

# FLATHEAD COUNTY PARKS & RECREATION

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CONRAD ATHLETIC COMPLEX 758-5805

## SOFTBALL NO TOLERANCE RULES 2015

### 1. Unsportsmanlike Behavior:

Foul Language = Pre-game warning by umpire (for the team)

1<sup>st</sup> offense = next batter is out

2<sup>nd</sup> offense = player ejection/game

If extreme language or abusive behavior = player ejection for one week

2<sup>nd</sup> offense = player ejection for entire season

If physical contact = ejection for 1 year (all county events)

Any physical attack by a player and/or spectator where an assault charge is filed and a guilty verdict is found will result in a lifetime ban from all Flathead County Parks & Recreation sporting events; upon the approval of the ban by the Parks & Recreation Superintendent and the Board of Directors.

### 2. No Dogs or glass containers in Complex

3. No alcohol and/or tobacco in dugouts or on playing fields at any time during practices and/or games. One warning per season, per team. Subsequent violations will result in an out for each violation.

4. Umpire's judgment calls **cannot** be argued. (Balls/strikes, fair/foul, runner safe/out)  
**ONLY the manager/team rep can question any decision involving the rules with the umpire**

5. **Protests** must occur before umpire leaves the field. (Fill out form; submit \$25 cash to Recreation Supervisor).

6. Games start at 6:30, 7:50 and 9:10.

Forfeit time for 6:30 game is 6:40, with time not counted as playing time.

7:50/9:10 forfeit time is game time

7. Game time = No new inning after 1 hour and 10 minutes from the first pitch; notification of last inning by the umpire (so hustle!). Tie games during regular season will not be continued past the time limit.

8. Pick-Ups (applies to league games – **rules change for end of season tournament**):

Men's/Women's teams can pick-up 1 or 2 to make 9 or 10

Co-Rec teams can pick up 1 or 2 players to make 9, 10 or 12

Pick up players must be placed at the bottom of the batting order and may **only** play catcher and/or in the outfield unless approved by opposing team captain

If rostered player shows up after game has started, then:

Add to bottom of batting order if all players are rostered on that team

Must replace the pick-up player if there is one

9. League Rules (all leagues)

Home Run Rule:

Women's: 3

Monday Night Co-Rec: 3

Tuesday Night Co-Rec: 2

Men's: 4

Batter is out if over limit

Courtesy Runners allowed

Unlimited/inning but each player can be a courtesy runner only once/inning

Bat Until 3 Outs/Side (no last batter rule)

Run-Ahead Rule: 15 after 4, 10 after 5 innings

Stealing is allowed for all men's games - Ball must cross the front of the plate before runner's foot can leave base

10. Cannot intentionally crash into a fielder making a play. Must be out of the baseline (can't block the base) **UNLESS** you have the ball in your possession. (2004 ASA rule), otherwise it is obstruction

11. Parents/guardians may be liable for any damage caused by their children

12. Any bat that is deemed illegal for any reason by FCP&R will not be allowed on any FCP&R field or at any FCP&R function. All or any information pertaining to bats may also be shared with other associations, leagues and tournament directors. Bats that have been altered/tampered with will not be allowed in FCP&R games/tournaments, and may be confiscated by ASA officials.

Consequences of illegal or altered bats:

Illegal Bats: 1<sup>st</sup> Offense: Owner of bat removes bat from complex  
2<sup>nd</sup> Offense: Owner of bat may be suspended from play for a maximum of two weeks.  
3<sup>rd</sup> Offense: Owner of bat may be suspended for one year from latest infraction.

Altered Bats: Bats suspected of being altered/tampered will be confiscated and sent to the ASA national office. ASA protocol will be followed from that point forward.  
Bats are subject to inspection at any time during the season and/or tournament play. All bats that pass the ASA and/or FCP&R specifications will be marked by a sticker to display its certification status.

13. Game balls: Women's are core 44/375 compression; Men's are core 52/300 compression. Game balls may be white or yellow but must be all the same color.

14. Due to danger of injury, no warm-ups are allowed in alleyways or parking lots. Teams can warm up on empty fields or in the designated warm-up areas. 7:50/9:10 games will be allowed 5 minutes to warm up on the field before their games, time beginning at the end of the previous games.