

2010
Winter/Spring/Summer/Fall

Manager & Sponsor's
RULE BOOK
&
POLICY MANUAL



Parks & Recreation Department
Athletics
Printed 12/1/10

We're going green!

Softball registration information

Softball Schedules

Softball Standings

Coming soon...

On-line softball registration

Go to: myclearwater.com

Link to: Parks & Recreation

Scroll to: Adult Softball League



INTRODUCTION

Welcome to the Clearwater Parks & Recreation Department Softball Program.

Our purpose is to offer you an opportunity to participate and have fun in a quality softball program, at whatever level you may desire.

We realize that individuals and teams have various levels of competitive desires and we hope that our program offers an outlet in which these desires can be fulfilled in a positive manner. We ask your assistance in helping us all to keep the program in proper perspective for the benefit of the players, umpires and spectators. Persons who do not feel they can participate within this framework should re-examine their motives for wanting to participate in this program.

We strive to conduct a program that is well organized, one that offers quality playing facilities and officials, one that offers the most people the opportunity to play at the least possible cost and one that is fair to all individuals and teams that are involved.

Your suggestions and recommendations are always welcome so that we may continually work to improve your program.

Best of luck to your team. Have an enjoyable softball season and year!

STAFF

Athletic Division Office – Long Center 1501 N. Belcher Rd.

Bill Lueders – 562-4802 ext.3839

Steve Bigley – 562-4802 ext. 3805

Bob Carpenter – 562-4802 ext. 3670

Jere Gunderman – 562-4802 ext. 3813

Kevin Webb – 562-4802 ext. 3811

INFORMATION/RAIN OUT LINE: 562 – 4810

(WEEKDAYS 4pm -6pm ONLY)

EDDIE C. MOORE COMPLEX: 669-1357 (AFTER 6:00PM & SUNDAY)

ATHLETIC FAX NUMBER: 562-4813

**CLEARWATER PARKS & RECREATION
DEPARTMENT
2010 RULES AND POLICIES**

The 2010 softball leagues will abide by all 2010 Amateur Softball Association (A.S.A.) rules and/or City of Clearwater Parks & Recreation Department (CCPRD) local league rules. Umpires will handle any situation not covered in these rules with their discretion during the game.

I. OBJECTIVES OF THE PROGRAM

- A. To provide an opportunity for interested individuals to play softball in an organized manner.
- B. To provide wholesome recreation play and not merely to declare a league champion.
- C. To adequately meet scheduling needs of the average team.
- D. To provide a competitive league for each team.

II. MANAGEMENT AND AUTHORITY

- A. The overall management and authority of the softball program and all teams involved in each league shall be the responsibility of the CCPRD Athletic Division.
- B. All matters relating to the softball program are the direct responsibility of the Athletic Division and any concerns regarding this program should be directed to the person directly responsible for the softball program.
- C. Upon entering a league, each team and all players agree to abide by the rules and regulations stated in this booklet. Failure to abide with the decision of the League Office could result in forfeiture of games or removal from the league.
- D. The Athletic Division will try to bracket teams to provide competitive leagues to the best of their ability. This may result in teams being placed in divisions that the Athletic Division deem competitive, (according to previous team records), for that team regardless of what they register for. Teams may be moved to a different division, once the league has started, if in the judgment of the Athletic Division, the change will provide better competition.

III. INDIVIDUAL PARTICIPANT POLICIES FEES & REFUNDS

- A. All participants must satisfy the “**open roster**” or “**closed roster**” requirements based upon residency or non-residency in the City of Clearwater. Non-residents are defined as people who do not reside, or are not owners of record of real property within the City limits of Clearwater.
1. Teams pay an “**open roster**” league registration fee. This eliminates the need for players, resident or non-residents, to purchase any type of participant card and document whether or not they are a resident or non-resident of Clearwater.
 2. Teams pay a “**closed roster**” league registration fee. Individual players must satisfy the City of Clearwater resident/non-resident requirements by purchasing a card choosing from the following options:
 - A. Non-resident participant purchase a \$180.00, (192.60 with tax), per year “Non-resident Card”
 - B Resident participants purchase a resident card for \$7.00 (7.49 with tax), valid for one year. Residents must provide two (2) original proofs of residency in Clearwater in order to purchase the card.

All players playing on a “**closed roster**” team must have a participant card, (resident or non-resident), before playing the first regular season game. Failure to abide with this paragraph could result in a forfeiture of any game(s) that they have played in.

B. **LEAGUE FEES:**

	Closed Roster	Open Roster	Registration Dates	Fees Due
1. Winter League: (1 night/week)	\$195.00	\$275.00	Dec. 1 - Dec. 31	<u>Dec. 31/noon</u>
2. Spring League: (1 night/week)	\$370.00	\$450.00	Feb. 1 – Mar. 5	<u>Mar. 5/5pm</u>
3. Summer League: (1 night/week)	\$280.00	\$360.00	May 31 – June 4	<u>June 4/5pm</u>
4. Fall League (1 night/week)	\$370.00	\$450.00	Aug. 2 – Aug. 27	<u>Aug. 27/5pm</u>

VERY IMPORTANT!

League participation is contingent upon fees being received by due dates. Late fees will be assessed to teams whose payment is received after the due date or once the schedules have been generated. Requests for early, middle or late game times can not be honored.

C. A refund will not be given unless a replacement team is found.

IV. DEFINITION OF LEAGUE AND SEASONS

The City of Clearwater offers 1 night/week leagues. Below is a clarification of the various divisions.

- A. **Men's B & C, Coed B & C Divisions** - Leagues of various skill levels with strong recreational emphasis. Men's Leagues are offered each evening on Mondays, Tuesdays, Wednesday, Thursdays and Sundays. Coed Leagues are offered Thursday and Friday evenings. The home run limit for the "B" division will be 4 home runs. Each home run above the limit will be an out on the batter. The home run limit for the "C" division will be 2 home runs. Each home run above the limit will be an out on the batter.
- B. **Men's D, Coed D & E Divisions** – Leagues of various skill levels with an emphasis on recreational type play. Men's Leagues are offered each evening on Mondays, Tuesdays, Wednesdays, Thursdays , and Sundays. Coed Leagues are offered Thursday and Friday evenings. There are no home runs allowed in either Men's D or Coed D & E. Any home runs hit will be an out on the batter.
- C. **Women's C & D Division** - Leagues of various skill levels with strong recreational emphasis, held on Wednesday evenings. There are two home runs allowed per game in the "C" division, with an out recorded to the batter for any home runs in excess of 1. The "D" division of the women's league will not have any home runs. Any home runs hit will be an out recorded to the batter.

D. Winter League:

6 games - 1 night/week

- 12/1/09 - 12/31/09 Registration at the Athletic Division Office located at the **Long Center – 1501 N. Belcher Rd. 2nd floor.**
- 1/4/10 – 1/9/10 Practice times given to teams who have paid the entry fees, according to field availability.
- 1/6/10 Schedules will be ready to be e-mailed after 1:00pm.
- 1/7/10 League starts. **UNIFORMS ARE NOT REQUIRED FOR THIS LEAGUE.** See section VI – C.
- 2/28/10 Winter League ends.

E Spring League:

10 games - 1 night/week

- 2/1/10 – 3/5/10 Registration at the Athletic Division Office located at the **The Armory, (Across from Jack Russell Stadium), 706 N. Missouri Ave.**
- 3/1/10 – 3/17/10 Practice times given to teams who have paid the entry fees, according to field availability.
- 3/18/10 Schedules will be ready to be e-mailed after 1:00pm.
- 3/22/10 League starts.
- 3/29/10 Uniform deadline, **UNIFORMS ARE REQUIRED FOR THIS LEAGUE.** See section VI – C.
- 6/4/10 Spring League ends.

F Summer League:

8 games - 1 night/week

- 5/3/10 – 6/4/10 Registration at the Athletic Division Office located at the **The Armory, The Armory, (Across from Jack Russell Stadium), 706 N. Missouri Ave.**
- 6/17/10 Schedules will be ready to be e-mailed after 1:00pm.
- 6/20/10 League starts.
- 6/27/10 Uniform deadline, **UNIFORMS ARE REQUIRED FOR THIS LEAGUE.** See section VI – C.
- 8/3/10 Summer League ends.

G Fall League:

10 games - 1 night/week

- 8/2/10 - 8/27/10 Registration at the Athletic Division Office located at the **The Armory, The Armory, (Across from Jack Russell Stadium), 706 N. Missouri Ave.**
- 9/6/10 - 9/10/10 Practice times for teams that have paid entry fees according to field availability.
- 9/9/10 Schedules will be ready to be e-mailed after 1:00pm.
- 9/13/10 League starts.
- 9/20/10 Uniform deadline, **UNIFORMS ARE REQUIRED FOR THIS LEAGUE.** See section VI – C.
- 11/19/10 Fall League ends.

If a rain-out or cancellation of an originally scheduled game occurs, every effort will be made to try to reschedule that game, but CCPRD does not guarantee that all games will be made up. Time factors, field conditions, and field availability are some of the variables that affect make-up games. CCPRD reserves the right to change any of the above dates due to weather, or other circumstances.

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V. ROSTERS AND PARTICIPATION

- A. Age requirement: Men’s or Women’s and Coed league players must be 16 years old on or before the first scheduled league game that they play in.
- B. The team roster must be legibly filled out completely and signed with a participant card number on it for a “**closed roster**” team. The roster for an “**open roster**” team must be completed as in the previous sentence but without a card number. These rosters will be hand collect by scorekeeper or recreation staff at your first regular season game. **Please do not turn them in prior to your first game.** You can turn in roster addition slips at the field to the scorekeeper. Please note that with a closed roster the add-on player must have a participant card number, with an open roster no card is needed.
- C. Players changing teams must sit out one playing date from the team they are joining before they are eligible to play for their new team.
- D. Players may play in as many leagues as desired provided they only play in one league per night. *EXCEPTION: A man or woman may play in a Men or Women’s league and a Coed league the same night.

Clarification: A player can play on a Thursday night Coed team, and a Thursday Men’s or Women’s league.

- E. Players listed and playing on more than one team’s roster in the same league (Men’s, Women’s or Coed) will be assigned to the team they play for first.

- F. Because of some players playing under falsified names, we are requiring all players to have picture I.D.'s with them at the ball field. If questioned by the umpires to produce the identification, the player must provide this in a reasonable amount of time, or be removed from the game until proper identification can be provided. However, it will be the plate umpire's judgment as to question the player for identification. This will prevent unnecessary questioning of players identity.
- G. The City of Clearwater offers Men's leagues, Women's leagues and Coed leagues. Women are not permitted to play in a Men's league and conversely, men are not allowed to play in a Women's league.

VI. UNIFORM AND EQUIPMENT

- A. Teams are to supply their own equipment. Catcher's gear is optional. Protective helmets and face guards are allowed.
- B. Shoes must be worn by all players. Sandals or open toed footwear are not to be considered as shoes. Rubber or turf shoes are recommended for all leagues. Metal spikes or hard plastic replaceable spikes are not allowed.
- C. Teams are required to have shirts, in the Spring, Summer and the Fall Leagues that are the same color with silk screened or iron-on lettering. The color of the lettering (including the 6" number on the back of the shirt) must be the same on all the shirts for the game. If there is a sponsor name or logo on the shirt, all shirts for that game must have the sponsor name or logo on all the players' shirts. Font lettering may be different as long as the sponsor name or logo is the same. EXAMPLE: Clearwater Parks & Recreation could be block or script lettering and be considered a legal jersey if the lettering is the same color. The deadline for each team to have these shirts is listed in Section IV F and H.
- D. If your team has ordered shirts and does not have them by this date, you may bring in the order form to the Athletic Office and written approval will be given to play until the uniforms come in. This approval must be shown to the umpires before each and every game.
- E. The home team will furnish 1 new A.S.A. approved such as the Dudley Thunder, Worth Gold Dot, or DeBeers Dyna Core game ball which are marked COR44 375 compression There are other brands of softballs that can be used as long as the A.S.A. approved stamping is on the ball. The home team should also provide 1 good playable used restricted flight ball. A limited supply of new balls will be available at the Eddie C. Moore Complex East. Coed teams may furnish either a new 12" or 11" ball and the other ball should be a good playable ball of the other size. The visiting team at each game will furnish back-up balls. The back-up balls do not have to be new, but in good playable condition. The women's & coed women's ball is an 11" green dot ball.

F. Bats will be checked before each game. The approved bats will be determined by the latest list from the A.S.A. Individuals can go on line to the A.S.A. web site to get an up-date of banned bats. www.softball.org click on "Adult", then "Certified Equipment", to the scroll of "Bats" then "Banned Bats". The list will be up-dated by A.S.A. periodically as needed. It is the responsibility of the team manager to make sure that the bat(s) that are determined to be illegal not enter the game. If a batter comes to the plate with an illegal bat, he will be disqualified from playing in that game. If during the same game another illegal bat is used, the manager will be ejected.

VII. STARTING TIMES, TIME LIMITS, TIES, PLAY-OFFS, AND RESCHEDULES

- A. City league starting times are 6:45, 7:45 & 8:45 p.m. unless noted on the game schedule. There could be industrial leagues or individual leagues that have special needs for different times. These game times will be arranged with the CCPRD to accommodate these leagues.
- B. Infield practice before any game is available only if time allows prior to scheduled game time.
- C. A regular game consists of one (1) hour and ten (10) minutes from the time The umpires say, "Play ball". No new inning will be started once the time limit has been reached, but any inning in progress will be completed unless the home team is at bat and is ahead in the game. A new inning is considered started when the last out of the proceeding inning has been made. Keeping track of the time is a shared responsibility between the umpire and scorekeeper.
- D. In the event that there is a tie for 1st place or 2nd place at the end of the season, the winner will be determined by head to head competition during that season. If there is a further tie, then the winner will be determined by the run differential between the teams that are tied.
- E. Sponsor or team awards will be given to the 1st and 2nd place finishers in all leagues. A choice of individual trophies or gift certificates will also be given to the 1st place finishers for the Spring, Summer and Fall leagues.
- F. In the event you team must have a game rescheduled due to church or company business, you must request this change **2 weeks in advance** in order for us to make necessary changes. Any request for a bye before the season schedules are out will be honored if you inform the Athletic Division before schedules are completed. Note: Teams may only request 1 bye per season.

- G. City of Clearwater’s Lightning Procedure is the “30-30 Rule.” When you see lightning, if you can count 30 seconds or fewer before you hear thunder, the storm is within six mile and poses a hazard. Seek shelter immediately away from windows, doors or metal objects that can conduct electricity. Wait at least 30 minutes after the last lightning flash before leaving shelter. Don’t be fooled by sunshine or blue sky!

VIII. FORFEITS

- A. It is the responsibility of each team to be on time. A forfeit will be called if a team does not have the minimum required players present at game time, or if they reduce the number of players below the required minimum any time during the game.
- B. The scoreboard clock is the official timepiece. If the scoreboard clock is not operating, the home plate umpire’s watch will be the official time unless designated otherwise.
- C. Team captains knowing in advance they are unable to field a team are responsible for notifying the Athletic Division so we may contact the opposing teams and umpires. Failure to do so will result in your team paying a forfeiture fee.
- D. Teams forfeiting 3 or more games in a league will be dropped for the remainder of the season.
- E. Forfeiture fee is \$30.00. This fee must be paid or appealed before the teams next scheduled game or the team may be suspended from further play. No monies can be accepted at the field.
- F. If a forfeit occurs, umpires will do a 45-minute ballgame, if requested to do so.
- G. Not having enough players at game time will constitute a forfeit, which will be strictly enforced. If a proceeding game runs over into the next schedule time slot, teams will be allowed up to the final out of the previous game in order to field the required number of players.

IX. RULES OF CONDUCT

- A. Only managers or team captains shall converse with the umpires over rule or decision made concerning a particular play. The manager or team captain is defined as the person who attends the “pre-game” meeting with the umpires.
- B. Home teams will use the third base dugout and anyone not associated with the team will not be permitted on the player’s bench or dugout during the game. Only players, manager, coach, team scorekeeper, bat person or sponsor will be allowed on the player’s bench.
- C. Ejection rule: Three things occur when a player is ejected during a game:
1. The player is ejected from the game and cannot be substituted for.
 2. Every time the ejected player’s turn at bat comes there is a recorded out.
 3. The player cannot play in City sponsored league play for a minimum of eight (8) days.
- D. Drinking of alcoholic beverages is forbidden in City parks before, during and after games as per City Ordinance Chapter 6.31. If there is any confirmed instance of alcohol consumption in the park, the team may forfeit the game just played and or be suspended from the league without refund.
- E. No player shall use insulting language, or threaten an umpire or player during or after the game. The player shall immediately be ejected. If a player uses the “f” word directed to the umpire, that player is ejected immediately. If a player uses the “f” word in disgust to himself, or to another player, then the play stands and the next batter is out. (North Dakota Rule).
- F. No player shall shove, push, lay a hand upon, or physically attack an umpire or player before, during or after a game. **Because of the seriousness of this infraction, the player shall immediately be ejected from the game and be suspended from further league play without recourse, as determined by the Athletic Section.**
- G. No player shall refuse to abide by the umpire’s decision or use tactics or show demonstrations, which show disapproval. Any player doing so may be ejected.

- H. Any player who initiates a swing or physical attacks another player will be suspended from further league play, as determined by the Athletic Section.
- I. Any player who has been ejected from the game must not heckle the umpires. If, after a warning to the team manager/captain, the offender continues, then the game will stop and a win awarded to the opposing team.
- J. There is no smoking at any of the City of Clearwater parks where there are softball fields.

X. LEAGUE GAME RULES

- A. A team may start the game with eight (8) players without constituting forfeiture. If a team has 7 players or less anytime during the game that team will forfeit the game.
- B. A 12 run rule is in effect after 4-1/2 or 5 innings regardless of the number of players playing.
- C. The following home run limits will be imposed in each of the following divisions. An out will be recorded to the batter for any home run hit in excess of the limit.
 - “A” Division = 8 home runs
 - “B” Division = 4 home runs
 - “C” Division = 2 home run
 - “D” & “E” Division = 0 home runs
- D. Late players may enter the game upon arrival after checking in with the scorekeeper and umpire. Teams may add up to eleven (11) players only up until the time the batting order has been completed once for their team. They may add up to 10 players at any time during the game.
- E. The highest number of players reached by a team may not be reduced by more than one (1) player for men’s and women’s divisions during the course of the game for any reason. Only after the 5th inning, anytime a player is dropped from the batting order, an out will occur every time that player was due to bat provided that player was not substituted for, (Toummia Rule).

- F. Team managers may play 10 players defensively and bat 11 players. Any of the 11 batters may go in and fill the 10 defensive spots. Defensive players may be rotated each inning provided they are part of the current 11 legal batters.
- G. There is a re-entry rule which allows any player, (including substitutes), the ability to re-enter the game 1 time. Re-entered players must re-enter the game in the same batting position in the line-up. Defensive positioning may be changed without penalty. All substitutions and re-entries must be reported to the scorekeeper or umpire.
- H. The last number on your schedule represents the home team, which will use the third base dugout and provide the game balls.
- I. Both teams are responsible for retrieving foul balls along their respective foul lines.
- J. A pitcher shall receive five (5) pitches prior to the start of the game and three (3) pitches, or 1 minute, between innings.
- K. In the “A” and “B” division of each league only, if a home run is hit, the batter must touch first base and can return to the dugout without “rounding” the bases. Any or all base runners can go straight to the dugout without touching the next base(s).
- L. A game will be considered complete after 4 ½ innings if the home team is ahead or, after 5 innings if the visiting team is ahead. There must be less than 15 minutes remaining on the game clock for a game to be completed if the game is delayed.

“A” “B” “C” “D” and “E” COED RULES

- A. Teams may start with eight (8) players and add up to ten (10) once the game has started. The same as in other leagues. In coed, teams may use 11 or 12 players in the lineup provided they start the game or they are added to the line-up before the batting order has been completed once.
A coed team may never have more males than female at any time on the field, or in the batting order. Coed teams may drop 2 players to maintain the batting order not allowing 2 males to bat in a row.
- B. Batting lineup must not have two males batting back-to-back in the order.
- C. Players may play any defensive position.

- D. With less than two outs, if a male batter is walked (intentionally or not), he is awarded second base, (he must touch first base before going to second), the next batter, (female), must bat. If there are two outs the male batter is still awarded second base, and the next batter, (female), has the option to bat or walk to first base. This option is given before the next legal or illegal pitch to the female batter. Once a pitch is made, there is no option and the batter must hit.
- E. Men will hit the 12” ball and women will hit the 11” ball. If the wrong ball is hit, the offensive team will have the option of taking the play as it stands, or returning the batter to the batter's box with the last ball and strike count prior to the play.

XI. FIELD ASSIGNMENTS FOR LEAGUE PLAY

The Parks and Recreation Department will not guarantee that a team will play on any particular field. Any team registering to play in Clearwater softball leagues is subject to the fact that the Recreation Department reserves the right to place individual leagues/divisions at any site appropriate for that level of play.

XII. RAIN-OUTS

- A. No decision on “Rained out games” will be made by the CCPRD until 4:00 p.m. the day of the game.
- B. Team managers may call 562-4810 (recorded message), after 4:00pm, for information on the evening games. Sunday leagues should call the Eddie C. Moore Complex telephone number, (669-1357), for rainout information. Up-dated messages will be made after 6:00pm on the Eddie C. Moore telephone number when necessary.
- C. A recording will be made at the Eddie C. Moore Complex if any games are rained out. Call 669-1357 for a message at the Eddie C. Moore Complex.

XIII. SCOREKEEPERS AND LINE-UPS

- A. Lineups are due to the scorekeeper 5 minutes before game.
- B. Scorecards will be used as lineup cards and are to be filled out completely with players Full First and Last Name - NO ABBREVIATIONS.
- C. City provided scorekeepers will be used. If for some reason the scorekeeper fails to show up, then the home team will provide a scorekeeper.

- D. Certain industrial leagues will not have a furnished scorekeeper, according to their agreement with the City.

XIV. UMPIRES

Umpires have the final decision during game. The umpire has full authority to take any action or remove any player or spectators from the playing area when, in his/her judgment, such action is necessary to maintain proper playing conditions. Umpires have authority ½ hour before each game until ½ hour after the game is completed. There will be 2 umpires assigned to each game with an exception of certain industrial leagues and their agreement with the City. Occasionally, 1 umpire may be used in a game when beyond the control of the City, an umpire does not show up for an assigned game.

XV. PROTESTS

Notification of intent to protest must be made by the coach or captain immediately before the next pitch. All details concerning the protest must be written on the back of the scorecard at that time, (runners on base, out's etc.), the game continues under the protest. The manager must file a written protest the next business day in the Athletic Office with a \$50.00 protest fee which is refundable if the protest is upheld.

XVI. LEAGUE STANDINGS

- A. Standings are determined by win/lose record and kept at the Athletic Office. If teams have similar standings, head to head, then run differential will determine the standings.
- B. Standings will be posted each Wednesday afternoon on the City of Clearwater's web site (www.myclearwater.com) under Parks & Recreation Department Adult Softball League, link to Standings.
- C.. League schedules are also posted under the Adult Softball League link. Game times, dates and locations will not change 1 week prior to the posted game. It is the responsibility of the team manager and players to know of any changes made for game times and locations after the original schedule has been emailed.

XVII. INSURANCE

- A. All players are responsible for their own personal insurance. Players also understand that there are inherent risks in softball and they must assume those risks. The City does not provide accident insurance for participants.
- B. Team insurance is available through A.S.A., ask the Athletic Section for an application and information.

FIELD LOCATIONS AND PHONE NUMBERS

1. EDDIE C. MOORE (1-4)...3050 Drew St. 669-1357
2. EDDIE C. MOORE (5-7) 2994 Drew St.
3. EDDIE C. MOORE (8 & 9) 2780 Drew St.

**CLEARWATER PARKS & RECREATION ATHLETIC OFFICE
ADDRESS: 1501 N. BELCHER RD. CLEARWATER, FL 33765**

**RAIN - OUT/INFORMATION
LINE:**

(727) 562-4810

**EDDIE C. MOORE
SOFTBALL COMPLEX:**

(727) 669-1357

ATHLETIC FAX #:

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JERE GUNDERMAN

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KEVIN WEBB

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N

North to Dunedin
&
New Port Richey

US 19 North

ECM 8 & 9
2780 Drew

ECM 5 -7
2994 Drew

ECM 1 - 4
3050 Drew

McMullen Booth RD

Drew Street

Gulf to Bay
US Hwy 60

South to Largo &
St. Petersburg

S

to Bayside Bridge