



Athletic Office: (239) 573-3128

**CITY OF CAPE CORAL
PARKS & RECREATION DEPARTMENT
CO-REC CHURCH SOFTBALL LEAGUE
RULES AND REGULATIONS**

Rainout: (239)574-0595

THE CHURCH LEAGUE CO-ED SOFTBALL LEAGUES WILL PLAY UNDER THE OFFICIAL FLORIDA USA SOFTBALL ASSOCIATION RULES AND REGULATIONS, UNLESS OTHERWISE STATED BELOW.

UMPIRES AND MANAGERS DO NOT HAVE THE ABILITY TO CHANGE RULES.

All Leagues use a beginning one (1) ball and one (1) strike count.

There is NO courtesy foul ball.

DEFINITIONS

Athletic Superintendent-is a full-time employee of Parks and Recreation directly responsible for Administration of the Athletic Division.

Site Supervisor- is a full-time employee of Parks and Recreation assigned to coordinate league Play at a specific site.

Official- is the person(s) on the field to administer the official rules of play. This also includes site supervisor and staff.

Coach/Manager- Person, player or non-player, designated as team spokesman.

Individual- Coach, manager, player, fan or spectator.

Contest Area- The playing field/court and surrounding area.

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SECTION 1: LEAGUE ORGANIZATION

TEAM REGISTRATION

A letter from the church pastor/minister is required for team registration. Please provide letter with the completed roster on the first game night if not at the time of registration. The Parks & Recreation Department reserves the right to place teams in divisions other than the ones requested.

MANAGER RESPONSIBILITIES

It is the manager's responsibility to pick up schedules, keep current and contact team members of schedule changes, provide team roster with accurate player contact information to the Parks & Recreation department, make sure league fees are paid, and oversee team player and spectator conduct. Umpires will discuss disputes on the field with the manager/coach only. Players are not to question an umpire's call or ruling.

TEAM ROSTERS

Every player must read and sign the CCPR (Cape Coral Parks & Recreation) Hold Harmless Agreement/Roster prior to stepping onto the field. This form must be turned into the field supervisor prior to the start of the first game. This will be the official roster and must be completed and signed in entirety. All team members must be at least eighteen (18) years old. Teams may carry a maximum of eighteen (18) players at which time the roster is frozen for the remainder of the season. To add players, up to the maximum of eighteen (18), the coach/manager must notify the field supervisor and the player must complete and sign the roster before playing. No players may be added during the last two (2) weeks of the season. A dropped player may not re-sign with that team but may sign with another team with approval from the league athletic office. If a team is caught with an illegal player (one not on the official roster), the game is automatically forfeited. This must be brought to the attention of the field supervisor in the inning that the player enters the game. Any team caught falsifying a roster is guilty of unsportsmanlike conduct and may face potential penalties such as forfeiture of game(s), loss of tournament participation and loss of softball program privileges. Team managers are responsible for roster authenticity.

DURATION OF GAME

Game times are 6:45 pm and 8:00 pm. A **ten-minute grace period** will be given for the early start time only. The 10 minutes will come out of the one (1) hour fifteen (15) minute game time. Teams may use the grace period waiting for a ninth player only. The game will start when both teams have nine (9) players present. The term "present" means the player is in the dugout or on the field at the 10-minute mark. The term does not mean player(s) is/are in the parking lot, in route from the parking lot, or changing his/her shoes/clothes. Official time will be kept by the Home Plate Umpire.

- No inning will start after the one (1) hour and fifteen (15) minute time limit.
- A game is complete after one (1) hour and fifteen (15) minutes or
 - **20 Run Rule:** If a team is ahead by twenty (20) or more runs after Three (3) innings, the game will be considered official.
 - **15 Run Rule:** If a team is ahead by fifteen (15) or more runs after Four (4) innings, the game will be considered official.
 - **10 Run Rule:** If after Five (5) completed innings of play, one (1) team is ahead by ten (10) or more runs, the game will be considered official.

LEAGUE TIES

League ties will be determined by 1) win percentage, 2) head to head, 3) head to head runs for, and then 4) head to head runs against.

RAINOUTS

For rainout information, **text NWSOFTBALL to 84483 to receive rainout alerts** or call 239-574-0595 after 5:00 pm for the recorded message telling you if your game has been cancelled. The manager is responsible to notify their team players of game cancellations and/or schedule changes. No game will be cancelled before 3:30 pm. Games can be moved to another park, if needed. Games that are rained out will be made up at the end of the season and played at the originally scheduled time, or at discretion of the Athletic Office. A game called by the umpire shall be regulation if 3 1/2 or more complete innings have been played, or if the team second at bat has scored more runs in three or more innings than the other team has scored in four or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril.

MAKE-UP GAMES

The Parks & Recreation Department may reschedule games for any day, field, or time in order to complete the league schedule. If a make-up game is rescheduled for a different night of the week and a team is unable to play, the game will count as a forfeit loss on their record. The league coordinator will make every effort to reschedule games on the same night the teams normally play.

RESCHEDULING GAMES

If at any time, a team is unable to play a scheduled game (due to unforeseen circumstance), that team must contact the Athletic Office at 239-573-3128 before 3:00 pm. The game will be rescheduled if the opposing team agrees; otherwise, the game is a forfeit.

FORFEITS

Any team forfeiting more than two games (as a no-show or without calling the office before 3:00 pm on game day) will be subject to being dropped from the league. A forfeited game will be scored as 7-0 on a call in or 14-0 for a no-show.

SECTION 2: GAME RULES

TEAM COMPOSITION

Co-Ed Leagues: All teams must play three (3) women in the field at all times. If the team is short one female player, then there will be an out each time that spot comes up to bat in the line-up. If the team is short two female players, the team forfeits the game. A team must have the required number of players present to start or continue a game. A team may start or end with nine (9) players, seven (7) of which must be from their own team. A team may pick up two (2) additional players to make up to nine (9). When a team starts with ten (10) or eleven (11) players and is then forced to be "short-handed" there will be no penalty, except due to an ejection (then the game is forfeited). If a team starts with nine (9) players, the tenth player is NOT an out. The tenth player may enter the game at any point. Players that are picked up are exempt from the jersey rule.

TIE GAME RULE

All games will adhere to a one (1) hour and fifteen (15) minute time limit. Once an inning starts, it will be completed. If the score is still tied after one (1) hour fifteen (15) minutes, the game will be considered a tie unless time remains to utilize the Texas Tie Breaker play for an additional inning(s). If time permits, the last batter of the previous inning goes to second base and regular play begins. Both teams begin the inning this way.

HOME RUNS CHURCH CO-ED LEAGUE

All teams will be able to hit 3 home runs per game. Any homerun hit after the 3rd homerun will result in an out. **ALL homerun and foul balls will be retrieved by the team currently at bat. If they are not retrieved, we will put the game on hold until balls are retrieved.**

WALK RULE FOR CHURCH CO-ED LEAGUE

Any walk to a male batter will result in a two (2) base award. The next batter (female) must bat unless there are two (2) outs at which time the female has the option to bat or walk. When a team is playing with (9) nine players there will **not** be an automatic inning ending out when walking a player. The next batter must take their turn at bat.

TWO HOME PLATES RULE/CHURCH CO-ED LEAGUE

Runners must touch the second home plate, which is eight (8) feet in foul territory adjacent to the original home plate. The catcher must touch the original home plate on a play at home. The catcher cannot tag the runner once the runner has passed the commitment line. No sliding at home; if the runner slides it will be an out. A play at home is a force out.

SAFETY BASES

A double first (1st) base is in place to cut down on injuries. When a play is made on the batter/runner, the defense must use the white (inside) portion and the batter/runner must use the colored (outside) portion of the base.

ARC LINE IN OUTFIELD

Outfielders must remain behind the Arc line (closer to the outfield fence side) and infielders must remain on the clay until the ball crosses the plate when a female bats. Any violation of this rule will result in the following:

- if the ball is hit fair or foul, the batter is awarded first base
- if the batter gets a ball or strike called, the batter is awarded first base

There is no penalty if the batter reaches first base on a fair hit ball.

COURTESY RUNNER

One courtesy runner is allowed per inning. Runners must be the last out made regardless of gender. In the event there are no outs in the first inning, the courtesy runner will be the last person in the batting order. If the courtesy runner is coming to bat and is still on base, they are out as a courtesy runner but will still bat.

Rabbit Runner:

All rabbit runners must have a doctor's note turned into the field supervisor prior to playing or if both teams agree to allow one.

HALFWAY LINE or COMMIT LINE

A line is placed halfway between home and third base, perpendicular to the foul line. Once a player passes this line, he/she must continue to home plate. If a player passes the halfway line and returns to third base, they will be called out.

PITCHER'S BOX

A pitcher's box consisting of the area from the front of the pitcher's plate 50 feet from home plate, and extending back six feet perpendicular to the pitcher's plate shall be used. The pitcher must release the ball after coming to a complete stop with one foot or both feet in contact with the pitcher's plate or within the pitcher's box. One foot must remain in contact with the plate/box when the pitch is released with an underhand motion. A step simultaneous with the release of the ball may be taken in any direction, with

the free foot. The pitcher must be facing the batter when delivering the pitch. This box allows the pitcher to release the ball from 50 feet to 56 feet from home plate.

PITCHING SCREEN

The pitcher must get completely behind the net after releasing the pitch and remain behind it until contact is made by the batter. Once contact is made the pitcher can come out from behind the net to field the ball. If the umpire declares the pitcher did not get fully behind the net and then is the first person to touch the ball in play, it is a dead ball, and the runner is awarded first base. Any runner who is on base in front of the batter will be awarded one base as well.

SECTION 3: UNIFORMS AND EQUIPMENTS

UNIFORMS

All players are required to wear matching jerseys with at least a six (6) inch number on the back. Numbers must be legal, between zero (0) and ninety-nine (99). Numbers that are fractions or decimals, or contain three (3) digits are illegal. Duplicate numbers are not allowed. Trading, loaning or altering jerseys in any manner is not permitted. **Teams must have shirts by the start of the third week.** NOTE: One (1) player may be in the line-up at the start of the third week not having a matching jersey. Two (2) players not having matching jersey will result in the opposing team getting five (5) runs at the point when that player enters the game. More than Two (2) players per team will result in forfeiture for that team. Hats and full uniforms are optional. NO hats may be worn backwards, sideways or in any other fashion other than the brim forward while on the playing field. Handkerchiefs and head bands are not allowed on the head while on the playing field. No bracelets, hoop Earrings or watches will be allowed to be worn by players. NOTE: During cold weather, a player may wear an article of clothing over his/her team jersey; however, an umpire may inspect that jersey at any time during the game. If a church has more than one team playing in this league, each team must have either a different colored jersey or different colored numbering on the uniforms. There must be a visually easy way to identify each team apart from the other. Switching of jerseys is not allowed.

SHOES

Shoes must be worn by ALL players. Steel spikes and plastic cleats are prohibited. Players wearing this type of shoe will be required to remove them immediately upon notification from the umpire. Failure to do so will result in the player being ejected from the game.

BATS

The official Florida USA Softball bat 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 and must not be listed on an ASA non-approved list, or must be included on a list of approved bat models published by the ASA National Office; or must, in the sole opinion and discretion of the umpire, have been manufactured prior 2000 and if tested, would comply with the ASA bat performance standards then in effect. Any batter batting with a banned bat will be ejected from the game and the manager of that team will also be ejected. NOTE: Altered Bat – Any player discovered using an altered bat, including a doctored bat or a bat with additional weight shall be called out and disqualified from further play for a minimum of one year. The Parks & Recreation Department shall have the right to take possession of a bat that is, in the sole discretion of the league umpire and officials, reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and or determined to be an altered bat, that bat will be banned from all

City of Cape Coral Leagues. A player that is discovered to have an altered bat may be disqualified from further play.

SECTION 4: ATHLETIC CODE OF CONDUCT

CASUAL PROFANITY

Casual Profanity pertains to expletives and verbal unsportsmanlike language. All inappropriate language directed at umpires warrant an ejection. Profanity uttered out of frustration is penalized by "outs" being declared against the offending team. If the team is at bat and unsportsmanlike words are used, the next batter will be declared out. If the act is committed by the defensive team, the first person to bat in the next inning will be declared out. The outs will be treated as a delayed dead ball situation. If the violation occurs in the bottom of the last inning, where the fielding team may not bat again, the ejection rule will be applied. If a team has an eligible substitute, they can continue the game. A game may be ended by a casual profanity out. **Note:** Any player/coach suspended must remain off the complex until he/she is reinstated in the league. Certain incidents on the field will be reviewed by the Review Board which may possibly give out further penalties. If the Review Board is checking into an incident, the coach/coaches of the teams involved will be notified as soon as possible.

SMOKING

Smoking is not permitted on the playing field or in the dugouts. The USA Softball national office has made the determination that in accordance with Rule 5, The Game, Section 12, Dugout Conduct, B: Participants may not smoke (which includes the use of electronic cigarettes/e-cigs or personal vaping devices/PV or electronic nicotine delivery system/ENDS) or use alcohol beverages inside the dugout or on the field.

ALCOHOL

Alcohol is prohibited in the City of Cape Coral parks. Any player seen consuming alcohol by a City of Cape Coral employee before, during, or after the game on city property will be subject to penalties. Penalties include First Offense (1st): Players will be suspended from playing in his/her teams next played scheduled game. 2) Second Offense (2nd): Players will be suspended from playing in his/her team's next two (2) played games. 3) Third Offense (3rd): Players will be suspended for one (1) year from the date of the offense, from playing in any City of Cape Coral leagues.

PHYSICAL THREAT / CONTACT

Physical contact, or threat thereof, will not be tolerated. No individual shall, at any time, strike, shove, threaten to strike or harm another individual or use rough tactics during the game. This includes throwing equipment or any other forceful action. Assault or battery charges may be filed against any individual who does not abide.

VERBAL / VISUAL MISCONDUCT

Verbal or visual misconduct on any city property will not be tolerated. Profane or vulgar language or gestures will not be tolerated.

SECTION 5: MISCELLANEOUS GAME RULES

DUGOUTS

Only team members are allowed in the dugouts.

WARM-UPS

There will be no warm-ups on the infield before and during the games.

LINE UP CARDS

Teams must exchange starting lineups prior to the game and give a copy to the umpire. Lineup cards must be filled out properly with the player's last name, and first initial. Player's number, team name and date of game; must be turned in **five (5) minutes before** the scheduled starting time of each game. The game will not start until the lineup cards are exchanged and given to the umpire. This is not optional and game time will be running.

SCORE BOOKS

The home team will keep the official score book for the game. If the home team does not have a scorekeeper, then the visiting team will keep the official scorebook. If neither team has a scorekeeper, the umpire will be the official scorekeeper

UNINTENTIONALLY THROWING THE BAT

No player shall throw the bat upon hitting the ball. The first offense in the game is a team warning, upon the second offense in a game on same team the batter is out. The third time on the same team and the batter who throws the bat is removed from the game.

PROTEST

Written protests must be filed by 4pm the day following the contested issue and state what rule and section of the Official ASA Rules and Regulations and/or City of Cape Coral Parks and Recreation Rules and Regulations has been violated. The protest must be brought to the Athletic Office City Hall which is located at 1015 Cultural Park Boulevard in Cape Coral and a \$25 deposit is required. This deposit will be returned, only if the protest is ruled in favor of the team making the protest. Teams must notify the umpire(s) if the game is being played under protest.

SECTION 6: EJECTION / SUSPENSION

EJECTION/SUSPENSION FROM OTHER LEAGUES: Any person/team ejected, suspended, sanctioned, barred, banned, etc. from participation in any other league or sanctioned body (league) shall be likewise suspended from participation in all City of Cape Coral Leagues. This will remain in effect until the suspension from the other league expires. This ban goes into effect immediately upon receipt, by the league, of written/verbal Notice of Suspension by the suspending league. Any person/team playing in the league while suspended from another league is an illegal person/team. This subjects the games played to possible forfeit. No team/player is due a refund of league fees paid for any games not played due to suspensions. In addition to reactive forfeits, the league may impose additional sanctions against a suspended team, or a team using a suspended player. Teams suspended in other leagues may not play in the league merely by using a different name than it used in the league where it was suspended. Individual player(s) on teams suspended in other leagues are illegal players in all City of Cape Coral Leagues. If a team is caught with one of these individuals the team is subject to forfeiting every game that individual played in.

EJECTIONS

Ejected players will be suspended for the rest of the game plus the next scheduled game played (**minimum**). If ejected a second time during the same season, the player is suspended for the rest of that game plus the next two (2) scheduled games played (**minimum**). Ejected teams must submit a re-entry fee of \$50 (cash only) to the league before the team will be allowed to play.

SUSPENSIONS OR EXPULSIONS

Certain actions may be considered sufficient reason for suspension or expulsion from league play. These actions include, but are not limited to, verbal or physical threats to any player, coach, employee or umpire by un-sportsman like conduct. Un-sportsman like conduct includes, but is not limited to profane language, intoxication, or physical contact. Additionally, any player who strikes, attempts to strike, or throws an object at an umpire or City Official will be suspended for a minimum of one (1) year. If no attempt is made by the manager to restrain the player, that team shall be in jeopardy of being suspended from the league. The Review Board may possibly give out a longer suspension when deemed appropriate.

ENFORCEMENT PROCEDURE

Upon suspension, the suspended individual must remove him/her self immediately from the contest area. Team members and managers/coaches are responsible for the removal. A Two Minute Clause is in effect and permits a player have two minutes to leave the contest area. If the time limit is not met, the contest will be forfeited to the opponents. A suspended player may remain in the park/gym if they remain orderly. However, if there are additional outbursts or threats, the player will be asked to leave the park/gym. Failure to leave will cause his/her team to forfeit. Police assistance may be requested.

Length of Suspension will be at minimum the remainder of the current game and the next scheduled game. The league coordinator shall be responsible for suspending players for more than one game or from further league play. Players removed from further league play cannot be replaced on the roster. Repeat offender's violations may jeopardize post season participation by the Individual or team. The severity of the infraction will determine the penalty and maximum penalties may involve more than one season and more than one sport. Each violation will be reviewed and the team manager will be informed of the decision within a reasonable length of time.

SECTION 7: PARK POLICY

Verbal or visual misconduct on any city property will not be tolerated. Profane or vulgar language or gestures will not be tolerated.

ABSOLUTELY, no alcoholic beverages allowed at the City of Cape Coral Parks.

NO SMOKING is permitted on ball fields or in dugouts. This includes vaping, e-cigs and ENDS.

NO CHILDREN are allowed in the dugouts.

NO ANIMALS are allowed in Athletic Parks. Ordinance 73 (1997) provides "With the exception of 'service' animals (such as "guide" or "seeing-eye" dogs and the like), no dogs or other animals shall be permitted in parks with athletic fields and/or athletic courts or in playground areas or beach areas without the express prior written consent of the Director or his or her designee." Please note that according to the ADA: Dogs that are not trained to perform tasks that mitigate the effects of a disability, including dogs that are used purely for emotional support, are **not** service animals.

Revised 05/2018