



Spring 2011

Wallace Marine Park Softball Complex

Administrative Rules and Regulations
and
League Operational Guidelines

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SECTION 1 INTRODUCTION

1.1 Administrative rules and regulations have been established to carry out the authority granted by the Salem Revised Code regarding public use of the Wallace Marine Park (WMP) Softball Complex.

1.1.a **The Salem Revised Code** (SRC) authorizes the establishment of administrative rules and regulations that shall ensure safe, convenient, efficient use of public facilities as well as regulate and administrate public use of the WMP Softball Complex under the following:

- 1.) SRC Chapter 90—Alcoholic Beverages
- 2.) SRC Chapter 93—Noise
- 3.) SRC Chapter 94—Offenses in Parks

1.1.b **Purpose of the Administrative Rules and Regulations**

- 1.) To facilitate maximum use of the WMP Softball Complex by the general public.
- 2.) To regulate WMP Softball Complex, assuring maximum opportunity for use through advance reservations and scheduling.
- 3.) To coordinate the public use of the facility with maintenance, construction, and other events or activities.

1.1.c **Goal of the Administrative Rules and Regulations**

It is the goal of the City of Salem Public Works Department Parks and Transportation Services Division to contribute to the fulfillment of the leisure needs of the citizens. This will be achieved through creative leadership, facilities, and public open spaces that encourage individual satisfaction and generate community pride.

1.1.d Rights Reserved by the City of Salem

- 1.) The City reserves the right to limit or deny park use based on availability of City resources and physical condition of areas requested.
- 2.) The City reserves the right to cancel any scheduled or reserved park use due to unforeseen circumstances or emergency situations.
- 3.) The City reserves the right to require a change or make modifications to an event and its scope as a condition of granting a permit.
- 4.) The City reserves the right to close City ballfields at its discretion.
- 5.) The City reserves the right to amend insurance and/or liability requirements, determined by the City's Risk Manager, as a condition of granting use.
- 6.) The City may adopt such additional rules and regulations consistent with the provisions of the Salem Revised Code the City determines to carry out the authority granted to City staff by the Salem Revised Code regarding public use of the WMP Softball Complex.
- 7.) The City reserves the right to require a change or to make modifications to a team name.

SECTION 2

WALLACE MARINE PARK SOFTBALL COMPLEX OPERATIONAL POLICY

The WMP Softball Complex compliments a diverse park and recreational facility system comprised of neighborhood parks, community parks, special use facilities, as well as various venues for special events, festivals, and competitions.

- 2.1 WMP Softball Complex will be maintained at an “optimum” level to attract the highest level of year-round use.
- 2.2 WMP Softball Complex will be managed in a manner to maximize revenue generation.
 - 2.2.a Organizations renting WMP Softball Complex may close the facility to the general public and charge admission fees.
 - 2.2.b All organizations wishing to rent the WMP Softball Complex must secure a Park Use Permit and Agreement and abide by the rules and regulations stated therein.
 - 2.2.c The City of Salem reserves the right to review and approve or deny revenue-generating activities in or associated with WMP Softball Complex (i.e., concessions, admission, fund-raising, etc.).
 - 2.2.d The fee and charge structure makes no differentiation for nonprofit organizations.
 - 2.2.e The Parks and Transportation Services Division will administer the WMP Softball Complex Administrative Rules and Regulations and League Operational Guidelines to meet the facility operation goals.
 - 2.2.f Beer and wine sales are allowed, by permit, under the provisions of SRC 94.195.
- 2.3 WMP Softball Complex shall have a designated reserve fund to complete repair, renovation, and improvement projects to the facility which exceed \$1,000.

- 2.4 The following items are prohibited in the WMP Softball Complex:
- 2.4.a Coolers, ice chests/boxes, cans, glass bottles, and/or fireworks. An entry gate monitor will be stationed to assure compliance.
 - 2.4.b Animals and pets. Exception: certified service animals.
 - 2.4.c Bicycling, skateboarding, rollerblading, large riding toys, distracting and/or noise-making toys.
- 2.5 For the safety and health of softball program participants, spectators, and visitors, operational rules and regulations have been established. Noncompliance with the following rules and regulations may result in disciplinary action including ejection from the facility.
- 2.5.a Unsportsmanlike conduct, violence, threat of violence and use of profanity will not be tolerated. Under no circumstances will the following be tolerated at the softball complex:
 - 1.) Physically fighting or striking or verbally threatening to harm an umpire, competitor, spectator, or City of Salem employee.
 - 2.) Continually addressing umpire, competitor, spectator, or City of Salem employee with disrespect, dissent, or resentment.
 - 2.5.b Endangering other people by throwing bats, balls, other equipment, or objects.
 - 2.5.c Inappropriate physical contact with, or inappropriate gestures toward, anyone.
 - 2.5.d Intoxication.
 - 2.5.e Intentional delay of the game.
 - 2.5.f Individuals who destroy and/or vandalize Complex property (including but not limited to restrooms, bleachers, play structure, trees, shrubs, etc.) will be removed from the Complex. Individuals responsible for damage will be billed for repairs and/or replacement.

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- 2.5.g Consumption of alcohol is prohibited anywhere outside the Softball Complex fenced area. Alcohol is prohibited in all other areas of Wallace Marine Park including soccer fields, parking lots, boat launch, picnic, and play areas.
- 2.5.h Parents/guardians are responsible for the conduct and safety of their children.
- 2.5.i Children using the play structure, bleachers, or other areas of the Complex must be supervised at all times by a parent/guardian.
- 2.5.j Parking vehicles in fire lanes may result in the vehicle being cited and/or towed at owner's expense.
- 2.5.k There is no smoking allowed in the Softball Complex at any time.
- 2.5.l WMP Softball Complex access gates are locked 30 minutes following the last out of the last game. Any vehicle left in the parking lot after the gates have been locked will remain there until the next business day. Should an owner desire to remove their vehicle from the parking lot prior to the next business day, a \$25 fee will be charged to have P&M Automotive come to Wallace Marine Park to open the gates. In addition, the City of Salem will not be held responsible for theft, damage, or condition of the vehicle if left overnight.

SECTION 3

WALLACE MARINE PARK SOFTBALL COMPLEX HOURS OF OPERATION

The WMP Softball Complex operates annually April 1 through November 1 under the following conditions:

- 3.1 Complex operating hours are 5 a.m. to 12 midnight weekdays and weekends (Exception: the 12 midnight curfew may be waived by the City).
- 3.2 The City of Salem closes all City ballfields each year between November 1 and April 1. Depending on weather patterns and field conditions, the ballfield may be closed beyond April 1. The Salem-Keizer School District may also implement ballfield closures for their facilities. Once ballfield closures are in effect, user groups will be asked to comply or lose potential field use privileges.

SECTION 4

WALLACE MARINE PARK SOFTBALL COMPLEX SCHEDULING AND RESERVATION PROCESS

Use of the WMP Softball Complex is coordinated through the City of Salem Parks and Transportation Services Division office located at the Civic Center, 555 Liberty Street SE, Room 325. Office hours are 8 a.m. to 5 p.m., Monday through Friday. In addition, the complex is scheduled annually to include local, state, regional, and national tournaments, and a competitive and recreational league play. Activities offered through the complex are scheduled as follows:

- 4.1 **National/Regional Tournaments**—Tournaments offered through nationally recognized organizations (e.g., USSSA, ASA, etc.) are primarily on a “bid” basis. Bids for national and regional tournaments are developed by City staff, submitted to the national organization for review, and presented at the respective association’s annual conference. Tournaments awarded to the City of Salem take priority over any other use of the Complex.
- 4.2 **State/Local Tournaments**—Tournaments are coordinated with state and local association representatives. Award and scheduling of these tournaments is at the sole discretion of the City of Salem.
- 4.3 **League Play**—League play, to include practices and pre-season tournaments, is held Monday through Friday and Sundays between April 1 and November 1 annually. Play is formatted into two seasons, Spring/Summer and Fall Leagues.
- 4.4 **Special Events**—Special events may be scheduled at the Complex on a first-come and space-available basis. All inquiries regarding special events shall be directed to the City of Salem Parks and Transportation Services Division.
- 4.5 **Special Use/Rentals**—Ballfield rentals shall be offered for groups desiring additional practice and/or game space. These rentals may include games and practices for middle and high school teams, tournament teams, and local college and university teams.

- 4.6 **Maintenance**—At times it may be necessary to take one or more ballfields “off-line” for maintenance and/or safety purposes. In most cases, advance notice will be provided. In some cases, an emergency ballfield and/or a facility closure may be initiated without advance notice.
- 4.7 **Rental Guidelines**—Renting the WMP Softball Complex allows the permittee use of the softball complex and its support facilities only. Exception: concession stands. Those permittees desiring to extend the limits of their event into other recreation areas within WMP are subject to additional permit requirements and the rules and regulations as set forth in the Park, Streets, and Public Open Spaces Administrative Rules and Regulations.

SECTION 5 SPECIAL REQUIREMENTS

- 5.1 **Certificate of Insurance** is required for all event sponsors, hosts, food and beverage vendors, contractors, or any other persons or companies the City of Salem's Risk Manager identifies. All permittees who hold an event open to the general public with or without a fee will be required to provide general liability insurance for bodily injury and property damage at a minimum of \$1 million naming the City of Salem, its officers, employees, and agents as additional insured.
- 5.2 It is the permittee's responsibility to comply with all legal requirements when staging an event. Any one or combination of the permits and/or processes which may be required are as follows:
- 5.2.a **Tents/Canopies**—A building permit and Salem Fire Department approval must be obtained whenever a tent (enclosed on two or more sides) over 400 square feet or a canopy over 1,000 square feet is going to be utilized for an activity at a public facility.
- 1.) **A minimum of four weeks prior** to use, the applicant must:
 - a.) Complete an application for tent or canopy permit.
 - b.) Submit two sets of plans to the City of Salem's Permit Application Center, 555 Liberty Street SE, Room 320, Salem, Oregon. Plans must include size of tent/canopy, exit locations, list of materials to be inside the tent, plot plan with dimensions to buildings, structures, and other important items.
 - c.) Remit \$110 permit fee.
 - d.) Plans will be reviewed by the City's Building and Safety Division, Fire Marshal, Police, Code Compliance, and City of Salem Parks and Transportation Division.
 - e.) Following review by the Fire Marshal, the permittee will be contacted to obtain plans and permits.

- f.) The permittee will be responsible for complying with directives from the Fire Marshal and/or the Building and Safety Division.
 - g.) A final inspection is required prior to occupancy.
- 5.2.b “Street Vendors,” “Peddlers,” and “Mobile Food Units” are required to complete an application and permit process through the City’s Permit Application Center. Vendors, peddlers, and mobile unit operators must provide proof of insurance and comply with all related State and County Health Department requirements and meet those of the Uniform Fire Code.
- 5.2.c **Photography**—Special Use Permits are required for all commercial filming and photography in City of Salem parks, streets, open spaces, or recreation facilities. Special Use Permits can be obtained through the City of Salem Parks and Transportation Services Division.
- 5.2.d **Vendors/Concessionaires**—Food vendors are prohibited in City parks unless part of an approved event or approved by the City of Salem Parks and Transportation Services Division. If your facility use includes permission to have sales, all vendors associated with the event must be within the boundaries of the event and must display their Short-Term Concessionaire’s Permit at all times. Permits may be obtained from the Public Works Department, 555 Liberty Street SE, Room 325, Salem, Oregon.
- 5.2.e **Complaint Resolution Process**—Complaints relating to general public use of the WMP Softball Complex will be directed to the Manager of the City of Salem Parks and Transportation Division. Complaints requiring immediate action will be referred to the appropriate staff for review and follow up.

SECTION 6

SOFTBALL PROGRAMS INTRODUCTION

- 6.1 The City of Salem, players, coaches, umpires, and the community, in general, have joined forces to build a bigger and better softball program. As part of City of Salem Softball (COSS) responsibilities, the City will register all teams with the United States Specialty Sports Association (USSSA) and the Amateur Softball Association (ASA). Registering with these national affiliations provides teams the opportunity to play league, weekend tournaments, as well as state, regional, and national championship play. Teams may also have the opportunity to purchase secondary medical and liability insurance if desired through USSSA and ASA.
- 6.2 League and tournament play at the WMP Softball Complex will operate under a Code of Conduct (see Addendum A). All participants and spectators are expected to abide by Complex rules. It is imperative everyone at the Complex supports a climate of respect, positive sportsmanship, and safety of self and others. Every Complex guest will be held accountable for their behavior. The abuse of any of the rules and regulations stated herein will result in a disciplinary action.
- 6.3 COSS reserves the right to add, delete, and/or change any rules at its discretion.

SECTION 7

LEAGUE OPERATIONAL GUIDELINES

The policies and procedures as outlined in Section 7 have been adopted as the operational guidelines for the WMP Softball Complex.

7.1 Add/Drop

- 7.1.a Any additional players must be added to roster throughout the season, not exceeding 20 players, pursuant to add/drop rules.
- 7.1.b If player is not currently on the team roster there will be a \$5 fee to add/drop a player after the roster deadline date. (Players may not be on two rosters on the same night. Exception: See rule 7.11.)
- 7.1.c A player is considered to be on a team's roster if player information is completely filled out. Player's signature is required on the Official Team Roster by the first night a player participates in a game. A fee shall not be assessed on player when they sign the waiver form as long as their information was filled in before the roster deadline date.
- 7.1.d If you add a player to your team from the same league night or a non-rostered player, then the game is considered a league forfeit.

7.2 Added/Late Players

- 7.2.a Players can be added at anytime up to ten players and must be added to the end of the line up as well as be declared to the umpire. The umpire will communicate the late arrival to the opposing team.
- 7.2.b After the first pitch of the third inning, the 11th player and beyond may only enter the game as a substitute.

7.3 Age Minimums

- 7.3.a Players must be at least 15 years of age or older to play in the adult league program.

- 7.3.b Players age 15 through 17 must have a parent/guardian release and a parent/guardian signature on the roster/waiver form to be eligible.

7.4 Alcohol

- 7.4.a The use of alcoholic beverages is prohibited in City of Salem parks, streets, public open spaces, designated sports fields, and City recreational buildings. *Exception: An authorized concessionaire may be permitted to distribute alcoholic beverages by the Oregon Liquor Control Commission (OLCC) (limited to 14 percent or less of alcohol by volume) at the WMP Softball Complex.*
- 7.4.b Beer, wine, and wine coolers, limited to 14 percent or less of alcohol by volume, may be purchased at the Complex concession stand.
- 7.4.c Players shall not take alcoholic beverages onto the field. Team members who are observed consuming alcoholic beverages on the field will face disciplinary action. In addition, the team may face further discipline.

7.5 Code of Conduct

League and tournament play at the Complex, and satellite ballfields, operates under a Code of Conduct (Addendum A). All participants and spectators are expected to abide by this Code of Conduct while at WMP Softball Complex or any event sponsored by the City of Salem. Unsportsmanlike conduct, violence, threat of violence and/or profanity will not be tolerated.

7.6 Coed/Mixed Rules. Coed classifications will use the USSSA Rule Book with the following modifications:

- 7.6.a When a male batter is walked, he will go to second base to promote a female batter to hit regardless of the number of outs in the inning.
- 7.6.b There is not a restriction to where males and females are put on defense.

- 7.6.c There is no creep line.
- 7.6.d There is no overplay rule in effect.
- 7.6.e Teams may bat 8 to 14 players.
- 7.6.f If you start with at least eight players, then no outs will be taken.
- 7.6.g A 12-inch ball will be used when males hit and the 11-inch ball when females hit. If the wrong ball is used, the batting team has the option to take the result of the play or to bat again resuming the ball and strike count prior to the pitch resulting in the play.
- 7.6.h Wheel Rule
- 1.) Teams may start a game with a minimum of three women and five men. When it is time for a female batter, and the team is shorthanded for women, the females must rotate between the male batters instead of taking an out.
 - 2.) Women must bat in the order that they are listed in the lineup.
 - 3.) If it is a female batter's turn and that female is on base in order to maintain the batting order, another female must become the courtesy runner. (If a female is unavailable, then a male may become the courtesy runner and he must be the last out made.)
 - 4.) When using an odd number of players, a team may only have one more male than female but may have as many females as desired up to 14 batters.
Example:
 - Four females and five males.
 - Five females and six males.
 - Six females and seven males.Seven males and five females are not acceptable. (Men are not allowed to use the wheel.) Taking an out for back-to-back men is not an option either.

7.7 Courtesy Runners

- 7.7.a A courtesy runner is allowed for one player per team per game once the replaced runner reaches a base.

- 7.7.b In the first inning where no outs have been made, the courtesy runner will be the last batter in the lineup or the last player who scored. In the Masters League there are unlimited courtesy runners. However, the same runner cannot run more than one time in the same inning.
- 7.7.c Prior to the game starting, if a team needs more than one courtesy runner, the umpire will call both coaches to the home plate to discuss. If both teams agree, the umpire will start the game.
- 7.7.d Batters receiving a walk must touch the appropriate base or bases prior to allowing for a courtesy runner.

7.8 **Disciplinary Appeal Process**

- 7.8.a Appeals shall be directed to the Softball Players Council (SPC). Individuals may appeal a Disciplinary Action. The individual must submit the appeal in writing to the Softball Coordinator or Softball Specialist, City of Salem Parks and Transportation Services Division, 555 Liberty Street SE, Room 325, Salem, Oregon, 97301, within five business days from the date of the violation.
- 7.8.b Appeals will be addressed by the appropriate City of Salem staff and/or the Softball Players Council.
- 7.8.c All suspensions will begin at the time of ejection regardless of when the appeal meeting takes place.
- 7.8.d If the City of Salem staff feels the appeal is warranted, a Disciplinary Action Hearing will be held within three business days.
- 7.8.e If appeal date is missed then the disciplinary action will stand.
- 7.8.f Decision of hearing and/or appeal will be made and communicated within 24 hours. Player will be notified by phone call, certified letter, and notify team coach.

- 7.8.g Should a suspended player play a game prior to the appeals hearing the appeal is automatically denied and the team they are playing for will forfeit all games played with the suspended player. Exception: A team knowingly allows a suspended player to play will be subject to 7.10.b.3.

7.9 Dropping Players From Lineup

- 7.9.a If a player leaves for any reason and there is no substitute, an out will be taken for that spot in the lineup. Exception: Player injury. If a player is injured and leaves the game, that player's spot will not be considered an out.
- 7.9.b The injured player is not allowed to come back into the game.

7.10 Ejections/Suspensions. The following policies pertain to all users of the WMP Softball Complex:

- 7.10.a A player, manager, coach, and/or spectator ejected from a game will be subject to the following penalties:
- 1.) First Ejection: One game suspension from the Complex and the next scheduled league game with that team. Probation for the remainder of the season.
 - 2.) Second Ejection: A 30-day suspension from the Complex and from all league play with that team and any other team for which they are rostered and any tournament play scheduled within that 30-day period. Probation for the remainder of the season.
 - 3.) Third Ejection: Banned from the complex, league, and tournament play for one calendar year.
 - 4.) Game Removal: At the discretion of the game umpire a player may be removed from the game for minor infractions.
- 7.10.b Teams will be subject to the following penalties:
- 1.) Any team with three or more players ejected from a single game will automatically forfeit the game and play will be discontinued.

- 2.) Any team that forfeits more than two games because of disciplinary action will be suspended from the complex and from league play for the remainder of the season.
- 3.) Any team that knowingly allows a suspended player to participate with the team during a game will be suspended from the complex for the remainder of the season.

7.10.c Any player(s) involved in any aggressive physical attack will be automatically suspended for a one-year minimum from the date of the infraction. The participant will have the option to appeal to the Softball Players Council following the appeal process outlined in *Section 7.9 Disciplinary Appeal Process*.

7.10.d Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or the complex.

7.11 Eligibility

7.11.a All players must be registered prior to competition. "Added" players must complete an Official Team Roster form and pay the roster add on fee. The fee will only be in effect after the roster deadline date.

If a roster is checked by the City or a roster call by opposing team has found the team being checked is in violation, the current game is forfeited by the team in violation. All roster checks are handled by the City and not the umpires. An illegal player can pay and play the second game if there is still one to be played that evening. Coaches for teams that have unregistered players will not be allowed to play or coach in the next game that night or the next week's first game if there are no remaining games the night of the infraction. If the coach's team is found to have an unregistered player on any subsequent game in the season, a more severe penalty will be imposed pending SPC review. Umpires review the roster check rule at each game with both team captains. The City will announce on the loudspeaker at 6 p.m. and 8:15 p.m. to remind coaches to add players.

7.11.b A player may be on one roster per night in each of the following programs:

- 1.) Men's
- 2.) Women's
- 3.) Coed
- 4.) Master's

Exceptions:

- a.) A player that qualifies for Master's play and is on a Master's roster may also play for and be rostered on a Men's team.
- b.) A player that plays on a team sponsored by his/her work and is composed entirely of co-workers, may play on one other team in that division.
 - (i) A player can only play on one City of Salem league team per night. All exceptions are to be submitted to the Public Works Department Parks and Transportation Services Division office and approved by the Softball Coordinator or Softball Specialist two days prior to player being allowed to play an additional league on the same night.
 - (ii) All players of work/church teams must meet one of the following eligibility criteria. Be bona fide part-time employees of the work/church team at the start of the league. Work/church teams will be allowed three nonemployees on their roster, after approval from the Softball Coordinator or Softball Specialist and/or SPC. Employees who may be on military duty shall be considered eligible to compete. Industrial sponsors such as corporations, businesses, government agencies, etc., that operate in more than one location within a state may be considered as one work team. A work/church team cannot combine with an out-of-

state work team. Exceptions will have to be submitted and approved by the Softball Coordinator or Softball Specialist two days prior to player being allowed to play.

- (iii) A church roster that appears questionable must be verified through the church pastor, minister, elder, or other church official.
 - (iv) A work roster that appears questionable must be verified with a payroll stub or confirmed by a business supervisor.
- c.) A player playing on multiple nights, on different teams are only allowed to drop two levels of play.
 - d.) No more than two Tournament "C" Level players that participated on a USSSA or ASA Tournament team or a City of Salem Gold Level player can play on a City of Salem Softball League (CSSL) team that is below the ranking of Silver. Exceptions: Coed, Women's, and Master's players are excluded from this rule. Team (coach and player) can petition the City to have "C" or Gold Level Players exempted from this rule. Exceptions must be submitted and approved by the Softball Coordinator or Softball Specialist two days prior to player being allowed to play in a lower division level game.

7.11.c A player will be considered ineligible and potentially banned from play, for the remainder of the season, or a full calendar year if one of any of the following takes place:

- 1.) Rostered on two or more of the above mentioned programs per night.
- 2.) Play prior to completing and filing a signed liability waiver/roster form.
- 3.) Play under an assumed name.
- 4.) Falsifying his/her eligibility status.

Note: Any of the above infractions may result in a manager or coach ejection from the dugout as well as team forfeitures.

- 7.11.d A COSS representative may check rosters at any time, for any reason, for any league.
- 7.11.e Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or the Complex.
- 7.11.f COSS reserves the right to review team rosters with regard to the level of play. If a team's roster is deemed to be above the level of play on the night the team plays, the City of Salem reserves the right to ask the said team to:
 - 1.) First—Play with the Equalizer Rule.
 - 2.) Second—Move to a night with more competitive play.
 - 3.) Third—Drop team from league and refund team a prorated amount of league fees.

7.12 Equalizer Rule

Any team that is playing below the league level can be asked at the City's discretion to use the Equalizer Rule. This rule can be rejected by the lower level team. If used, the upper level team will be the home team and will be limited to scoring only five runs per inning or five runs more than the visitor's team total if they are behind by more than five runs.

7.13 Equipment and Uniforms

- 7.13.a Softballs—the following types of softballs shall be used for the division as identified:
 - 1.) Women's Slow Pitch—11-inch ball
 - 2.) Men's Slow Pitch—12-inch ball
 - 3.) Coed Slow Pitch—one 12-inch and one 11-inch ball
 - 4.) Master's—12-inch ball
 - 5.) All men's softballs—.44 core 400 compression
 - 6.) All women's softballs—.47 core 400 compression or less

- 7.13.b One new and one used league approved game ball will be allocated for each game. Game officials will ensure the game starts with one new and one used league approved ball. It is the responsibility of the batting team to retrieve/replace game balls as they leave the field of play.
- 7.13.c Additional softballs may be purchased at the complex.
- 7.13.d Uniforms—Not required for league play and are optional for all divisions.
- 7.13.e Cleats—Metal cleats are prohibited inside the WMP Softball Complex. (Exception to this rule is ASA Girls 16U through Women’s and Men’s Fast Pitch and high school and college teams.
- 7.13.f Bats—Use of titanium bats is prohibited in the complex. See the USSSA and ASA banned bat list on our website, www.softballcityusa.com for non-approved bats. A list of prohibited bats will also be posted at the softball complex.
- 7.13.g Use of any modified bats is prohibited in the Complex. Upon observing any modified bats, City staff and/or umpires will remove the bat from the field of play. Upon discretion of the COSS, a bat may be sent to a certified tester for verification of compliance.
- 7.13.h The attempted use of a modified bat may result in a suspension and/or ejection from the Complex as well as the possibility of a more serious penalty. (Refer to 2011 USSSA Rule Book, Rule 2: Equipment Sec.2, www.ussa.com/ussa/ussa-general/2011spRuleBook.pdf.)

7.14 Forfeits

- 7.14.a If a coach knows his/her team is going to forfeit, they must notify COSS as soon as possible to allow time to notify the opposing team and the umpire. The scheduled game time is the absolute drop-dead time for a forfeit.

7.14.b In the event 14 players remain between the two teams, the umpire has the ability to work a “forfeited” game with a maximum 55-minute time limit. There will be no exceptions to this time line rule.

7.14.c Non Appearance Forfeit.

- 1.) A forfeit constitutes one and/or both missed games in one night’s play.
- 2.) First Offense—\$25 fine, defined as a warning and next offense will be probation. This fine will be paid prior to the next scheduled game.
- 3.) Second Offense—\$50 fine and team on probation for the remainder of the year.
- 4.) Third Offense—Ejection from league for the remainder of the year.

7.15 Game Balls

7.15.a The umpire will place a new league approved ball into play upon the request of the batting team if that team provided the new league approved ball.

7.15.b The batting team will be responsible for providing a league approved ball once the original ball is gone. If needed, this includes chasing home run balls outside the fence, or purchasing a used league approved ball from COSS.

7.16 Game Times

Game times will start at 6:10 p.m., 7:20 p.m., 8:30 p.m., and 9:40 p.m. Once your game is over, please move quickly on and off the field to ensure the following games may start on time.

7.17 **Halo Rule**—Under the Halo Rule a Dead Ball Out is when a batted ball is a line-drive hit directly at the Halo Zone.

7.17.a The Halo Zone is an imaginary box measuring one foot on each side of the pitching rubber and from the ground to one foot above the pitcher’s head.

- 7.17.b If the ball hits the ground prior to the pitching rubber, it is a ground ball regardless if pitcher is in the Halo Zone.
- 7.17.c If it is a line drive through the Halo Zone it is a Dead Ball Out.
- 7.17.d Pitcher is not protected if the ball is hit outside of the Halo Zone.
- 7.17.e If a ball is caught by the pitcher in the Halo Zone, then it is not a Dead Ball Out and play is live.

7.18 Home Run Limit

- 7.18.a Home run hitters do not need to touch first base as home runs will be considered a walk off.
- 7.18.b Only untouched, over the fence home runs (True Home Runs) are considered in the "Home Run Limits."
- 7.18.c All Men's Copper and Bronze level, and all Coed teams, will be one home run, then "Straight Progressive." Masters' and Women's will be two home runs, then "Straight Progressive." Men's Gold and Silver level teams will be three home runs, then "Straight Progressive." Home runs beyond these limits will be considered a Dead Ball Out. The "Straight Progressive" limit will be in effect for the entire game regardless of the inning.

7.19 Home/Visiting Team Designation

Home and visiting team designations will be identified on COSS posted league schedules.

7.20 Master's Handicap Rule

- 7.20.a When in the field, the lower level team can have 11 in the field.
- 7.20.b At the beginning of each inning, the lower level team will have a runner start on second base. Person should be the last at bat from the previous inning or the bottom of the order if it is the lower level team's first at bat.

- 7.20.c The lower level team would not be limited to the five-run rule per inning and the upper team would still have the five-run limit in place except for the last inning.

7.21 **Minimum Number of Players**

- 7.21.a Teams may start or finish a game with as few as eight players. A forfeit will be declared if a team drops below eight players at any time during the game.
- 7.21.b The only exception is the 6:10 p.m. league game in which a team can start with seven players.

7.22 **Official Score Book/Line-Up**

- 7.22.a Score books will be kept by both teams.
- 7.22.b Each team shall exchange lineups, as soon as possible, prior to the beginning of the game.
- 7.22.c The home team shall designate a scorekeeper who will keep the official book. If the home team does not provide a scorekeeper the visiting team may designate one.
- 7.22.d If neither team has a scorekeeper, the umpire will be declared the official scorekeeper. Should this occur, teams protesting the end game score will not be allowed.
- 7.22.e The designated scorekeeper will also operate the scoreboard controls.

7.23 **Profanity:** The WMP Softball Complex will, at all times, offer a family atmosphere; therefore, profanity is considered unsportsmanlike behavior and unacceptable.

- 7.23.a The first time profanity is used, a verbal warning or ejection will be issued.
- 7.23.b The second time profanity is used the next at bat will be given an out. If unsportsmanlike behavior continues, the player will be ejected. Should the coach not gain control of his/her team and profanity continues, the team will forfeit the game.

- 7.23.c Excessive profanity, abuse, and/or unsportsmanlike behavior could result in a player, coach, or spectator being asked to leave on their first offence. (Refer to Codes of Conduct—Addendum A.)
- 7.23.d Enforcement of this section of rules and regulations is the responsibility of City staff and/or the on-duty umpires.
- 7.23.e Any use of profanity will result in an automatic out for the next batter. Unless batter is still at bat, then the current batter is called out.

7.24 Protests/Umpires

- 7.24.a Coaches and managers have the right to question an umpire's call.
- 7.24.b Coaches and managers may only protest the umpire's interpretation of playing rules or player eligibility.
- 7.24.c Judgment calls such as safe/out, fair/foul, or calling a game due to rain, may not be protested. Once the umpire renders a ruling, that ruling will stand.
- 7.24.d Should a player, coach, or manager choose to protest a call, the protest must be made to the umpire immediately and prior to the next pitch. Once the next pitch occurs that specific protest cannot be launched.

7.25 Protests/Rosters

- 7.25.a A team's roster must be protested prior to the first pitch of the third inning. Once the third inning has started, a protest may not be initiated.
- 7.25.b Exception: Should a team add a player during the course of the game, a protest may be made at the time of the addition.

7.26 Rain Outs

Rain out games will be determined by 4 p.m., weekdays. Call the Rain Out phone number 503-362-1396 or check the website at:

www.softballcityusa.com or www.teamsideline.com/salem

Note: Team coaches/representatives—Please inform all your players of this procedure.

7.27 Safety

7.27.a Field gates must be shut before the first pitch of each inning.

7.27.b Only one third base and one first base coach may be used.

7.27.c Two on deck batters are allowed outside the gate between the base coach and home plate.

7.28 Substitutions

7.28.a Substitutions shall be reported to the umpire prior to the player entering the game.

7.28.b The umpire shall report any substitutions to the opposing team.

7.28.c Substitute players must occupy the same batting position in the line-up as the player they are replacing.

7.28.d Starters may be substituted for and re-enter the game once only.

7.28.e Substitute players may not re-enter once substituted out.

7.29 Team Reclassification

7.29.a By mid-season, COSS staff and members of the Softball Players Council will re-exam the classification of all teams.

7.29.b Teams with a winning percentage of .750 or higher and the majority of those wins are by six runs or more may be moved up a division (if a higher division exists).

7.29.c Teams with a winning percentage of .250 or less and the majority of those losses are by six runs or more may be moved down (if a lower division exists).

7.30 Team Representative/Coach Responsibilities. A designated team representative/coach shall be responsible for the following:

7.30.a Roster forms must be current at all times. This includes full name, email address, phone number(s), street address and/or PO Box, City, State, Zip Code, and T-shirt size for each player, coach, manager, or team representative.

7.30.b Assure that all players, coaches, managers, and team representatives have read and signed the liability waiver/roster form prior to playing. Players, coaches, managers, and team representatives who have not signed the waiver form may not participate in COSS programs.

7.30.c Payment of all associated softball team fees by posted deadlines. Teams who have not met fee requirements will not be allowed to play until such time all fees are paid.

7.30.d Immediate notification of any coaching and/or team representative changes including new contact information.

7.30.e Maintaining control of team/players during a dispute. Team coaches and/or designated team representatives are ultimate responsibility for personal and team member actions.

7.30.f Coaches are the only team member that may communicate with the umpire during or after a dispute.

7.30.g On game nights, be prepared to meet with the assigned umpire and opposing team's coach at home plate to discuss game rules, variations, and/or disputes.

7.30.h Ensure that all equipment used by team/players is approved equipment by the league/tournament sanctioning body.

7.30.i Clean out the dugout after each game

7.31 **Ten-Run Rule**

If either team is ahead by ten or more runs after a completed inning beyond the fifth inning, the game will end.

7.32 **Tied Games**

7.32.a There will be no tied games.

7.32.b In the event of a tie after the time/inning limit, play will default to the “International Tie Breaker” for one inning to identify the winning team. Under the International Tie Breaker Rule, the last batter of the prior inning will be the runner starting at second base.

7.32.c After the “International Tie Breaker” inning is complete and the game is still tied, the game score will revert back to the last inning in which there was a clear winner and that score will determine winner of the game.

7.33 **Time Limit**

7.33.a League play will maintain a 65-minute running game clock controlled by the umpire.

7.33.b The official scorekeeper and the umpire will coordinate to set the game clock.

7.33.c No new innings after 60 minutes for all leagues. The only exception is the Masters’ League where no open inning shall be called before the clock reaches zero, unless it is the seventh inning. If the game is tied after the open inning, the final score will revert back to the last inning a team is ahead.

7.33.d At the end of the 65-minute game clock, the game will end after the home team’s at bat for that inning (if necessary).

7.33.e Refer to Tie Game Rules 7.32, for tie games after the 65-minute running game clock.

7.34 **Unsportsmanlike Conduct**

Unsportsmanlike conduct will not be tolerated. Any abusive/inappropriate conduct (physical or verbal) will not be tolerated in the COSS program. Abusive/inappropriate conduct directed towards spectators, umpires, opposing players, league officials, and/or City of Salem staff before, during, and/or after games may result in the suspension of the offending player(s).

7.35 **Warm Ups**

- 7.35.a When time allows, teams may warm up on their assigned field with the exception of batting practice or infield practice. No batting or infield practice is allowed at any time.
- 7.35.b When authorized, teams may warm up inside the fenced fields and only in the outfield grass areas, sidelines by the dugouts, or past third or first base on the dirt.
- 7.35.c Batting against the fences is not allowed.
 - 1.) The first time batting against the fences is observed, a verbal warning will be issued.
 - 2.) Upon the second incident, the player will be ejected (see 7.10).
 - 3.) Should the incidents continue and the coach does not gain control of his/her team, the team will forfeit the game.
- 7.35.d Warming up in the parking lot or on any paved areas within the complex is prohibited. This includes throwing and/or catching balls and swinging bats.
- 7.35.e Only rostered players are allowed on the field or in the dugout areas.

ADDENDUM A

WALLACE MARINE PARK SOFTBALL COMPLEX CODES OF CONDUCT

All players, coaches, managers, spectators, and visitors to the WMP Softball Complex will abide by the following **Codes of Conduct**:

1. Respect the rules of the game and how it should be played.
2. Respect opponents by remembering a worthy opponent brings out the best in a player.
3. Respect the game officials even when calls are not agreed with.
4. Respect teammates and remember commitment on and off the playing field.
5. Respect the tradition of the game and remember it is a privilege to participate.
6. Be mindful of personal conduct. Make sure no action occurs that could reflect adversely on sponsors or teams. Remember, inappropriate action of even one player can reflect upon the entire team and the game of softball.