

As an adult Arbuckle Parks and Recreation District (APRD) participant, it is your personal responsibility to never allow yourself or your teammates to cross that line between fun competition and unsportsmanlike behavior.

PLAYER'S CODE OF SPORTSMANSHIP CONDUCT

1. The Team Manager of each team is responsible for the conduct of players on his/her team. The manager will be ejected and/or suspended to the same extent of any player on his/her team for failure to enforce the rules of the code of conduct.
2. No player shall participate in the APRD Softball Program without signing the release form provided to the team manager. If any player participates without signing the release form the team shall forfeit the game. Further abuse of this regulation will cause that team to lose its spot in the league.
3. New players may be added or taken off rosters at any time. Teams may not exceed their **twenty** maximum players. Only 16 players will be allowed to play per game. Players that add to the roster must sign the roster and hand it in to an APRD Softball program leader prior to their game or they will not be allowed to play. New rosters must be handed to the APRD manager on site before the game.
4. No team may carry more than 20 participants on their rosters. Unless you have special permission from the Recreation Supervisor.
5. Participants must be at least 16 years old. If under 18 years of age the participant must play with a parent present during the entire game. Only exception is for APRD employees.
6. *Alcohol is strictly FORBIDDEN on the field (all areas within the boundaries of the permanent fence line including but not limited to all railings and structures surrounding and contained within the field of play) Should any player abuse this rule, the head umpire will suspend the game until the alcohol is disposed of and the player ejected from the game. If the player continues to abuse the rules, the player will be expelled from the league. Individuals unable to exercise care of themselves or others because they are under the influence of drugs or alcohol will not be permitted to play at the discretion of the head umpire.*
7. Players must treat their fellow players, umpires and spectators with respect and courtesy. Personal and malicious remarks directed at anybody in the game community, obscene or otherwise, at any time during game play, have no place in our game.
8. Umpires and supervisors are employees and volunteers of APRD and will uphold all district regulations and policy. Protests shall be based on interpretation of the rules. Umpires have the ultimate ruling and will not be argued with. Umpires' decisions are final.
9. Umpires are authorized to suspend/eject individuals or teams if their conduct is abusive either toward the umpires or fellow players. If individuals are ejected from the game, the game will be suspended until the individual leaves the field. Disputes will be solved by the head umpire during the game, any further disagreements should be referred to the Recreation Supervisor after the game. Managers must be the only players that address concerns to umpires and APRD Staff. They are expected to do so in a courteous and respectful manner.
10. Players must remember that this is a game and a recreational sport.

The following are local exceptions as well as reminders. If rules are not listed, the game will be governed with the official USA Slowpitch Softball rules.

THE GAME

All games are governed by the official softball rulebook published by the USA Softball Association (formerly the Amateur Softball Association (ASA)), with local exceptions as defined by this rule sheet.

Games run 7 innings or 55 minutes, whichever comes first. A new inning may begin as long as time is on the clock. Once started the full inning will be completed, unless the home team is winning. The last game of the evening will be played for the full 7 innings unless the 10 run rule has been invoked.

Schedule

1. Teams must play at time, place and date specified on their schedules. Unless rained out (the Recreation Supervisor will reschedule a makeup game).
2. Little League Tournament play will have priority of the field. All games will be moved during Little League tournament play to a different field.

The Game

1. Game time is 55 minutes or 7 innings, whatever comes first.
2. If a team is ahead by 10 runs or more at the end of five innings, the game is called. This will be known as the "mercy" rule.
3. APRD Staff will be responsible for keeping the official time.
4. Each team is given infield practice in equal time allotments; however, this will count against playing time unless accomplished prior to game time.
5. APRD Staff is responsible for keeping the official score in the score book. Runs marked in the score book are confirmed by the head umpire.
6. There are no run limits per inning. However, "mercy" rule will apply.

Equipment

1. All metal cleats are illegal and will not be allowed. Players found in violation, will be ejected from the game.
2. Game Balls- One game ball of each type will be issued per game, only this ball may be used throughout the entire game unless the ball is damaged.
3. Shoes- Players must wear closed-toe shoes. Athletic shoes must be worn; cleats are suggested but not required. No work boots or sandals allowed on the field.
4. Bats- only USA (formerly ASA) approved bats are allowed. USA (not USSSA) or ASA decals must be on the bat, if the decals are not present the bat will not be eligible for use. If a player is caught using an illegal bat, they can be ejected from that game. Bats will be checked by the head umpire before the start of each game.

Pitching

1. The minimum arc from the pitcher's release is six feet and the maximum from the ground is twelve feet. (Arc min=6ft max=12ft)
2. The strike mat will be used for balls and strikes only. If the ball hits the mat it is a strike. The plate will be considered a ball.
3. The plate umpire can call a too low or too high pitch while it is still in the air, also known as an illegal pitch. The batter has the option to either hit the pitch or take the automatic ball. If the batter swings and misses it is still a strike.
4. Men who are walked take second base. Women who are walked will take first base. In the event of two outs, if a man is walked he will take second base. The woman after him will be given the option for an automatic walk to first or to hit.

Players

1. Players may only play on one APRD Softball Team.
2. Team must have minimum of 3 girls on the field and batting
3. Teams must start and finish a game with a minimum of 7 players or the game will be ruled forfeit. If both Team Managers agree APRD employees can fill in to create a full team and the game can be played as either a forfeited or normal game.
4. Teams cannot have more than 16 players per game. Anyone in the dugout will be considered an active player and must bat.
5. Shoes and shirts are required and will be worn by all players, or they will not be allowed to play.
6. Uniforms are recommended but not required.
7. Team Managers are responsible for the conduct of their team before, during and after the game.
8. Due to a permanent injury, a team may add a player at any time during the season. The player must be replacing a permanently injured player and the injured player cannot play for the duration of the season. Added players must have a complete registration form turned into the APRD manager on site before stepping onto the field.
9. If an injury occurs during the game that causes the player to leave the game and the team now does not have enough players to fill the roster a substitute may enter the game for the injured party with the approval of the APRD manager or head umpire as well as both Team Managers. Substitutes may come from another team or an APRD Employee.
10. A team may borrow players from the other team at anytime, but a forfeit must be declared and written on the official score sheet or if both Managers agree the game can be played as a regular game with the substituted players.

Defense

1. Outfielders may not play in the infield and must be in the outfield grass until the ball is hit.
2. The pitcher and catcher must be a girl and a guy. They will not count towards the infield total. There must be at least two women and two men playing the four infield positions. Positions **do not** have to rotate.
3. On an infield fly the umpire **MUST** call it as an infield fly ball before the player attempting to catch the ball touches the ball. If the umpire calls the play an infield fly before the defensive player touches the ball the batter is automatically out and **runners may advance, BUT at their own risk.** An infield fly is considered a ball hit within the infield with significant arc and deemed an "easy catch" with less than two outs and runners on ^{1st} and ^{2nd} or 1st, 2nd and ^{3rd}. If the umpire does not call an infield fly the play will continue as normal even if the infield fly rules are met.

Batting

1. Each line-up must alternate male-female at all times with a continuous batting order of all players in the dugout. The number of females can exceed the number of males in the batting order but the opposite is not allowed. For example, if there are 9 men on a team and 5 women, it would go Man 1, Woman 1, Man 2, Woman 2, Man 3, Woman 3, Man 4, Woman 4, Man 5, Woman 1, Man 6, Woman 2, Man 7, Woman 3, etc...
2. The start of the order for batting will be decided by each Manager and does not have to follow suite.
3. Each at bat starts with 1 ball and 1 strike count.
4. Anyone in the dugout will bat regardless if they are playing defensively or not.
5. Women will be pitched a 11" softball and men will be pitched an incrediball (mush ball).
6. A batter may "foul-out" on two occasions. If a batter receives a called second strike, the batter can foul one ball off but then the next foul will result in a called strike out. If a batter fouls three times, the third foul will be considered a strike out.
7. Players arriving late may be added to the end of the line-up in accordance with the rules (see # 1)
8. Homeruns: Each team will have the ability to hit two(over the fence) homeruns. Homeruns hit by both women and men count towards the total. Inside the park homeruns do not count towards the home run limit.
9. An injured batter must hit the ball and be able to make it to first base on their own. Once the batter is at first base a courtesy runner is allowed. Women can only pinch run for women and men can only pinch run for men. One pinch runner is allowed per inning.
10. Teams may bat as many batters (not to exceed the 16 allowed in the dugout) as they want as long as they do not bat more than two males in a row at any point in the batting order. This includes the wrap from the bottom to the top of the order.
11. Teams may move players in and out of any fielding position as long as they remain in the same spot in the batting order.

Running

1. Base runners may not lead off. The base runner must remain on the base until the ball crosses the plane of the plate OR the ball is hit by the batter. No base stealing is allowed. A base runner found to be leading off will be called out. If it is the 3rd out, the batter will resume the at bat in the next inning with a clear count.
2. USA Slowpitch Softball rules regarding contact on the base paths will be utilized and enforced.

Additional Rules

1. Game time is forfeit time. APRD manager on site can extend game time if they have received notice that a player is detained. The player must contact the APRD Manager themselves.
2. There shall be NO postponements of games.
3. Players leaving the game for reasons other than injury will be considered out of the game for the remainder of the game.
4. All protest must be made formally to the head umpire before the next pitch is thrown. Any protest not made prior to this will be disallowed. Protests shall be made on the interpretation of the rules only.
5. Children are not permitted in the dugouts or within the playing field boundaries. This is for their safety!
6. Persons and players participating in activities sponsored by the APRD are not covered in any way for personal liability or property damage. Lock your car doors and park in safe areas. This means that persons competing in this program do so at their own risk.