



Concord Softball



2011 - ADULT SOFTBALL RULES AND REGULATIONS

All rules in the City of Concord manual prevail for men's, women's and mixed slo-pitch (with noted exceptions) at all scheduled league and playoff games.

I. LEAGUE DIRECTION

The Concord Parks and Recreation Services Department (League Director) shall enforce all rules as necessary. The Parks and Recreation Services Department also reserves the right to establish regulations at any time deemed necessary for the efficient operation of the Adult Softball Program.

Flagrant violation of any regulation or interpretation of such will result in individual and/or team suspension, which forfeits all rights, privileges and fees, etc. Disciplinary or rule decisions must be appealed in the following manner:

Written appeal to a Board, consisting of Parks and Recreation Services Representatives, League Director and the Umpire in Chief.

II. TEAM ROSTERS

Rule A. Team rosters must list a *minimum of 12 players* and *maximum of 20 players*, including playing managers and coaches. **No team may take the field without a current completed Official Team Roster and Hold Harmless Agreement on file.**

1. Only those listed as players on the official team roster will be allowed to actively participate in a game as a player. Managers or coaches not listed as players will be allowed on the field as a base coach.

Rule B. Final rosters must be signed by the manager, filled out completely, and on file prior to the first league game. All players must have their home address, phone numbers, birth date, league and tournament classification information, and signature on the roster.

1. **Knowingly listing an incorrect name, address, league/tournament classifications or birth date is grounds for forfeiture or dismissal from the league without any reimbursement of fees and placed in lowest registration priority for the next year's registration.**

Rule C. New players may be added to the roster after the start of league play (up until the addition deadline described in Rule D) by filling out the Roster Addition Form. No more than twenty (20) players may be on the roster at any time. Players will not be allowed to participate in any game until their Non-Resident fee has been paid. Players with outstanding fees may be removed by a League Supervisor from any game in progress. If a substitution for that player is not available, an automatic out will be recorded for that player every time that player comes up to bat.

1. Roster additions should be submitted
 - a. To the field supervisor (via the scorekeeper) prior to game time & **must include Non-Resident fees.**
 - b. At the Willow Pass Community Center between 9:00 a.m. and 4:00p.m., Monday through Friday.
2. You will receive **tentative approval for the next game.** The League Director reserves the right, at any time, to deny/revoke all roster addition(s)/changes that affect the classification of the team.
3. **Listing/playing an illegal player during a game shall result in a forfeit.** Repeated violations will result in further team sanctions.
 - a. Players caught playing under an assumed name (any name other than their own) will be considered to be an illegal player and will be immediately ejected from the game and subject to further disciplinary action.
 - b. Managers are also subject to disciplinary action for listing/playing an illegal player.

Rule D. Additions will be allowed prior to the start of the 9th game in a 12 game season, the 6th game in an 8 game season and the 5th game in a 7 game season. League Director and a Concord Softball Board Member must approve any exception. In case of injury, proof must be provided.

1. Players who are not legally rostered, regardless of playing history on the team, will not be eligible to play on that team the remainder of the season once the time for additions has past.
2. It is the Managers responsibility to check their official roster on file in the sports office prior to the start of the last game where additions are allowed to make sure it is complete and all players are legally rostered.

Rule E. Players must be legally rostered and have played in three (3) games for a 12 game season and two (2) games for an 8 or less game season to be eligible for playoff games.

Rule F. Team/Player Classifications:

1. Men's / Women's Teams

a. B - League Teams

- 1) Teams are limited to a maximum of two (2) players, league and tournament combined, playing down. These limits are based on the player's highest level played between January 1, 2010 and the present time, including the current season.
 - a) The limit applies to:
 - i. B Tournament Players
 - ii. A League Players

b. C - League Teams

- 1) Teams are limited to a maximum of three (3) players, league and tournament combined, playing down. These limits are based on the player's highest level played between January 1, 2010 and the present time, including the current season.
 - a) The limit applies to:
 - i. C Tournament Players
 - ii. B League players
- 2) May not have any A League players or any A or B Tournament Players

c. D- League Teams

- 1) Teams are limited to a maximum of four (4) players, league and tournament combined, playing down. These limits are based on the player's highest level played between January 1, 2010 and the present time, including the current season.
 - a) The limit applies to:
 - i. D Tournament Players (Men's Teams)
 - ii. C Tournament Players (Women's Teams)
 - iii. C League players (Men's Teams)
 - iv. C League players (Women's Teams)
 - v. Upper Mixed Players
- 2) May not have any A or B League players or any A, B, or C tournament players (Men's Teams)
- 3) May not have any A or B League players or any A or B tournament players (Women's Teams)

d. E- League Teams

- 1) Teams are limited to a maximum of four (4) players, league and tournament combined, playing down. These limits are based on the player's highest level played between January 1, 2010 and the present time, including the current season.
 - a) The limit applies to:
 - i. D League players
 - ii. Lower Mixed players
- 2) May not have any Tournament Players
- 3) May not have any A, B, or C League players
- 4) May not have any Upper Mixed players

2. Mixed Teams

a. Upper League Teams

- 1) No limits apply

b. Lower League Teams

- 1) Teams are limited to a maximum of three (3) male players and three (3) female players, league and tournament combined, playing down. These limits are based on the player's highest level played between January 1, 2010 and the present time, including the current season.
 - a) The limit on male players applies to:
 - i. D Tournament Players
 - ii. C League Players
 - iii. Upper Mixed Players
 - b) The limit on female players applies to:
 - i. C Tournament Players
 - ii. B League Players
 - iii. Upper Mixed Players
- 2) May not have any male A or B League Players or any A, B, or C Tournament Players
- 3) May not have any female A League Players or any A, or B Tournament Players

c. Recreational League Teams

- 1) Teams are limited to a maximum of two (2) male players and three (3) female players playing down. These limits are based on the player's highest level played between January 1, 2010 and the present time, including the current season.
 - a) The limit on male players applies to:
 - i. D League Players
 - ii. Lower Mixed Players
 - b) The limit on female players applies to:
 - i. C League Players
 - ii. Lower Mixed Players
- 2) May not have any male or female Upper Mixed Players or any Tournament Players
- 3) May not have any male A, B, or C League Players
- 4) May not have any female B League Players

3. Players added to a higher classified team during the season immediately become classified at that higher level. **It is the manager's responsibility to be aware of and restrict his/her players' participation on other teams if it affects the classification limits for his/her team.** Limits apply throughout the entire year.
4. Teams exceeding these limits will be required to immediately drop players to meet these criteria. Teams failing to meet these criteria will be ineligible for playoffs and may be restricted from playing the remainder of the season, without any reimbursement of fees.
5. Players who do not correctly disclose their highest playing level(s) may be automatically dropped from the roster and will not be eligible to play for that team the remainder of the season. That player is also subject to suspension from all other Concord League teams. Flagrant non-disclosure may also result in additional manager and team sanctions.
6. In cases where a specific level is unavailable, the League Director reserves the right to place teams or players at the most appropriate level. League Director reserves the right to change the classification of a team or player when performance or roster changes deem it appropriate.

Rule G. Player participation

1. Players may participate on more than one team if all of the following conditions are met:
 - a. Player classification limits described above are not exceeded.
 - b. Players must remain within one league classification, i.e. A, B, C, or D.
 - 1) Example #1: A player on a Men's "C" team may also play on a Men's "D" team
 - 2) Example #2: A player on a Men's "C" team may not play on a Men's "E" team.
 - c. The teams may not be in the same division of play on the same night. Example: Player can not play on two different teams in the Friday, Men's D – West Division.
 - 1) Exception: The Women's program is only offered one night a week, therefore, women may play on up to two (2) women's teams in the same division.

- 2) Exception: In the event the division is a combo league, players may play on up to two teams in that combo division as long as they are not the same level of play, i.e. one team in an "Upper" coed and the other is a "Lower" coed.
 - d. Scheduling conflicts are the sole responsibility of the player. A player on two teams must notify their manager at the time of rostering which team they have chosen to play on in the event of a scheduling conflict.
League/Playoff schedules will not be adjusted or changed to accommodate such conflicts.
 - e. It is the Manager's responsibility to be aware of all other teams their players are rostered on. It is also their responsibility to make sure their team does not exceed classification limits as listed above.
2. Any player caught participating illegally is subject to suspension and may have to appear before the Board for reinstatement. Penalties and sanctions may also be issued to Managers and/or teams for allowing illegal players to participate in their game(s).

Rule H. Roster Checks

1. The league reserves the right to conduct random roster checks at any time, including preseason, regular season and playoff games
2. Photo ID's will be required.
3. VIII Field Rules, Rule Z applies to all roster checks.
4. Listing/playing an illegal player during a game shall result in a forfeit. Repeated violations will result in further team sanctions

III. TRANSFERS AND RELEASES

Rule A. A player may change from one team to another with approval from the League Director. The player must adhere to all Team Roster rules as stated in Section II. *Player Add/Drop* forms for the team they are dropping from and the team they are being added to must be completed by the managers and player involved.

1. Once a player has been dropped from a team roster, he/she may not be added back to that team's roster until the next league season.

Rule B. Transfer players are not eligible to play until their *new team's second game following the release date provided this occurs during first two-thirds of season as outlined in Item II, Rule D above.*

Rule C. If a player transfers from one team to another, he/she will not be permitted to return to the original team.

IV. INJURIES

Injuries to players, umpires, non-playing managers, coaches or sponsors, spectators or bystanders are not the liability of the City of Concord.

V. PROTESTS - RULES (League Only)

Rule A. Managers/team captains must file protests prior to the last out of the game.

1. Notification that a protest is to be filed must be given to the umpire at the time of the decision.
2. The umpire, upon receiving such notification, will immediately inform the official scorer that a protest has been filed and is to notify the manager, coach or player-captain of the opposing team of the action.
3. Within 24 hours after the conclusion of the game in which the protested incident occurred, written notification of the protest, stating forth the specific points at issue and signed by the manager, coach or player-captain of the protesting team, must be delivered to the Concord Sports Field Supervisor during games or to the Willow Pass Community Center during regular business hours.
 - a. Written notification must state the specific rule(s) being protested.
4. A\$50.00 fee must accompany all written protest notifications. Protests will not be accepted without this fee.
5. Once received, the League Director will research the incident and rule on the specific rule(s) in protest. If the protest is upheld, the \$50 protest fee will be returned. If the protest is disallowed, the fee will not be refunded.

Rule B. Eligibility: The League Director will act on all illegal player protests.

1. Protests can be filed for using illegal players by team managers/captains or Community & Recreation Services staff.
2. Eligibility protests filed by an opposing team must be filed prior to the last out of said game and in accordance to Rule A above.
3. Eligibility protests must include specific player information, including their name. If the protest involves a violation of the classification rules, team name(s) of the other teams played on by the player(s) in question is also to be provided.
4. Games proven to involve illegal players will be forfeited.
5. Managers and teams can be suspended from league play, playoffs and/or further play in any Concord league for using illegal players.

VI. OUTSIDE PARTICIPATION

Teams who participate in leagues or tournaments outside the City of Concord will do so without disrupting the established Concord league schedule or playoff schedule. Games will not be rescheduled to accommodate conflicts.

VII. ENTRY FEES

Concord Parks and Recreation Services shall establish league fees to cover costs for the efficient operation of the Adult Softball Program. No team will be permitted to take the field unless it is in good financial standing.

A non-resident fee of \$13.00 will be charged for each player listed on a team roster that is not a Concord resident. The maximum number of non-resident fees charged is 9, with no additional charge for 10 or more non-residents.

1. Players will not be allowed to participate in any game for that team until their Non-Resident fee has been paid. Players with outstanding fees may be removed from any game in progress. If a substitution for that player is not available, an automatic out will be recorded for that player every time that player comes up to bat.
2. If a non resident player is dropped from the team's roster before their first league game a credit will be issued to the team account. This credit will be available for use to pay future NR player or league fees. **Credits will not be issued for drops after the start of the team's first league game.**
3. Rosters are to list the home addresses for ALL players. Teams listing addresses other than the player's current home address may be charged for the maximum non-resident fees as described above.
4. The league reserves the right to request proof of residency for all players when determining team league fees.
5. Roster Checks: In the event the address on the player's ID does not match the address on the roster, the league reserves the right to require proof of residency for the player(s) in question.
6. Incorrect roster addresses discovered at any time throughout the season, including during roster checks, will result in player sanctions, including, but not limited to the player being deemed ineligible to play.

All returned checks are subject to additional fees as determined by the City of Concord's Treasurer's Office. Team will not be allowed to take the field until all returned items and associated fees have been paid.

VIII. FIELD RULES

Rule A. The City of Concord Rules and the United States Specialty Sports Association (USSSA) rulebook will govern games.

Rule B. Official umpires are contracted by the Parks and Recreation Services Department and will have full authority over players, managers and coaches at all times. Umpires have the authority to order any player, manager, coach or spectator out of the game, off the field (*out of sight and sound*) or away from the playing field for unsportsmanlike conduct. Umpires have the authority to eject managers, coaches or players before, during and after games for unsportsmanlike conduct. Lack of compliance or further abuse by the ejected individual - either on the playing field or off - could result in forfeiture of game by the umpire or field supervisor. Player ejection or team unsportsmanlike conduct will be subject to action by the League Director. **NOTE:** Parks and Recreation Services staff has the identical authority of an umpire if they deem players, managers, coaches or spectators are acting in an unsportsmanshiplike conduct.

Rule C. No team will leave the field during the progress of play or refuse to play when directed to continue by the umpire under penalty of forfeiture and potential dismissal from the league without reimbursement of fees.

Rule D. Team members, with the exception of the on-deck batter, base coaches and players in the field are required to remain in the dugout to ensure safety and non-interference with play. The Players Code of Conduct will also govern any non-rostered person in the team dugout.

Rule E. Games will be seven (7) innings or time limit as stated below and in Section X – Time Regulations.

1. If a game is considered to be a Complete Game, continuation games will not be scheduled. Five (5) complete innings, or Four and one-half (4 ½) innings (*if home team is ahead at that point*), constitute an official complete game, regardless of time remaining. In addition, 50 minutes during a league game, constitutes an official complete game.
2. Playoff time-regulations differ from regular season. See Section XI – Rule D

Rule F. Concord Parks and Recreation Services will furnish the umpires with one new ball and one used ball in good condition for each game.

Rule G. Loose bats, balls, gloves, equipment and apparel of all kinds must be kept out of the field of play during games. Each team is responsible for maintaining its own dugout area.

Rule H. All players must have graduated from high school or their class must have graduated. Any exceptions must be cleared through the League Director. Players that have graduated but are still under 18 must have a Parent Permission Form on file. Contact the League Director for details.

Example: Mike is 17 years and 10 months old in June when he graduates from high school. He is eligible upon his graduation and must have a signed parent permission form on file.

Rule I. A team must have eight (8) players on the field at all times. If a team has only eight (8) players, the opposing team must furnish a catcher. This courtesy catcher's only responsibility is to return the ball to the pitcher. He/she cannot make any other plays.

Rule J. No smoking on the field of play or in the dugout area.

Rule K. No player, coach or manager may drink or have in his/her possession any alcoholic beverage or any illegal substance during their game. This includes on the field of play, in the dugout, or in the general ball park vicinity. No player may play in an intoxicated condition. Team managers are responsible for controlling their players
- See XII Players Code of Conduct.

Rule L. The umpire's watch will be considered official time when determining the start time of the game. Game time is forfeit time, with a five-minute grace period for first game only for weekday games. Umpire will declare forfeit.

1. Managers or captains **MUST MEET** with umpire prior to start of game to synchronize watches if desired. At game time, the umpire will direct the scorekeeper to start the official game-play timer and immediately announce to both teams that their game has officially started.
 - a. The game-play timer will be kept at the scorekeeper table or on the official scoreboard on WPP1 & WPP4.
 - b. The umpire, at his/her discretion, may direct the scorekeeper to pause the official game-play clock as needed, for example, in the event of a serious injury.
2. To avoid a forfeit penalty, teams must notify a League Director or Field Supervisor no later than 5:00pm on the last business day before the scheduled game being forfeited. Failure to comply will be considered an unapproved forfeit and will result in a one point reduction (-1 point) to the team's overall standing in the league.

Games being played on:

Saturday, Sunday or Monday
Tuesday
Wednesday
Thursday
Friday or Saturday

Notification by 5:00pm on the preceding:

Friday
Monday
Tuesday
Wednesday
Thursday

Rule M. Tie games will not be replayed. Standing will be decided by a point system. **Two (2) points for a win, one (1) point for a tie, zero (0) points for a loss, (-1) points for an unapproved forfeit.**

Rule N. Players must wear shoes at all times.

Rule O. One (1) “Courtesy Runner” is allowed per ½ inning. The courtesy runner can be repeated if the same player (batter-runner) is on base two or more times per ½ inning. The team requiring a courtesy runner does not need permission of opposing manager.

1. The courtesy runner must be the last out, prior to use, unless they are coming up to bat within the next 4 batters. In that event, the courtesy runner is the last runner to cross home plate.
2. If the courtesy runner is still on base at the time of their turn at bat, they must be replaced with a new courtesy runner (most recent out). No penalty will be imposed.
3. Mixed league: one male courtesy runner for a male and one female courtesy runner for a female will be allowed per ½ inning.

Rule P. For the general safety of all participants, no jewelry, watches, splints, casts or other such items may be worn during game. The League Director must approve any exceptions to this rule.

Rule Q. Intentional throwing of bats or other equipment will result in ejection and further penalties, subject to degree of infraction, may be imposed. *See XII Players Code of Conduct*

Rule R. *RainOuts:* Managers/players should check with the Rain Information Hotline, **671-3479** on the day of the game if weather is questionable. Calls should be made after 4pm Mon – Fri and after 3pm on weekends. It is the team’s responsibility to check the Hotline. **This number is updated as conditions change throughout the evening and will specifically reference games at Willow Pass Park.**

Rule S. *Incomplete Games:* Games postponed or suspended due to inclement weather or other conditions will be played during the regular season, whenever possible. However, due to tight schedules and limited facilities, we will use any available night or weekend to make up regular season games and playoffs games.

Any incomplete games not able to be completed during the regular season will be played on the make-up date(s) as specified in the registration information packet. *See Sec VIII, Field Rules, Rule E*

Rule T. *Pitching:* The ball must be delivered at a moderate speed underhand, below the hip, with a perceptible arch (from the time it leaves the pitcher's hand) of at least three (3) feet, before the ball reaches home plate. The pitched ball should not reach a height of more than ten (10) feet at its highest point above the ground. Speed of the pitch is left entirely to the judgment of the umpire. Refer to the USSSA Official rule book for more pitching rules.

Rule U. *Strike Zone:* The strike zone is that space over any part of home plate which is between the batter's highest shoulder and his/her knees when the batter assumes their natural stance even with home plate.

1. The ball cannot hit home plate and be a strike.
2. 3-2 count will be used.

Rule V. *Batting:* The batter will take their position within the lines of the batter's box. The batter cannot have either one or both feet entirely touching the ground outside the lines of the batter's box or touching home plate when the ball is hit (fair or foul). Penalty: Batter is out, ball is dead, all runners must return to previous bases.

Rule W. No bunting or intentional chop hits. Penalty: Batter is out, ball is dead, all runners must return to previous bases.

Rule X. Sliding will be permitted in all leagues. NOTE: Players must make every effort to avoid collisions when sliding. Failure to do so may result in player ejection.

Rule Y. All plays at home plate are *force plays*.

1. There is a “commit” line perpendicular to the third base line 20 feet from home plate. Any runner crossing this line must continue toward home plate. Until runner crosses this line, he/she may return to third base. Any runner that crosses this line and re-crosses going back to third base is automatically out. Ball remains live, other runners are in jeopardy.
2. Runner must touch home plate in order to score (except in mixed league). The defensive player must touch the plate or runner to record the out.
3. The area around home plate becomes congested at times. In the best tradition of good sportsmanship, the runner and catcher are to avoid collisions to the utmost of their ability. Any runner intentionally causing a collision will be declared out and the ball will become dead.

Rule Z. Identification:

1. All players must have a photo I.D. This I.D. must be a valid, current state issued Identification Card or Drivers License. Players may be requested to show I.D. to a league representative before, during, or after games.
 - a. If I.D. is not available, player will be required to fill out a City I.D. card. He/she then must produce I.D. to the League Director within 2 business days (*League Director is available Monday through Friday, from 9:00a-4:00p at the Willow Pass Center, or by appointment. To make an appointment call: 925.671.3423.*)
 - i. **During playoffs**, players must show I.D. immediately upon request. If I.D. is not available, his/her team will automatically forfeit the game in progress.
 - b. Failure to comply may result in his/her team's forfeiture of any games questioned in which the player participated.
2. Roster Checks: In the event the address on the player's ID does not match the address on the roster, the league reserves the right to require proof of residency for the player(s) in question and collect additional non-resident fees if applicable
3. Incorrect roster addresses discovered at any time throughout the season, including during roster checks, may result in player sanctions including, but not limited to, the player being deemed ineligible to play.

Rule AA. Additional Batters: Managers have the option of batting up to 14 players. Managers may add up to 14 players to the batting order prior to the 1st pitch of the 4th inning. Any 10 players of the 14 batters may play a fielder's position. Whenever players change *positions*, they *do not* have to report to the umpire or scorekeeper. The batting order *must* remain the same at all times. If one of 14 players is injured or leaves the game and *no* substitute is available, each time the departed player was to bat, an out will be declared.

Rule BB. Bats: Bats must be on the USSSA Licensed/Approved Bat List. The most current list can be obtained from their website: www.ussa.com under slow-pitch softball. The use of illegal or altered bats is prohibited and all rules regarding altered or illegal bats will be enforced.

1. Questionable bats will be removed from play until a City of Concord/League official can make a decision regarding the bat in question.
2. Violations of the bat rules may result in further disciplinary action, up to and including forfeiture of game(s) and/or player/team suspension.
3. Exception for Men's E and Mixed Recreational leagues:
 - a. Double wall, multi-wall or Composite bats are not allowed. Only single wall, aluminum, one piece bats will be allowed in these leagues. All bats that have an interior or exterior wall/shell/casing etc., or any description that can be considered as more than one wall are prohibited.
 - b. Players wishing to use those bats are highly encouraged to move up to one of our higher leagues.
 - c. Combo league (D/E) games, when a D team is playing an E team, are governed by the D League rules, therefore, the bat restriction as described above will not apply. Bat restrictions do apply when two E teams are playing each other.
 - d. Combo league (Lower/Recreational) games, when a Lower Division coed team is playing a Recreational Division coed team, are governed by the "Lower Division" league rules, therefore, the bat restriction as described above will not apply. Bat restrictions do apply when two Recreational Division teams are playing each other.
 - e. Bat restrictions apply in all E League and Recreation League regular season games and playoff games.

Rule CC. Home Runs: Batters playing in D, E, or Mixed Recreational Leagues are prohibited from hitting over the fence home-runs on Bundy Field (WP1). Hitting the ball over the fence on this field will result in an automatic out and base runners may not advance.

IX. ADDITIONAL MIXED RULES

Rule A. Managers may begin with a male or a female batter and then must rotate; female, male, female, male etc. A special "Mixed League" Line-up card is to be used for all coed games.

1. Managers have the option of batting up to 14 players and may add up to 14 players to the batting order prior to the 1st pitch of the 4th inning. Added players will be entered at the bottom of their respective line-up.
2. A rotating batting order is to be used. In a game, male batters will always follow the same male batter and female batters will always follow the same female batter – alternating between men and women so no two men or two women bat back to back.
3. If a player is ejected, and no substitution is available, an automatic out will be recorded each time that player would have come up to bat.

Rule B. Any combination using (5) female and (5) male players is an acceptable defense.

Rule C. If a team starts with less than ten (10) players, the majority of players must be women. Example: 9 players - 5 women, 4 men; 8 players - 4 women, 4 men, or 5 women, 3 men. Effect: If a team has more men than women, e.g., 5 men, 3 women, it shall be declared a forfeit.

Rule D. A safety line will be extended from Home Plate. A runner must cross the safety line, not Home Plate. Runner will be declared out for touching Home Plate during a “live ball”.

1. If a runner is forced home on a walk, he/she will not be declared out for touching homeplate.

Rule E. There will be free substitution in the game. Any player listed in the lineup must have his/her turn at bat. You may bat up to 14 players.

X. TIME REGULATIONS

Rule A. *Slo-Pitch:*

1. There is a 65-minute time limit on all regular season games.
 - a. Play time will be officially tracked using game-play timers.
 - b. The losing team has the option to "concede" at any time prior to the time limit. The umpire can also terminate any game he feels is becoming a "travesty."
 - c. Warm-ups will be permitted prior to the game if time allows.
 - d. Infield/Outfield warm-ups are not allowed once game begins.
2. There will be a 5-minute grace period for the Monday through Friday 6:00/6:15 p.m. games only. This 5 minute grace period, if used, will be taken off the original 65 minutes.
3. No new inning will begin after 60 minutes for all league games or after 65 minutes for all playoff games.
4. If a game is considered to be a Complete Game, continuation games will not be scheduled. *Complete Games:* Five (5) complete innings, or Four and one-half (4 ½) innings (*if home team is ahead at that point*), constitute an official complete game, regardless of time remaining. In addition, 50 minutes during a league game, constitutes an official complete game.

Rule B. *Flip-Flop:*

1. League play: The “Flip-flop” rule will take effect at the conclusion of the 5th inning, or at the conclusion of any inning after the 50-minute, but before the 60-minute mark, of games in which the home team is down by a run differential of 15 or more.
2. Playoff games: The “Flip-flop” rule will take effect at the conclusion of the 4th inning, or at the conclusion of any inning after the 55-minute, but before the 65-minute mark, of games in which the home team is down by a run differential of 15 or more.
3. When teams flip-flop, the home-team “flips” and becomes the visiting-team and bats at the top of the next inning. If they do not score enough runs to tie or take the lead, the game is over. If they do score enough to tie or take the lead, the *original* visiting team becomes the home-team and receives one final at-bat. The score at the conclusion of this inning will be the final score.

Rule C. *Run Limit:*

1. A per inning run rule will be in effect for the Men’s E and Mixed Recreational Leagues.
2. This run rule will not be in effect in any combination divisions.
3. A maximum of seven (7) runs may be scored per inning for innings 1 through 5.
4. Inning 6 and beyond are open innings: no run limit will apply

XI. PLAYOFFS

Rule A. 1st & 2nd place teams in 2, 3, and 4-team divisions will advance to playoffs; the top 3 teams in 5 and 6-team divisions will advance to playoffs; the top 4 teams in 7 and 8 team divisions will advance to playoffs; the top 5 teams in 9 and 10-team divisions will advance to playoffs.

1. If the total number of teams, across all nights of play, in any given league, amount to 3 or less teams, all teams in that league will advance to playoffs.
2. When determining playoffs seeding for combo-leagues, a team's overall records/points will only be compared to the overall record/points of the other teams in their league level. Therefore, teams competing in "combo-leagues" will be in competition only with the teams of their level when determining playoff seeding.
 - a. *Ex:* In an 8-team C/D combo-league containing 3 C-teams and 5 D-teams, the top 2 C-Teams and the top 3 D-teams will advance to their respective playoffs.

Rule B. Please note the Standings point system: Two (2) points for a win, one (1) point for a tie, zero (0) points for a loss, (-1) points for an unapproved forfeit.

1. Official Standings are posted outside the Sports Office by the batting cages.
2. Unofficial standings are posted on the website. These may not include penalty points for unapproved forfeits.

Rule C. Playoff positions will be determined by the following:

1. Best Record, based on overall points
2. If two teams are in a tie
 - a. Head-to-head record
 - b. Run Differential: maximum 12 per game
 - c. Coin flip, unless this eliminates a team from playoffs, then a game will be played to determine the final playoff spot
3. Tie between three or more teams:
 - a. Head-to-head (best win-loss-tied record in games among tied teams).
 - b. Run Differential: maximum 12 per game
 - c. Coin flip: unless this eliminates a team from playoffs, then a game will be played to determine the final playoff spot.
 - d. If at any time during this process, teams are eliminated and there become only two (2) remaining tied teams, the tie breaker process reverts to *step a.* of the two-team tie breaker rules.
4. Whenever teams are tied and playoff positions are open equaling the number of tied teams, a coin flip will be used to establish positioning.

Rule D. Playoff Games

1. Games will be seven (7) innings with an hour and 10-minute time limit. No new inning will begin after 65 minutes. There is no time limit in the Championship Games.
2. Play time will be officially tracked by using game-play timers.
3. Home Team
 - a. Double elimination format – Home team will be decided by a coin flip at all games except for the championship game, where the undefeated team will be the home team
 - b. Single elimination format – Home team will be decided by a coin flip at all games.
4. A 15-run rule after five (5) innings will apply to all games.
5. Playoff games cannot result in a tie. Additional innings therefore must be played, regardless of time limit, until a winner is determined.
6. Six (6) complete innings, or Five and one-half (5 ½) innings (*if home team is ahead at that point*), constitute an official game, regardless of time remaining. In addition, 55 minutes during a playoff game constitutes an official game.

Rule E. Players must have played in three games for a 12 game season and two games in a 7/8 game season to be eligible to play in playoffs.

Rule F. The "Flip-Flop" rule will be in effect during all Playoff Games:

1. The "Flip-flop" rule will take effect at the conclusion of the 4th inning, or at the conclusion of any inning after the 55-minute, but before the 65-minute mark, of games in which the home team is down by a run differential of 15 or more.

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2. When teams flip-flop, the home-team “flips” and becomes the visiting-team and bats at the top of the next inning. If they do not score enough runs to tie or take the lead, the game is over. If they do score enough to tie or take the lead, the *original* visiting team becomes the home-team and receives one final at-bat. The score at the conclusion of this inning will be the final score

Rule G. Special “Playoff” Line-up Cards must be used for all playoff/championship games. Managers may obtain their line-up card from the scorekeeper prior to their game.

Rule H. Random roster checks will be conducted throughout all playoff games. Players must show I.D. immediately upon request. Players that do not produce a valid photo I.D. will not be allowed to play in the playoff game. If I.D. is not available, his/her team may automatically forfeit any game in progress. VIII Field Rules, Rule Z applies to all playoff games.

Rule I. A Roster check will be conducted prior to the start of all Championship Games. Players that do not produce a valid photo I.D. will not be allowed to play in Championship Game.

Rule J. Protests must be made prior to conclusion of game and include a \$ 50.00 Protest Fee.

Rule K. It is the manager’s responsibility to make sure all players are legally rostered. See *Rule II. Team Rosters.* The League reserves the right to forfeit any game(s) in which illegal players participate.

1. Players caught playing under an assumed name (any name other than their own) will be considered an illegal player and will be immediately ejected from the game and subject to further disciplinary action.
2. Managers are also subject to disciplinary action for listing/playing an illegal player.

Rule L. Home Runs: Batters playing in D, E, or Mixed Recreational Leagues are prohibited from hitting over the fence home-runs on Bundy Field (WP1). Hitting the ball over the fence on this field will result in an automatic out and base runners may not advance.

Rule M. Bats The use of illegal or altered bats is prohibited. Rules regarding their use in a game will be strictly enforced.

1. Questionable bats will be removed from play.
2. Violations of the bat rules may result in additional disciplinary action, up to and including possible forfeiture of game(s) and player/team suspensions.
3. Men’s E and Mixed Recreational Leagues: Double wall, multi-wall or Composite bats are prohibited. Only single wall, aluminum, one piece bats will be allowed in these leagues. All bats that have an interior or exterior wall/shell/casing etc., or any description that can be considered as more than one wall are illegal and may not be used in these leagues.

Rule N. Any player ejected from a playoff game is automatically suspended for the next playoff game. He/she may not play in any game, for any team, until the suspension has been lifted. Further penalties may be imposed on the ejected player(s) or team upon review of the ejection reports by the league director.

1. Ejected players must leave the field of play (including in and around the dugout). Ejected players who interfere, in any way, with games in progress will be required to leave the premises immediately. Failure to do so will result in more extensive disciplinary actions.
2. Managers/players must contact a League Field Supervisor or the League Director, (925) 671-3279, to confirm the ejected player’s eligibility prior to their next game following their suspended game.

XII. PLAYERS CODE OF CONDUCT

The Code of Conduct will be in effect before, during and after all games. Players, managers, coaches and non-uniformed sponsors are *all* governed by the code during the aforementioned time. Umpires, Field Supervisors, and League Directors are all responsible for enforcing the Players Code of Conduct.

It is the managers' responsibility to ensure all their players abide by the Players Code of Conduct. Penalties or sanctions may be handed down to managers who fail to enforce and uphold all the City of Concord Rules and Regulations, including the Players Code of Conduct.

Ejected Players/Coaches - must leave the field of play (including in and around the dugout).

1. Ejected players who interfere, in any way, with games in progress will be required to leave the premises immediately. Failure to do so will result in more extensive disciplinary actions.
2. Any player removed by the officials from a game may be ineligible to play in any City of Concord game, regardless of team. Managers/players must contact the League Director, (925) 671-3279, to confirm the ejected player's eligibility prior to their next game.

Suspended Players/Coaches - must be out of sight and sound of his/her scheduled games. Players/managers are to contact the League Director, (925) 671-3279, to confirm the ejected player's eligibility prior to their next game.

Rule A. *No player shall:* Refuse to abide by an official's decision.

Rule B. *No Player shall:* Be guilty of physical attack or threat of physical attack as an aggressor upon any player, official or spectator.

Rule C. *No player shall:* Be guilty of verbal attack upon any player, official or spectator.

Penalty: For Rules A, B, & C

Officials are required to immediately suspend the player from further play and report such player to the League Director. Such player will remain suspended until his/her case has been considered before the League Director. Penalty is subject to degree of infraction.

Minimum Penalty: 1 game suspension

Maximum Penalty: Lifetime suspension

Rule D. *No player shall:* Be guilty of objectionable demonstration of dissent at an official's decision by the throwing of equipment, balls, or any other forceful action.

Rule E. *No player shall:* Be guilty of heaping personal verbal abuse upon any official for any real or imaginary wrong *decision or judgment*.

Rule F. *No player shall:* Discuss with an official in any manner the decision reached by such official except the manager, coach or player-captain.

Rule G. *No player shall:* Use profane, obscene or vulgar language in any manner or at any time

Rule H. *No Player shall:* Use illegal or altered equipment, knowingly or otherwise.

Penalty: For Rules D, E, F, G & H

Penalty is subject to degree of infraction.

Minimum Penalty: Player/team warning

Maximum Penalty: Player/team suspension of up to one year.

Rule I. *No player shall:* Be guilty of using unnecessarily rough tactics in the play of the game against an opposing player.

Penalty: For Rule I

Officials are required to immediately suspend player from further play.

Penalty is subject to degree of infraction.

Minimum Penalty: 1 game suspension

Maximum Penalty: Player/team suspension of up to one year.

Rule J. *No player shall:*

1. Appear on the field at any time in an intoxicated condition.
2. Be in possession of any alcoholic beverage during his/her game or in the dugout.
3. Be in possession of dangerous/illegal substances in or near the fields before, during, or after games.

Penalty: For Rule J

Officials are required to immediately suspend player from further play. Failure to comply with this ejection/suspension may result in team forfeiture of game in progress.

Penalty is subject to degree of infraction.

Minimum Penalty: Ejection plus 2 game suspension for player(s) involved and Manager/Team probation.

Maximum Penalty: Player/team/manager suspension of up to one year.