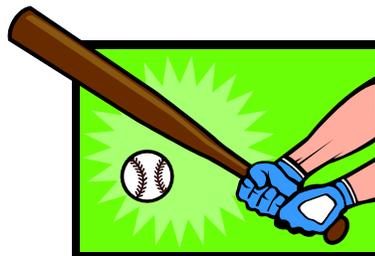


Updated 3/18/15



**CITY OF OVIEDO
RECREATION & PARKS DEPARTMENT**



ADULT SOFTBALL LEAGUE GUIDELINES

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**CITY OF OVIEDO
RECREATION & PARKS DEPARTMENT**

OVIEDO SOFTBALL GUIDELINES

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I Registration

- A. Teams must register for each season within the time period specified by the Recreation Department and must pay League and any other specified fees at the time of registration. **Initial rosters are due 10 minutes prior to first game**, and must include a minimum of 10 players. **All players must sign the team waiver before they can participate.** Rosters can have no more than 20 players. Additions to the roster are permitted up to the cut-off date. Paperwork can be faxed to (407) 971-5817 (please include team name on all documents). ***Money cannot be accepted at Oviedo Sports Complex, no exceptions.***
***Oviedo Recreation & Parks Department will not guarantee a position in a specific league for teams that do not complete the registration according to these procedures.**
- B. Depending on the number of teams registered for each league, multiple divisions may be formed. Divisions will be based on competition level and will be assigned based on team performance in previous seasons. For example, teams may be moved to a higher division after finishing in first place the previous season, or moved to a lower division after finishing in last place. **The League Administrator will have the final decision over all league divisions.**
- C. The regular season will be scheduled for 10 weeks. Every attempt will be made to play an evenly-balanced, 8-10 game regular season schedule, based on the number of teams in the division. In the event of inclement weather, games that do not affect the Regular Season Championship might not be made up.
- D. Time permitting, there will be a post-season tournament following the regular season. Post-season play will be considered bonus games and will be administered as the schedule permits (see section XIX).

II Player Eligibility

- A. Each player must sign the team indemnification/waiver form before participating. All players must be at least 18 years of age to participate. Matters regarding the eligibility of a player will be decided by the League Administrator.
- B. In order for a player to be eligible to play in the post-season tournament, they must have played in at least 3 games during the regular season.
- C. **All players should be prepared to provide identification at all games.** Roster checks may occur at any point. If a player cannot provide positive identification upon request, he/she will be declared ineligible for that game and may not continue playing until a positive ID is produced. Forfeits or other penalties may result (see section VI).

III Rosters & Fees

Rosters:

- A. Teams must have a minimum of 10 and maximum of 20 players on their roster. There will be no alternate lists. Teams with space available on their roster can **add players up until the end of the 5th scheduled week or 10th week for Coed.** The League Administrator will verify all rosters after the 5th scheduled week of games played. **There will be no exceptions.**
- B. Any player included on a team roster **must sign the team waiver before they are eligible to play.**

- C. All rosters shall include players' names, phone numbers and physical addresses (w/zip code)
- D. All initial rosters (10 player minimum) must be filed with the Oviedo Recreation Department before the first games are scheduled to begin.
- E. All rosters must include a valid phone number for their manager.

Fees:

- A. All established fees must be paid by the deadlines set by the Oviedo Recreation & Parks Department. **Under no circumstances will a team owing any fees or registration paperwork be allowed to play until all requirements are satisfied, even if this results in a forfeited game.**
- B. The Oviedo Recreation & Parks Department has a **No Refund** policy. Any exception to this policy, prior to the start of the season, will incur a 25% administration fee deducted from total league fee. Exceptions can only be approved by the Oviedo Recreation & Parks Department Director. Teams withdrawing from the league after the league schedule has been published shall forfeit the entire league fee.
- C. **Forfeit Fee: Any team that forfeits a game at any time during the season will have to pay a \$25 fee before they can play in their next scheduled game.**
 - a. Payment is accepted only at the Gym and Aquatic Center or Riverside Park, no fees will be accepted at OSC. Proof of payment may be required before a team plays their next scheduled game.
 - b. Any team that forfeits three (3) times will be disqualified from the league. The forfeit fee will be charged every time a team forfeits their scheduled game.
- D. If a team does not pay their forfeit fee they will be dropped from league play. Teams dropped from league play that have an outstanding forfeit fee will have to pay this fee before they can return to any Oviedo softball league.
- E. Teams unable to play a game for any reason must contact the League Administrator at least forty-eight (48) hours before scheduled game time to avoid paying the forfeit fee. ***Please call the League Administrator at (407) 971-5569.*** This will enable the League Administrator to contact teams and officials. Teams must speak directly with the Athletic Supervisor or the Recreation Manager.

IV Sponsors

All teams are encouraged to solicit sponsorship from businesses and/or agencies to assist in meeting team fees and requirements. Sponsorships are not required.

V Insurance

The manager shall advise each player upon signing the Player Waiver Form that accident insurance is **not** provided and that the player participates in the league at this/her own risk.

***Team insurance is available for purchase through ASA.**

VI Player Regulations

- A. Any adult, 18 or older, is eligible to play, unless otherwise stated.

- B. All players must be registered. A team that uses an illegal player (non-registered) will forfeit all games in which the player has participated. Positive ID may be required of every player at every game. **Note: Failure to produce a valid photo ID which shows the date of birth upon request by an umpire or league official will result in declaring the player(s) ineligible for that game and/or forfeit of the game.**
- C. **In the event that a player cannot produce a valid ID during a game, they will be removed for the remainder of the game. Provided there are enough remaining eligible players, the game may continue from that point on. The ineligible player will then have 24 hours to provide the League Administrator positive identification, or the game will be declared a forfeit.**
- D. **Managers of teams found playing with illegal players will face up to a 1-year suspension, at the discretion of Oviedo Recreation & Parks staff.**
- E. **A team roster check may be conducted prior to the start of any game. Players that do not produce a valid photo ID will not be allowed to play in the game.**
- F. No metal cleats are allowed.
- G. All exposed metal must be covered (i.e., knee braces)
- H. Jewelry will not be worn during games. Stud earrings, small hoops and wedding bands are permitted.
- I. Profanity should not be used on or around the field area. Use of profane language can and will be grounds for ejection, including before and after the game.

VII Ejections

- A. Either the umpire OR FIELD DIRECTOR may eject a player from the field for using indecent language, unsportsmanlike conduct or any serious violation of the rules. In case of ejection, the umpire shall notify the manager or coach that **the ejected player must leave the field within two (2) minutes and the facility within five (5) minutes.** In the event a player refuses to leave the facility, Oviedo Police will be called and the game could be forfeited. The umpire will, before leaving the facility, submit to the League Administrator in writing the bases surrounding the ejection. **Complaints/protests about a decision made during the games shall be made only by the manager. It is the manager's responsibility to contact the League Administrator after a player is ejected to find out what penalties, if any, have been levied against the player.**
- B. The City follows a strict ejection policy regarding ejections for both players & managers:

Tier 1: Ejection from current game and three (3) months probation.

- a. Please note that a warning is not required prior to any ejection due to the following reasons:
 - i. Any player or spectator guilty of using profane language or other unsportsmanlike conduct.
 - ii. Failure of Manager, Coach, or Team Official to maintain team control and/or team responsibilities.

Tier 2: Ejection from current game, one (1) week suspension, and six (6) months probation from the specific facility in which the ejection occurred.

- a. Verbally threaten a player, an official, City staff member, or spectator.
- b. Any sport-specific ejection (i.e. a basketball player receiving two technical fouls, a softball player being tossed by the umpire, etc.).
- c. Deliberately throwing equipment, or materials, or other unsportsmanlike conduct.

Please note that a Tier 2 ejection will be served facility-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from the City facility, including coaching youth leagues, or attending youth practices).

Tier 3: Ejection from current game, suspension for the remainder of the season and/or the following season, and one (1) year probation from all City facilities.

- a. Any player receiving a Tier 1 ejection during any probationary period.
- b. Serious acts such as inciting a riot, disrupting the progress of any game, etc.
- c. Act of fraud (i.e. playing a player under an assumed name).
- d. Threatening a player, official, City staff member, or spectator by using physical harm.

Please note that a Tier 3 ejection will be served City-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all City facilities, including coaching youth leagues, or attending youth practices).

Tier 4: Ejection from current game, one (1) year suspension, and two (2) years probation from all City facilities.

- a. Any player receiving a Tier 2 ejection during any probationary period.
- b. Deliberate act that causes bodily harm to another player or property.

Please note that a Tier 4 ejection will be served City-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all City facilities, including coaching youth leagues, or attending youth practices).

Tier 5: Ejection from current game and life-time ban from all City facilities.

- a. Physically attacking an official, City staff member, or spectator.
- b. Any player receiving a Tier 3 ejection during any probationary period.

Please note that a Tier 5 ejection will be served City-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all City facilities, including coaching youth leagues, or attending youth practices).

****NOTE****

- These are minimum penalties. If deemed necessary by the athletics committee, a greater penalty may be imposed.

- Player suspensions begin on the date of ejection and must include a minimum of one game.

VIII Protests

A written protest must be filed in the League Director's Office within 24 hours after the game which is being protested. Notice of intent to protest must be made to the umpire **at the time the play occurs**. The umpire is instructed to change the decision if the opposing manager concedes the point and not to permit the protest. If the protest is made, the umpire shall notify both managers and the official scorer that the game is being played under protest. The official scorer will mark in the book the point where the game was protested so it can be resumed from that point if the protest is declared valid. **A protest fee of \$25 must be paid at the time the written protest is turned in to Riverside Park.** The fee will be returned if the protest is upheld and the game will be replayed from the play in question. If the protest is not upheld, the fee will not be returned.

*Note: protesting whether an opposing player is ineligible does not require a protest fee and must be made before or during the game in question. Teams protesting the eligibility of opposing players should be prepared to produce positive identification for all players in their line-up (see section VI, B-E).

IX Field Regulations

- A. Alcoholic beverages are not allowed at any Oviedo Recreation Facility. **This includes the parking lot.** If any player is caught in violation of this rule, the entire team will be suspended for the remainder of the season.
- B. **Coaches and team representatives are responsible for the actions of their fans and players during games and practices.**
- C. All trash and equipment must be removed from team dugouts at the end of each game. The City is not responsible for any items lost or stolen.
- D. Absolutely no throwing or hitting of balls, batting practice, or peppering against any backstop or fences at any City field.
- E. **The batting cages between fields 1&2 are not to be used.** These cages are designed for youth softball and are paid for by Babe Ruth Softball.
- F. No kicking, slamming, or banging against the roof or benches in the dugouts at any City field.
- G. **Children are not allowed in the dugouts or on the field during the game.**
- H. If you see any areas that you consider unsafe or in need of work (bases, base holders exposed, mound or plate problems, etc.), please let an umpire or Recreation & Parks Department personnel on duty know immediately.

X Rainouts, Lightning, Rescheduling of Games, and Ties

- A. The Oviedo Recreation & Parks Department staff and umpires are the only persons authorized to cancel games due to inclement weather or any other reason.
- B. The City has installed a lightning prediction system at many of their parks, including Oviedo Sports Complex. When the lightning prediction system sends a warning, one 15-second blast of the horn will signal suspension of all activities. A strobe light will

- begin flashing and remain flashing until safe conditions return. If the horn goes off, players should immediately seek an appropriate safe shelter. **Players should go to their cars, the dugouts do not provide shelter from lightning danger.** Games will not resume until the system indicates there is no longer the potential for lightning in the area. This will be indicated by three 5-second blasts of the horn and the strobe light no longer flashing.
- C. If games are cancelled, the League Administrator will attempt to notify all managers. If games are cancelled or delayed, the City's website (www.cityofviedo.net) and the rainout line ((407) 971-5586) will be updated.
 - D. Rainout games will be made up at **the first possible date** at the discretion of the League Administrator. **Games may be rescheduled as double-headers or on alternate nights.**
 - E. If after 4 complete innings (or 3 ½ if the home team is ahead), a game is cancelled due to poor weather, it will be considered final. **If the game is cancelled, 4 or more innings have been completed, and the home team is not ahead, the final score will be whatever the score was after the last completed inning.** Games that do not complete enough innings to be considered final will be replayed from the beginning of the game.
 - F. In the event the regular season ends with two or more teams tied in the standings, the tie(s) will be broken using the following procedure:
 - a) Matching head-to-head records during the regular season.
 - b) Head to Head run differential.
 - c) Total run differential for the season.
 - d) A coin flip will determine the winner of this tie.

XI Pick-up Rule and Forfeits

- A. Forfeit time is **scheduled game time (not the end of the previous game)**, except for the 6:45pm game, which is granted a **five (5) minute** grace period. The Field Director will have the official game clock and determine forfeit time. If neither team is able to field a team, the game will be dropped from the schedule (both teams must pay the forfeit fee) and will not be rescheduled. No team will be credited with a win or loss.
- B. If a team forfeits three (3) games during the season, the team will be disqualified from the league. **Forfeit fees will be charged.**
- C. If a game is forfeited, the teams may scrimmage or practice before the next game. However, league play will have precedence over field use. Subsequent games may start before scheduled game time if agreed to by both managers.
- D. Practices and/or scrimmages must end no later than fifteen (15) minutes before the next scheduled game.
- E. Officials are not required to umpire practice games.
- F. There are no pick-ups allowed.

XII Line-ups

- A. Line-ups for all games must be turned in to the scorekeeper at least five (5) minutes before game time. **Teams failing to comply with this rule will start the game with one (1) out in their team's first at-bat.**

- B. Line-ups turned in to the Official Scorekeeper must contain the following information: **Players' first initials, last names, and uniform numbers.** Line-ups not containing the required information will not be accepted.
- C. **Once a roster is submitted, it is considered official.**
- D. Twelve-Player E-H:
 - a. Teams will be permitted to have up to twelve (12) players (14 for Coed) in their batting line-up. **This is an optional rule. If you wish to do this, you must do it from the start of the game.** Once the line-up has been given to the Official Scorekeeper, it cannot be changed. The penalty for turning in a player's name that is not present will be an out each time that player is supposed to bat. If a team starts the game with eleven (11) or twelve (12) players in the line-up, (12 or 14 for Co-Ed), and they have to finish with less, the penalty will be an out each time the missing player is supposed to bat. *Note for Coed: If this results in the same sex (male) batting back-to-back, one out will be charged between the at-bats. Females may bat back- to-back with no penalty.*
 - b. Regardless of how many players are listed on a batting order, a maximum of ten (10) may play defense at one time.
 - c. Any of the starting players may be withdrawn and re-enter once, provided the player occupies the same batting position.

XIII Uniforms

- A. All teams must have matching shirts of the same color. All shirts must have numbers on the back. The numbers must be whole numbers between 0 and 99, and should be at least six (6) inches high. **Number(s) must be permanently attached to the jersey (do not draw numbers on with a marker).** There will be no exceptions. No player on the same team may wear the same number (ex. 4 and 04 are identical numbers). If duplicate numbers exist, only one of the players may play. **By the end of the third (3rd) scheduled week of the season, teams must have matching shirts with numbers. Players without matching shirts will not be permitted to play even if this results in a forfeit. There will be no exceptions.** *Note: Colors must be alike except for color fading due to washing. If color fading becomes so pronounced that the shirt becomes a different color altogether (i.e., yellow as opposed to gold or royal blue as opposed to navy blue), then the shirt must be replaced as it does not match the team color.*
- B. If the scorekeeper spots any illegal or duplicate number before the game begins or before any substitute enters the game, he/she will notify the umpire and the player will not be allowed to enter until he/she has changed to a legal number.
- C. If the illegal or duplicate numbers are spotted during the game, **the opposing team must appeal it to the umpires** (the scorer may **not** intervene until the opposing team has appealed).
- D. Jerseys must be worn the way the manufacturer intended them to be worn, jersey sleeves may be altered.
- E. It is not mandatory to wear hats.

XIV Game Rules and Regulations

The Amateur Softball Association (ASA) Rules shall govern play. The following exceptions noted below are league rules and supersede ASA rules:

- A. All games are scheduled for seven (7) innings unless ended by the “Run Rule” or time limit. Time limit for all leagues is one (1) hour, unless there is a tie. In the event of a tie please see tie-breaker rule below (I). Otherwise, no new innings will be started after the time limit of 60 minutes has expired. ***Exception:** Because of restrictions by City Ordinance that requires that all field lights at the Oviedo Sports Complex be turned off no later than 11:00pm, all game activities will cease at 10:45pm regardless of situation. A game that is shortened due to this exception will become a legal game provided 4 complete innings have been played (or the home team is ahead after 3 ½ innings). If an inning is in progress at 10:45pm, 4 or more innings have been completed, and the home team is not ahead, the final score will be whatever the score was after the last completed inning.
- B. There will be no warm-up pitches between innings or infield warm-up after the first inning.
- C. **Teams may begin a game with eight (8) players to avoid a forfeit, but must have 9 by the end of the second inning.** The team short players must take an out for every batting position short of nine (9) batters each time a vacant position comes to bat. You must play defensively with a player in the Catcher position. If a tenth player arrives, they may be added to the bottom of the line-up without penalty. Any additional players cannot be added to the line-up. They must substitute for another player in order to enter the game. Once the tenth player is added to the line-up, they are official and must bat in that position for the remainder of the game.
- D. If at any point, a team has fewer players than positions listed on their line-up, they must take an out whenever that position is scheduled to bat.
- E. For coed leagues, the same rules apply, but line-ups must include a minimum of 5 female positions. For example, a team playing with 5 males and 4 females must submit a line-up with 10 positions and take an out every time the vacant female position is due to bat. In this situation, if a 5th female player arrived, she could enter the game with no penalty and bat in the empty position.
- F. **If at any point, a team only has 7 players (injury, ejection, or otherwise), the team will automatically forfeit and the game will be over.**
- G. It is the responsibility of team captains/managers to field a full team with sufficient substitutes available to prevent the team from the possibility of forfeiting. If, in the opinion of the League Administrator, a team fails to maintain this standard, the team can be dropped from the league.
- H. One (1) courtesy runner is allowed per inning. The courtesy runner must enter the game as soon as the batter runner has acquired first base or bases and time called by the umpire. The manager or coach shall inform the umpire before the courtesy runner can enter the game and replace the batter runner on base. The courtesy runner will be the last recorded out. This rule does not apply for an injured player during the game. The rule also applies in the Coed league. The courtesy runner must be of the same gender and be the last recorded out. If an incorrect courtesy runner enters the game and takes the place of the batter runner, upon appeal by the defensive team before the next pitch, the courtesy runner shall be called out.
- I. The 3-ball, 2-strike count will be used in all slow pitch leagues (batters start the at-bat with a count of 1 ball and 1 strike). The batter is allotted one extra foul ball on the last strike.

- J. In the event of a game being tied at the end of regulation play, we will enact the Texas Tie Breaker Rule outlined below.
 - a. The last official batter from the previous inning will begin the inning on second base.
 - b. Batters will have one pitch. If it is a strike or foul ball, the batter will be out. If a ball is pitched, the batter will obtain a walk.
 - c. The inning will start with no outs and this procedure will be repeated until the tie is broken.
- K. Balls –All leagues will use ASA-approved twelve (12) inch, red-stitched yellow balls.
- L. Bats – Batters may use official wood, aluminum, graphite or composite softball bats only. Any player playing with an illegal bat will receive 1 warning to remove the bat from the dugout. Failure to do so will result in the player being ejected from the game.
 - a. All bats must follow ASA policies. No bats will be permitted which do not carry the ASA 2000 or 2004 stamp. In addition, bats may not have altered tape handles or any other alterations. Bats listed on the ASA Illegal Bat List will not be permitted.
 - b. Bats that have been altered after manufacture are illegal. Players found to be using an altered bat will be suspended for one (1) year and the game in which the bat was used will be forfeited by the offending player’s team.**
 - A. If the condition of a bat (altered vs. non-altered) cannot be determined at the field, the opposing team has the option of protesting the bat using the following procedure:**
 - 1. The team must alert the umpire that they wish to protest whether a bat used in that game is altered.**
 - 2. The bat in question will be confiscated by the umpires and the game will continue from that point.**
 - 3. If the bat owner does not agree to give up the bat, the bat owner’s team will forfeit and the game will end at that point.**
 - 4. The protesting team will have until 5:00pm on the next business day to submit a \$250 bat protest fee to Riverside Park. If they do not submit this fee before the deadline, they will forfeit the game in question and the bat will be returned to the owner.**
 - 5. Once the bat protest fee is submitted, the bat will be shipped to the Florida ASA offices, where it will be tested for alterations.**
 - 6. If the bat is found to be altered, the bat owner and all players known to have used the bat in the game in question will be suspended for one (1) year. The bat owner’s team will also forfeit the game in question and will be required to pay a \$250 fee before playing another game. Failure to pay this fee with result in the team being removed from league. The protesting team will be refunded their bat protest fee.**
 - 7. If the bat is found not to be altered, the protesting team will not be refunded the protest fee and the result of the game in question will stand as it played out. The bat will be returned to its owner.**

8. If the condition of the bat cannot be determined without destroying the bat, the protesting team will be responsible for the cost of replacing the bat, if it is found to be unaltered. The League Administrator will be in contact with both teams before this stage of testing is reached.

B. The Oviedo Recreation & Parks Department will have the final decision over all judgments and penalties regarding suspected altered bats.

- M. Stealing - **Men's Slow Pitch only** (this does not apply to Coed). Runners may advance when the ball reaches home plate, or if the pitcher has the ball and is not in the vicinity of the pitching rubber.
- a. If a runner stops or is clearly not advancing when the catcher releases the ball to the pitcher (who is in the vicinity of the pitcher's plate) and the pitcher catches the ball, the play is rules dead and all runner(s) are returned to the last base legally touched.
 - b. If the pitcher does not catch the ball or have possession of the ball while in the vicinity of the pitcher's plate, the ball remains live and the runner(s) may advance.
 - c. Runners may not advance if the pitched ball hits the batter, the ground before reaching the front edge of the plate, or home plate. The ball is dead at that point.
 - d. The pitcher may cover any base on an attempted put-out, or if a play is being made on a runner off the base.
 - e. The above will apply for both legal and illegal pitches.
 - f. **A pitched ball that lands behind home plate and strikes the umpire, or a thrown ball by the catcher that hits the umpire, remains live and runners may advance.**

XV Run Rule

The Run Rule for all leagues is twenty (20) runs anytime after each team has batted at least once, fifteen (15) runs after four (4) complete innings, or ten (10) runs after five (5) complete innings. Both teams must bat the same number of innings except in the case that the home team goes over the run limit in their half of the appropriate inning. In this case, the game is automatically over even though the home team has not yet completed their half of the inning.

XVI Home Run Rule

Each team is allowed **two (2) home runs per game.** **Every additional home run after the limit will result in an out** and any players on base will not be allowed to advance. The ball must go over the outfield fence on the fly for it to be considered a home run.

XVII Sliding Rule

Because Oviedo softball leagues are strictly recreational, a "no-aggressive-slide" rule has been established. As determined by the umpire, anyone aggressively sliding will be called out, whether there is contact or not. If any contact occurs while aggressively sliding, the sliding player will then be ejected from the game. This rule is designed to

ensure the safety of all players, especially in coed play. It is better to give yourself up (or run away from the base to avoid the collision) and make an out rather than hurt yourself or have someone else injured. The disqualified player will be eligible to play in the next team's game. However, if in the umpire's judgment the contact was not incidental or accidental, the offending player will be ejected and be suspended for an additional game.

XVIII Coed League Rules

- A. Teams must have a minimum of eight (8) players to start and finish a game (4 of each gender). If playing with only four players of one gender, one must be pitcher or catcher, one must be in the infield, and one must be in the outfield. There will be no roster freeze date.
- B. Line-ups must include a minimum of 8 batting positions (minimum of 4 females).
- C. Teams will use will use ASA-approved twelve (12) inch, red-stitched yellow balls.
- D. Metal spikes are not allowed.
- E. There will be no more than two men in the outfield and two men around the infield. The pitcher and catcher must be of opposite sex. If less than five males are in the field, one must be pitcher or catcher.
- F. Men and women must alternate in batting order.
- G. The penalty for batting male players back-to-back will be an out each time. Females are permitted to bat back-to-back with no penalty.
- H. Each team has the option of batting up to 14 batters, alternating male-female.
- I. If a team starts a game with 12 or 14 batters and must finish the game with less, the penalty will be out each time the missing batter comes to bat.
- J. If a male batter walks, he will be awarded 2nd base, the female batter must bat.
Exception: With two outs in an inning, if a male batter walks the next female batter has the option to take first base or hit.
- K. Outfielders are not allowed inside the 200' line of the field when females come to bat until the ball is hit.
- L. Infielders are not allowed outside the infield dirt when females come to bat until the ball is hit.
- M. An outfielder may not come in and cover a base. Infielders must make the play, male or female.

XIX Tournament Format

- A. Schedule and weather permitting, all leagues will consist of a regular season and a post-season tournament.
- B. **The format of the tournament(s) will be determined by the League Administrator in the best interest of the League.** The tournament(s) will be played immediately following the regular season and all teams will be eligible, but not required to participate.
- C. In order for a player to be eligible to play in the post-season tournament, they must have played in at least 3 games during the regular season.
- D. **In the event that multiple leagues/divisions play on the same night, teams from these leagues may be combined or moved to different divisions to form tournament brackets. Similarly, single divisions may be divided into two or more separate tournaments to promote even competition.**

- E. The tournament(s) may be seeded based on regular season standings. In the event that teams from multiple divisions are combined, seeding may be randomly assigned.**
- F. A roster check may be conducted prior to the start of all Championship games. Players that do not produce a valid photo ID will not be allowed to play in the game.**