

CO-ED SLOW PITCH SOFTBALL RULES

SECTION I ADMINISTRATIVE PROCEDURES

ENTRY INFORMATION:

- 1. Entry fee: \$205.00 per team. Make checks payable to City of Shreveport.
- 2. League play will begin the **fourth week in July** of the current year.
- 3. Entry form, entry fee and rosters must be turned into the SPAR Office no later than 4:30 p.m. on the donated registration deadline.
- 4. Players must be at least **18** years of age or older to participate. Ages **16-17** must have a permission slip signed by a parent or quardian on file at the SPAR Office.
- 5. Team representative will be required to submit to the SPAR Athletic Office an email address and any dates (s) that their team will not be able to play by denoted registration deadline. We will do our best to schedule around them. No guarantees. After the schedules are drawn up, NO GAMES WILL BE RESCHEDULED EXCEPT FOR SPAR CANCELLATIONS.

ROSTER INFORMATION:

- 1. **Please print or type rosters. Include name, address and number of players**. Each team may have a roster maximum of **20** players.
- 2. The Official SPAR roster will be held at the Athletic Office and Cargill Park. All players must be listed on a certified team roster provided by the Athletic Office. No team will play without a roster. ID's and roster check will be administered.
- 3. A player cannot be added to a roster at game time. Additions must be made in writing at the SPAR Athletic Office or via fax no later than **4:30 p.m**. on the day of the game. **NO ADDITIONS WILL BE TAKEN BY TELEPHONE.** Additions and deletions must be made by the representative.
 - Players may not be added to the roster **Wednesday** after the league begins.
- 4. Players may not change teams after **designated deadline**. Prior to, a change may be made either at the player's request or the representative decision to dismiss the player. If a player voluntarily requests a change he/she must come to the SPAR Athletic Office with proper identification. If a player is dismissed by a representative he/she must sign a release form. This form will be attached to and the player's name added to the new team's roster.
- 5. A player can be on one open league roster or one church roster, but not on two rosters from the same league (open or church). If a player is guilty of playing for another SPAR CO-ED team other than the team he/she is registered with, he/she will be suspended from league play for the remainder of the season. The coach will be placed on probation for the first offense and suspended from league play for the remainder of the season on the second offense. A team guilty of playing a non-rostered player will have every game that he/she illegally participated in forfeited.

6. All players/coaches must sign a release form and waiver before participating in the Coed League.

FORFEITURES:

- 1. Games will be forfeited if team is not ready to play at scheduled game time. THERE IS ONLY A FIVE (5) MINUTE GRACE PERIOD, FIRST GAME ONLY. Players must be on the field ready to play. However, if a team is short it may pick up two (2) players who are on the roster of another SPAR team in the same division or below from the stands to play the game. It will be recorded as a forfeit but the umpires will call the game.
- 2. Any team that forfeits two (2) consecutive games or a total of three (3) forfeits during the season will be dropped from the league. Entry fee will NOT be refunded.
- 3. Teams may **start** a game with a **minimum** of 9 players, at least five of whom must be women. Additional players who arrive may be added to the bottom of the batting order (see Section II, Game Regulations, Rule 7). If the team loses a player (only 8 players remaining) for any reason, the game will continue. When the player who has left the game is scheduled to bat, he/she shall be declared out.

DISCIPLINARY ACTIONS

- 1. Game umpires and athletic staff will have complete control of all games and all actions within the parking lot, playing field and all facilities associated with play.
- 2. Boisterous behavior and unsportsmanlike conduct such as:
 - A. Unduly yelling and screaming at participants or official(s).
 - B. Profane language or gestures.
 - C. Public threat or physical violence and/or drunkenness.
 - D. The use of alcoholic beverages at the game site or on the premises.

The dugout will be checked after each game. If signs of alcoholic is found; that team will forfeit the next scheduled game and will be suspended until the representative meets with the SPAR STAFF.

- A violation of any of these standards will constitute partial or permanent program suspension at the discretion of SPAR STAFF.
- 3. Any individual ejected during a game will remain suspended for one (1) additional game unless circumstances dictate otherwise. Any player or coach ejected for fighting during or after the might be suspended for the remainder of the season. (SEE RULE 5) SPAR Athletic Discretion
- 4. Two (2) accumulative suspensions during one (1) season will constitute suspension from play for one (1) year from the date of the second infraction. **At the discretion of the SPAR STAFF**
- 5. Any player or coach <u>ejected</u> from the game must leave the facility and grounds for the remainder of that game and the duration of his/her suspension. They must contact Mary Murphy at 318-673-7776, or Spar Staff at 673-7748.

PROTEST PROCEDURES:

- 1. If a manager is protesting the use of any illegal equipment. He/She should report it to the umpire **IMMEDIATELY** during the game. Not a day later.
- 2. The only grounds for lodging a protest are:
 - A. Misinterpretation of a playing rule (SPAR or ASA).
 - **B**. Illegal substitution or re-entry.
 - **C**. Use of an ineligible player.

- 3. If a manager is protesting an ineligible player, he/she must notify the umpire-in-chief before last out of the last inning. The umpire-in-chief will then notify the scorekeeper who will annotate the inning, team protesting, number of outs, number/location of base runners, and the player being protested.
- 4. The representative must turn in a letter of protest to the SPAR Athletic Office by **4:30 p.m**. the following day (5:00 p.m. Monday for games played on Friday or weekends). The protest must contain the date, time, game location (field), name of the umpire(s) and reason for the protest. A \$25.00 fee must accompany the protest. If the protest is upheld, the \$25.00 will be refunded.
- 5. At every scheduled SPAR league game, each participant will be required to have proper picture identification in his/her possession. He/she must produce this picture I.D. to any umpire or SPAR official if asked to do so. If this I.D. is not produced, the individual cannot participate. If any individual doesn't have a driver's license, he/she may obtain a SPAR I.D. card for a \$5.00 fee. Call the SPAR Athletic Office for an appointment to have I.D. picture taken.
- 6. Failure to produce the I. D. prior to the end of the game will result in a forfeit.
- 7. Any player found ineligible during the course of the season will have every game in which he/she participated forfeited.

APPEAL PROCEDURES:

- Players, coaches and spectators may appeal any suspension or disciplinary action taken as a result of improper behavior.
 Additionally, the representative may appeal any decision based on an authorized protest.
- 2. There are four levels in the appeal process which must be followed in sequence:
 - a. First Level: Meet with SPAR Superintendent of Athletics and the Adult Sports Administrator.
 - b. Second Level: Meet with SPAR Assistant Director.
 - c. Third Level: Meet with SPAR Director.
 - d. Final Appeal: Meet with SPAR Council.

GENERAL INFORMATION:

- 1. It will be the duty of the team's representative to appoint a coach acceptable to SPAR. SPAR will deal with the representative on all matters pertaining to his/her team, including rescheduling of games, eligibility, etc. If a change of coaches is made during the season, the SPAR office must be notified at once. It will be the duty of the representative to find out and acquaint the new coach with any commitments by the previous coach.
- Individuals agree to participate at their own risk and will use their own insurance, if needed.
 Neither SPAR, The City of Shreveport nor any game official will be held responsible if a player is injured.
- 3. Boisterous behavior, fighting and unsportsmanlike conduct such as unduly yelling and screaming at participants or officials, profane language or gestures, public threat, physical violence or drunkenness displayed by coaches, players or spectators while on city property before, during or after the game will result in partial or permanent suspension from the program at the discretion of the SPAR Athletic Staff.
- 4. League standings will be updated weekly at the SPAR Athletic Office and on the SPAR Athletics Web Page (www.myspar.org).

COACHES AND PLAYERS SHOULD CALL THE SPAR RECORDER AT 673-7755 AFTER 3:00 P.M. ON DAYS IT RAINS TO DETERMINE IF GAMES HAVE BEEN CANCELED. PLEASE GIVE THIS NUMBER TO EACH OF YOUR PLAYERS.

IT IS NOT THE RESPONSIBILITY OF THE ATHLETIC STAFF TO NOTIFY TEAMS OF RAIN OUTS

If games are rained out, the head coach should call the SPAR Athletic Office after 3:00 p.m. the second day following the rain out and request the date for the makeup game.

SECTION II PLAYING RULES

PLAYER EQUIPMENT:

- 1. All teams must have similar color uniforms. Men and women must have the same basic colors. Teams can play in two colors only not three different colors. ALL team members must wear a top piece with a 6" number. It is the Supervisors and Officials' responsibility to enforce this rule.
- 2. No T-shirts with written or taped on numbers will be permitted on the field. Team members should not have identical numbers.
- 3. No metal cleats will be permitted in league play. ATHLETIC SHOES MUST BE WORN.
- 4. Any player caught using illegal equipment from the BANNED LIST CERTIFICATION will be governed by the **ASA RULE BOOK**. (PLEASE READ THE RULE BOOK)
 - A. First violation the COACH/MANAGER and PLAYER will be ejected from the game and suspended for the next two (2) games.
 - B. Second violation the COACH/MANAGER and PLAYER will be suspended from play for the rest of that particular season.

Note: For a list of the illegal bats go to www.myspar.gov or www.myspar.gov

HIV-HEPATITIS B - BLEEDING PLAYER

- 1. Any player who is bleeding from the nose, mouth, or open wound will be governed by the injured player rule.
- 2. Any player with an excessive amount of blood on his/her uniform will be removed from the game until the uniform has been changed. Players cannot re-enter the game until permission is granted from the umpire.

NOTE: If the player's replacement uniform (shirt) is not the same basic color as his/her teammates or does not have a number, he/she will still be allowed to re-enter the game.

GAME REGULATIONS:

- 1. Amateur Softball Association (A.S.A.) rules will govern play except as Modified by SPAR.
- 2. SPAR will furnish the first six (6) A.S.A. approved 12" (.44 COR only). You must purchase all other balls from the SPAR OFFICE. All balls will be stamped by SPAR. Balls not stamped by Spar will not be used for league play.
- 3. The Home Team will occupy the 3rd base dugout and the Visitors will occupy the 1st base dugout.
- 4. Starting line-ups should be turned into the scorekeeper at least (10) minutes prior to game time. As a minimum, the player's first initial, last name and uniform number must be listed.

- The batting order must alternate the sexes.
- 5. A copy of the **BANNED LIST CERTIFICATION** will be signed by each TEAM COACH OR DESIGNEE prior to the start of any Shreveport Public Assembly and Recreation (SPAR) Coed Softball league game. This form will be kept on file at the SPAR Athletic Office for the current Coed League.
- 6. Men must bat opposite handed. If the pitcher believes a batter is not batting opposite handed, he/she may turn the batter around one time during the game. Once this change is made, the batter must bat from the new side of the plate for the remainder of the game.
- 7. Home Run Rule: The one-up rule will apply. Both teams can hit an unlimited number of over-the-fence home runs; however the difference cannot exceed one (1). The batter will be ruled out for any home runs in excess of the difference rule.
 - Example 1: Team A hits a home run. Team A may not hit another home run until Team B hits a home run.
 - Example 2: Team A hits a home run. Team B is allowed to hit two (2) home runs, making the difference one (1) home run. Team A may now hit two more home runs and remain within the one (1) home run difference.
- 8. On any over-the-fence home run, the batter and all runners are credited with a score. The batter any runners on base do not need to run the bases.
- 9. If a team begins play with 9 players and wishes to add the 10th player, his/her name must be added to the bottom of the lineup. This addition may be made anytime during the game.
- 10. A walk to a male batter will result in a two base award. He must touch first base before going to second base. The next (female) batter will then be required to bat. **EXCEPTION**: With two outs, the female batter will have the option to walk or bat.
- 11. Defensive positioning: Two males and two females in both the infield and outfield, and one male and one female as pitcher and/or catcher. Outfielders **cannot** swap positions for every batter.

NOTE: If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player.

- 12. There will be a time limit of 1 hour or 7 innings whichever occurs first. If the game is tied at the end of 1 hour or 7 innings, play will continue until a winner is determined. Batters will assume a 3-2 count during extra innings. If the game is rained out during play, 4 innings will constitute an official game (3 ½ innings if home team is ahead).
- 13. The 20 run rule will apply after three (3) innings; the 15 run rule will apply after four (4) innings; the 10 run rule will apply after five (5) innings.
- 14. Pitching arch: Maximum 10 feet from ground. Minimum 6 feet from ground.
- 15. Courtesy runners will be allowed **(only if a player is injured during that game)**, but it must be a person not in the game or the person who made the last out.

SPAR STAFF

SPAR Adult Sports Administrator: Mary Murphy 318-673-7776

Mary.Murphy@shreveportla.gov.

Superintend of Athletics: Jerod Jones 318-213-0433

SPAR Office: 318-673-7748 or 318-673-7828