Order:** The batting order must be submitted to the umpire prior to game time. Each team must have 2 females within the first six people in the batting order.
- **Batting More than 10:** Teams may bat more than 10 players, but the male/female ratio shall be:
 - 7 males require 3 females by the 10th spot.
 - 8 males require 4 females by the 12th spot.
 - If only batting 11 the team can bat 8 and 3.
- **Defensive Alignment:** Males and females DO NOT have to alternate defensively in the infield/outfield. The catcher and pitcher DO NOT have to be of opposite sexes and are considered infielders. A min of 3 Females must be always on the field.
 - Our league is a competitive, but recreational league. While the alternating gender/positions rule is listed in the official ASA rules, we have never enforced it in this league in order to allow teams flexibility and encourage play regardless of how a team fills out their roster.
- **Base Coaches:** Two coaches for the team which is at-bat will be allowed on the field to give words of assistance and directions to their team.
 - **Note:** For the team at-bat, the only other individuals which will be allowed on the field are:
 - The batter,
 - Any baserunners,

- The batter in the on-deck circle/area, and
- The batter in the hole.
- Any other individuals must remain in the dugout or outside the field of play
- **Shorthanded Rule:** A team may start or end a game with nine (9) players.
 - Prior to the start of the bottom of the first inning, both teams must have at least nine (9) players. The game will be recorded as a forfeit if 1) neither team has at least nine (9) players or 2) the visiting team's 9th player does not arrive prior to the start of the bottom of the first inning.
- **Courtesy Runner:** Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner.
 - **Note:** In Co-Rec leagues, both a male and female player may opt for a courtesy runner in each inning. Courtesy Runner(s) used in Co-Rec play must be gender specific.

Uniforms

- Preferred that team members wear similar colors and numbers.
- All players must wear athletic type shoes. No sandals, metal cleats, boots, open toe shoes allowed.
- Umpires may ban any equipment that they deem as unsafe or illegal. ALL exposed jewelry (including leather jewelry) will be deemed dangerous and must be removed or the player will not be allowed to play until it is removed. Smooth wedding bands and medical alert tags are acceptable.

Game Balls

- All game balls shall have an optic yellow cover with red (ASA/USA) seams.
- All game balls shall be verified by the umpire prior to use.
- All teams will furnish their own game ball. All game balls shall have an optic yellow cover with the following descriptions: COVID-19 Update: Balls should be supplied still in wrappers or boxes and use new balls each game. Each team must provide their own and sanitize the ball throughout the game.
- **Wrong Ball Policy:** If a team throws in an unapproved softball, the pitcher must call it to the umpire's attention and the parks approved ball must be provided. If the pitcher pitches the ball to the batter and the batter hits the ball, the result of the play stands.
- A .52 COR/300 lb. compression 12" ball will be utilized by men in Co-

Rec games and a .52 COR/300 lb. compression 11” ball will be utilized by women in Co-Rec games.

Bats

- Any bat with a new USSSA thumbprint or ASA stamp is legal.
 - **Pre-Game Bat Inspection**
 - Prior to the start of every game, teams must make all bats available to the umpires for a pre-game bat inspection. If a player is discovered to be using an illegal bat after the pre-game inspection, the player will be called out. Both the player and the bat will be removed from the game. Any time that players have a question regarding the legality of a bat, they must ask the home plate umpire for a ruling prior to taking a position in the batter’s box.
 - If an illegal bat is discovered during the pre-game inspection or prior to the batter entering the batter’s box, the bat will be removed from the game and no penalty will be assessed to the player or the team.

Thrown Bats

- When a player accidentally throws a bat, both teams will receive a warning. After the warning, any thrown bats will result in an automatic out.
- When a player throws a bat intentionally in anger, the player is subject to being ejected from the game. The intent will be determined at the discretion of the umpire.
- Any bat thrown that hits a defensive player or umpire on the field will result in a dead ball and the batter will be ruled out. Further disciplinary action, regarding intent, will be determined at the discretion of the umpire.

Bat Count

- All at-bats will begin with a “1-1” count.
- **NO BUNTING ALLOWED**
- **Extra Innings:** All at-bats will begin with a “3-2” count.
- **Foul Balls:** Batter gets one courtesy foul once they reach 2 strikes, next foul is an out

Pitching Rules

- The ball shall be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 10 feet from the

ground.

- The strike zone is that space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, between the batter's back shoulder and the front knee.
 - A pitcher must:
 - take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.
 - Pitchers can stand on the rubber or up to 5' behind the rubber. Pitcher MUST come to a complete stop before releasing the ball.

HALO Rule

- Ball must be hit back at pitcher
- Pitchers must be in the pitcher's box (within 3' on either side of rubber and within 5' behind the rubber). If a pitcher runs forward or is out of the pitcher's box, the HALO rule is not enforceable.
- After 1st batter for a team is called out, the 2nd infraction will result in an offensive ejection. The player may still play defense.

Home Run Limits

- Over-the-fence home runs are limited.
 - A team cannot go more than 1-Up over the other team in HRs
 - Player is OUT if they hit a HR over the limit
 - Females have unlimited HRs and do not count towards 1-Up rule
 - Team hitting HR is required to retrieve the ball and return it to the field
 - The Home team may not go 1-up in the 7th inning or after time has expired on the 55-minute game clock.

Stealing

- Stealing will not be allowed.

Walks

- Male- 2 bases
- With 2 outs, female may choose to take first base, or hit.

Score Keeping

- The home team is responsible for keeping score of their game. At the end of each game, the score sheet will be turned into the umpire for the official record of the game score.

Code of Conduct

The Adult Sports Code of Conduct applies to all players and coaches. Coaches are required to maintain order and control of their team and spectators and remind others associated with their team about the Code of Conduct. This code applies to players as individuals or as a team, and the penalties can be applied to any individual or an entire team. This code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

As a league participant, I pledge to:

1. Sign my team roster and agree to the Code of Conduct prior to participation or be subject to game forfeiture or disqualification.
2. Read, review, and understand league bylaws, rules, and policies and always adhere to them.
3. Always treat other players, spectators, officials, and staff with respect.
4. Never use physical or verbal abuse toward an opposing player, spectator, official, or staff. This is to include any defamation of character or libel of officials or staff within any social media platform or written content.
5. Always refrain from the use of profanity and/or obscene gestures.
6. Listen and follow all given instructions and directions from officials and staff and communicate in a friendly, reasonable manner.
7. Respect the facility, equipment, and facility amenities.
8. Refrain from the usage of tobacco products inside the parks and facility.
10. Immediately leave the facility or park when ejected from a game and will not return to any Anna Parks & Recreation leagues as a player, coach, and/or spectator until the issued suspension has expired.

Anti-Discrimination: Anna Parks & Recreation does not discriminate based on gender identity, sex, race, age, religion, color, disability, sexual orientation, disability, marital status, or any other characteristic. Any type of discrimination should be directed to the Anna Parks & Recreation Program Supervisor. Any official, coach, spectator, or player found to be engaging in any type of discrimination will be subject to corrective or disciplinary action at the discretion of Anna Parks & Recreation.

If I cannot participate according to this Code of Conduct, then depending on the severity of my offense(s), any or all the following consequences may occur:

- a. Verbal warning,
- b. Removal or ejection from a game,

- c. Temporary Suspension from league play (no refund of registration fee),
and/or
- d. Expulsion from the league entirely (no refund of registration fee).

Conduct & Ejections

- **Removal:** At the discretion of the official or staff, a player or coach may be removed from the game for minor infractions.
 - **Note:** Removals will NOT require the player/coach to leave the facility/park and no additional team penalties, or suspensions will be issued.
- **Ejection:** At the discretion of the official or staff, a player, coach, or spectator may be ejected from the game for any unsportsmanlike conduct (to include the consumption of alcohol). Examples: verbal abuse (cussing, arguing calls as a player/coach/spectator, etc.), physical abuse (fighting, making any type of physical contact with officials or staff, etc.), bringing alcohol into the parks, etc.
 - **Verbal Abuse:** Any individual who verbally abuses a player, spectator, official, or staff, AT ANY TIME will be suspended for one week.
 - **Physical Abuse:** Any individual who physically abuses a player, spectator, official, or staff will result in EXPULSION of the player(s) from all City of Anna Leagues for at least a one-year period or the respective suspension period for the sanctioning body of the league and possible legal action.
 - **Note:** If an ejection reduces a team to 9 players, the team can continue to play; however, the ejected player's position in the lineup will be an automatic out. If additional players are ejected or removed at any time during the game and the available number of players falls to less than 9, then the game will be recorded as a 7-0 forfeit.
- **Suspension:** Any individual which is ejected from any game will be required to serve a suspension.
 - **First Ejection Offense: 1 Week Suspension**
 - Any individual (player, coach, or spectator) which is ejected for unsportsmanlike conduct must leave the facility property within two (2) minutes.
 - **Note:** Failure to leave within two (2) minutes, returning after being ejected, or returning while serving a suspension will result in a team receiving a 7-0 forfeit loss for any games played that day and might possibly result in a team forfeiture.
 - Any individual (player, coach, or spectator) which is ejected will

be suspended automatically for a week as a player, coach, or spectator from all Anna Parks & Recreation athletic leagues. It is the responsibility of the ejected individual to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.

- The coach will be required to provide the name, e-mail address, and phone number of any individual which is ejected as Anna Parks & Recreation will send an e-mail to inform and remind the coach and ejected individuals of the one-week suspension. The one-week suspension can NOT be protested if any type of verbal or physical abuse of an opposing team, official, or staff leads to the ejection.

- **Note:** Failure to cooperate will result in the team serving a suspension for the following week as it is expected that all individuals have signed the waiver and Code of Conduct.

- **Second Ejection Offense: League Suspension**

- Any individual (player, coach, or spectator) which is ejected twice within the same season will result in a suspension from all leagues for the duration of the current season.

- **Note:** If the second ejection occurs during the last three (3) weeks of the regular season or playoffs of the current season, the individual will be suspended for the entire following season.

- The coach will receive an e-mail to inform and remind the coach and ejected individuals of the league suspension.

- **Note:** After the coach is notified about the league suspension of their team or any individuals, a written protest may be submitted within 14 days to be reviewed by Anna Parks & Recreation. Failure to submit a written protest within the 14-day period will result in the league suspension being upheld.

- Any incident for which a team forfeits a game due to misconduct will result in that team becoming ineligible for the league playoffs.
 - The League Coordinator will review any other actions determined to be detrimental to the league. Anna Parks & Recreation reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, and/or to protect the integrity of the league.

Protested Games

- The coach/team captain will serve as the official spokesperson for their

team and spectators. This individual will represent their team AND may address an umpire to receive rule interpretation or obtain essential information. The coach/team captain must do so in a courteous manner to avoid being removed or ejected from a game.

- All protests must be formally presented to an official.
 - **Note:** Official(s) will be used interchangeably with referee(s) and/or umpire(s).
 - All protests must be submitted in writing and accompanied with a \$50 protest fee. Protest fees will be returned if the protest is upheld.
- Rule interpretations will be the only protests allowed as judgement calls cannot be protested.

Make-Up Games

- Make-up schedules will be e-mailed to the team manager/coach and posted on Civic Rec.
- If any regular season games are cancelled, Anna Parks & Recreation has allotted make-up dates for each league. These make-up dates will take place during the two weeks immediately following the completion date of the original regular season. Anna Parks & Recreation reserves the right to schedule on alternate nights if necessary due to heavy rains, etc.
- Anna Parks & Recreation will do everything possible to make up all weather-related cancellations; however, severe or extreme weather conditions/patterns may lead to games being permanently canceled with no refunds to keep future leagues on schedule.

Playoffs

- All league rules remain in effect except the coin toss as the higher seeded team will be the home team.

League Tiebreakers

- All tiebreakers will be resolved in the following order:
 - Winning Percentage
 - Head-to-Head (Two or more teams – tiebreaker awarded to team with highest number of wins against all teams involved in tie)
 - Total Runs Against
 - Total Runs For
 - Forfeits (Team with the fewest no-call, no-show forfeits will receive a higher seed)
 - Coin Toss.

