

**CITY OF PRESCOTT
RECREATION SERVICES
SOFTBALL RULES
& REGULATIONS**

2026



City of Prescott Sports Hotline: 928-777-1688

The City of Prescott Sports Hotline is updated to inform managers, players, scorekeepers, supervisors and umpires with league updates, rainout information or any other sports related items throughout the year. The Sports Hotline will be updated after 3pm when necessary. Please contact the sports hotline instead of the main office for league related updates.



For all our leagues to deliver an Optimal Experience for every participant we ask teams and team captains to try and ensure their teams are registered in leagues where their skill level is commensurate to the level of play and the skills and abilities of the rest of the teams in the league.

It is up to all of us to try and create parity in all leagues so everyone can enjoy a fun and competitive game every night. Try to refrain from "stacking" or playing below your level to win games. Close, competitive, evenly matched (to the best of your ability), contests should be the goal for everyone.

The League Director reserves the right to move teams to different divisions and/or nights to try and help create parity if needed. Teams please do your part to create the kind of leagues you and everyone else would enjoy playing in.

Get in the Game

**CITY OF PRESCOTT RECREATION SERVICES
SOFTBALL RULES AND INFORMATION**

All City League softball games will be played according to the City League rules that are contained in this rulebook. For special circumstances or rulings we will use USA softball's rule book to help govern games.

GET IN THE GAME

SECTION I - PROGRAM INFORMATION

OBJECTIVES AND PURPOSES: The objectives and purposes of the City of Prescott Recreation Services Sports Programs are to develop, promote and administer adult sports leagues within the limits of Yavapai County, by establishing rules and regulations governing all participating teams in the framework of organized, wholesome adult recreational sports leagues.

RULES AND REGULATION POLICY STATEMENT: The City of Prescott Recreation Services Department reserves the right to change any rules or regulations whenever due cause warrants a change. If a change is made, all team managers affected by the change will be notified. In addition, the Recreation Services Department reserves the right to add any rule or regulation when this addition will benefit the program. **Team Coaches/Managers are responsible for informing their players of all City League rules and regulations.** An Addendum to these rules covering some of the unusual game scenarios can be found on the city's website at : <https://prescott-az.gov/rec-services/programs-sports/softball/>
USA Softball rules will govern any rules or situations not covered in this rule book

PIONEER PARK: All games will be played at the Pioneer Park Softball Complex located at 1200 Commerce Dr.

SCHEDULE OF GAMES- League schedules will be posted on the online program, RecDesk under the Leagues Tab. Make Up Games may be rescheduled on different days and times but could also be moved to the end of the season. Call the Sports Hotline at 928 777-1688 for updates after 3pm each day weather may postpone or cancel any league night.

LOST OR STOLEN ITEMS: Call 928-777-1121 or come by the Programming Office if you have lost something at one of the fields. The City of Prescott is not responsible for lost or stolen items.

Recreation Services Program Manager: Any questions, concerns or comments regarding the City Softball league should be directed to the Recreation Program Manager, at the Recreation Services Department Office - 928-777-1121.



SECTION II - GENERAL LEAGUE RULES AND POLICIES

ALCOHOL AT FIELDS:



Alcohol is not to be consumed by any player who is participating in a game during their team's scheduled game time. If a player or team is caught with alcohol while their team is scheduled to play, the result will be ejection of the player(s) and/or suspension from the City League Program.

—Alcohol in dugouts is strictly prohibited—

ASSAULTS TOWARD CITY PERSONNEL: PHYSICAL/VERBAL

Any player/coach/manager/fan verbally assaulting an official, scorekeeper, or any other Recreation Service personnel will be ejected from the park and/or suspended a minimum of one week and may be banned from the recreation leagues for the remainder of the season. Any physical abuse will result in banishment from the league, possible banishment from all other City sponsored programming for 1 year, and possible legal prosecution to the full extent of the law. Players on multiple teams will be suspended for each league game in amount of time suspended.

Extension Mats: For all slow-pitch league play, mats will be used to determine strike zones. Balls landing on any part of Home Plate or any portion of the mat, with legal pitching arc requirements (10 ft. max/6 ft. min.), will be ruled strikes.

BALLS: Will be provided by the Recreation Division. **All teams will be responsible for retrieving balls hit outside the playing field.** We will be utilizing 12" optic yellow softballs in all leagues, exception: Women's 11" League

BASE DISTANCES: The bases in all slow pitch games will be 70 feet apart.

BATS: The City of Prescott is a non-sanctioned league. All bats must possess at least one approved stamp from outside associations with the exception of senior softball associations. Senior Softball bats are not legal in all Recreation leagues.

WE WILL HAVE LOANER BATS AVAILABLE ON SITE
A VALID DRIVER'S LICENSE IS REQUIRED TO BORROW BATS
SEE SUPERVISOR IF YOU NEED TO BORROW A BAT

BAT THROWING: The intentional throwing of a bat is an automatic ejection from the game. The first unintentional throwing of a bat will result in a team warning by the official, after which, ejections will occur.

BENCH AREA: The team at bat must stay on the bench with the exception of the batter, person on deck. Only players on the team/roster are permitted in the dugouts, no exceptions.

BLOOD RULE: A player, coach or umpire who is bleeding shall be prohibited from participating further in a game until appropriate treatment can be administered. All bleeding must be stopped completely in order for the individual to continue.

BUNTING/CHOPPED HITS: No bunting or chopped hits are allowed in Slow-Pitch. Penalty: Batter is out and no runners may advance.

CLEATS: Metal cleats are only allowed in our adult Fast-Pitch leagues. Provided they meet safety standards. In all other divisions, metal spikes are prohibited. Metal Cleats are not permitted in any slow pitch leagues. Rubber or plastic cleats are permitted in all leagues. If a team is caught using metal spikes the first time will be a warning and the player will be removed from the game until they have proper footwear. The 2nd time will result in a team forfeiting the game.

COURTESY RUNNERS: One courtesy runner may be used per inning in all leagues. Anyone on the official lineup can be the courtesy runner as long as they are the same gender. If the courtesy runner is on base when their turn at bat comes up, the courtesy runner will not be able to bat and an out will be recorded. If a courtesy runner is to be used it must be done prior to the first pitch to the next batter. In Coed, One male and one female courtesy runner may be used per inning. If the batter who utilizes the courtesy runner comes to bat again in the same inning, they may follow the same procedure throughout the inning.

DOUBLE FIRST BASE:

Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner must use the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion instead of running towards and touching the colored portion of the double base to avoid contact with the defense.

On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the runner return, the runner can return to the white or colored portion. The defense must give the batter-runner adequate space to continue running towards second base or returning to first base.

On any force out attempt from the foul side of first base, or an errant throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or colored portions to avoid contact. The Umpire will make final decision on safe or out call, or if interference/obstruction should be called.

EJECTIONS: **Players, coaches ejected from the game must leave the park immediately.** Any players or coaches ejected may be suspended from all league play for a period of time, which will be determined by the Program Manager. Additional action may also be taken, including but not limited to probation, an extended suspension and/or total suspension. The Program Manager reserves the right to determine the action taken. Each incident will be reviewed and a decision will be made in a reasonable amount of time. Players who get suspended and are on multiple teams will not be permitted to play on any team during their suspension period. All league managers the suspended player plays with will be notified of the suspension.



FAKE TAGS: A fake tag is defined as a form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is administered would constitute obstruction. When a fake tag occurs the runner and each other runner affected by the obstruction will be awarded the base or bases he/she would have reached, in the umpire's judgment, had there been no obstruction.

FIGHTING: Players who engage in fighting will be automatically ejected from the game and must leave the park immediately. Player suspensions to follow.

ALTERED OR NON-APPROVED BATS: For the safety of the players, altered and non approved bats are strictly prohibited in City of Prescott Leagues. Any bats that are suspected, inspected and deemed non approved by umpires or discovered altered by the owner will be removed from play and brought to the Recreation Services Office for further inspection. The player who is using the bat during the time it was discovered will be declared out, ejected from the game, and the site supervisor will take possession of the bat and along with owner's and Team Manager's contact information for the Program Manager to contact after further inspection. Any player who is caught using non-approved bats will be suspended for the remainder of the season and possibly longer. The second offense by a team or player will result in the team being removed from the league with no refund. The City of Prescott is a non-sanctioned league. All bats must possess at least one approved stamp from outside associations with the exception of senior softball associations. Senior Softball bats are not legal in all Recreation leagues. Fast pitch bats are legal to use if they have at least one approved stamp from an outside association.

FORFEITS: Game time is forfeit time (except for the first game of the night which will be allowed a 5 minute grace period with the clock running). If the home team has 7 players or less after the 5 minutes they will now become the visiting team and bat first. If a player shows up during their at bat to bring the team to the minimum number of players needed then that player will be listed last on the lineup and the game will be played. A team must have a minimum of eight players with no out taken or 9 players with an auto out taken to begin and continue the game in Co Rec, Men's or Women's divisions. (Players must be on the field of play at game time). Forfeits are strongly discouraged and a team that forfeits more than one game may be dropped from the league with no refund. **YOU MAY NOT PICK UP PLAYERS FROM OTHER TEAMS THAT PLAY THE SAME EVENING AS YOUR LEAGUE.** If a team loses players during the season and anticipates possible forfeits in the future, the team manager should call the Recreation Services Office to receive names of players from the free agent list. The final score of a forfeited game will be 10-0.

HOME RUN LIMITS: A limit of 5 over the fence home runs per game, per team will be used in all Men's and Co-ed Slow Pitch games - all divisions. All leagues will follow the 3 over the fence home runs with the 1 up rule up to 5 over the fence home runs. Excess: For any in excess, the ball is dead, the batter is out, and no runners can advance. Fast Pitch and Women's Leagues do not have a home run limit.

HOME TEAM: The team listed second on the schedule is the home team and will occupy the third base dugout.

JEWELRY: Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Players who fail to do so will be ejected from the game.

LEAGUES: If a league drops below four teams and the teams cannot be moved, the entry fee will be pro-rated back to the remaining teams being dropped, however, the team that caused the league to go below four will receive NO REFUND. The Recreation Services Department reserves the right to adjust any league at any time (by moving a team up or down to another division and/or night of play), to help balance divisional play. If moved, current win/loss records will stay intact.

MITTS: A first baseman's mitt is allowed at any position on the field, provided it meets current slow pitch standards.

LINE UP CARDS: At least Ten minutes before game time, team representatives must provide the supervisor with a line-up. The line-up must include player's **first and last names and names must match the roster**. Line-ups must abide by the official roster on file in the Recreation Services Office. Once a line up is submitted to the supervisor, any rostered player showing up late will go to the bottom of the line up unless he/she is substituting for another player. **NO ONE IS TO ENTER THE SCORE BOOTHS UNLESS ASKED TO BY THE SCOREKEEPER OR SUPERVISOR.**

PRE-GAME MANAGERS MEETING: Each team's manager/captain needs to be present-ON THE FIELD- at least 5 minutes prior to game time and will meet with the umpire prior to each game. This will give everyone a chance to ask any questions before the game starts and allow the umpire to communicate the expectations for the game and for each manager. Managers/captains **MUST** be a player playing on the team.

NUMBER OF GAMES: All leagues will play 10 Regular Season games with top four (4) teams qualifying for the end of season tournament. Make up games may require different evenings of play however. All make-up games will be moved to the end of the schedule (unless they can be scheduled sooner) and it is possible field #'s and/or different evenings of play could be necessary to complete the season.

Tiebreakers for end of season tournament teams will be determined as follows.

- (1) Head-to-head competition.
If Still Tied with Two or More Teams
- (2) Least number of runs allowed in head to head competition.
- (3) Most number of runs scored in head to head competition.
- (4) Least number of runs allowed to ALL opponents
- (5) Most number of runs scored against ALL opponents
- (6) Team with least number of forfeits
- (7) Coin flip by Rec. Supervisor

ONE AND ONE COUNT: All Men's, Women's and Coed Slow-Pitch games will be using the one and one count. This means that every batter begins their turn at bat with the count being one ball and one strike. In all leagues, batters will have one foul ball to waste after having received two strikes. After one to waste rule, next foul ball will result in an out.

PITCHING DISTANCE: The pitching distance for all Slow-Pitch games will be 53 ft.

PLAYERS (Number of) Men's & Women's Leagues: In all Men's and Women's Slow-Pitch league play, teams may bat up to 15 players. **Teams may begin and end a game with a minimum of 8 players with no outs taken or 9 players (Shorthanded Rule Applies).** Slow-Pitch softball is designed to field a team of 10 players on both offense and defense. If playing with 9 players "short-handed", the vacant position in the batting order must be listed last. An Automatic Out will be recorded each time the vacant position comes to bat if there are nine players (applies to all leagues). If a team begins the game with 10 or more batters in Men's and Women's league play, and one or more players leave the game for any reason other than an Ejection, there will be no penalty and said player(s) will be scratched from the lineup. Players leaving the game may not be later substituted for, and they may not re-enter the game. Once a team gets down to 7 players in Men's/Women's divisions a forfeit will be declared.

PLAYERS (Number of) Co-Ed Leagues: In all Co-Ed Slow-Pitch league play, teams may bat up to 16 players. **Teams may begin and end a game with a minimum of 8 players (4 men/4 women) with no outs taken.** A team may also begin a game with 9 players as long as there are 5 men/4 women or 5 women/4 men (**Shorthanded Rule Applies**).

PLAYERS (Number of) Co-Ed Play Con't.:

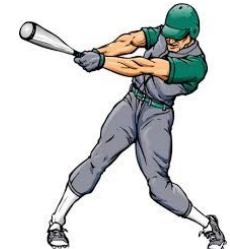
If playing "short-handed", the vacant position in the batting order must be listed last. An Automatic Out will be recorded each time the vacant position comes to bat if there are nine players in the lineup. All other lineups must be even numbered beginning with 8/10/12/14/16 players consisting of equal number of men and women alternating gender in the batting order. If a team is playing "short-handed and a substitute arrives, the substitute must immediately be inserted into the last position in the batting order. When a player or players leave the game for any reason excluding an Ejection in Co-Ed play, see batting options on Coed lineup page 12.

PLAYERS (Number of) Men's/Women's/Co-Ed:

When Ejections occur, and there are no players available to legally substitute, an Automatic Out will be recorded when that position in the batting order comes into play. Whenever a team cannot bat the minimum of players, the game is forfeited, officials will vacate the field, and teams may utilize the field of play for practicing if so desired. Teams will be given a 5-Minute "Grace Period" to field a team for the first game scheduled each evening. For all remaining games that evening, game time is forfeit time. The **Field Supervisor** on-site will designate forfeits, in cases where teams do not have enough players present and inside the premises prior to scheduled game times.

PLAYER PARTICIPATION: A person may play on only **ONE TEAM PER EVENING**. (Exception: Thursday night slow pitch players may also play on a fast pitch team) Players may also play on one team each night as long as they only go up or down one division. **The Co-Rec "C" divisions may only have a maximum of TWO (2) "B" Male players on their team.** Players may switch teams once per season. Women are not permitted to play in Men's divisions and Men are not permitted to play in Women's divisions in Slow-Pitch leagues. Players may not switch teams and play for two different teams on any one evening. It is the responsibility of the Player to notify the Recreation Coordinator and their Manager of said roster change. They must also sign the roster of their new team. There is no roster freeze, therefore a team can add players throughout Regular Season Play. **Any team discovered with 3 or more "B" male players on a Co-rec "C" team will be required to remove players to be within the TWO (2) "B" male player rule and the game will result in a forfeit. "B" male players are not permitted to be added to any Co-Rec "C" divisions onsite with a player add form without Recreation Coordinator approval.**

To be eligible for participating in Playoffs, all participants must be on the team roster by the team's 7th game of the season. Managers are responsible for informing their players to sign the team's roster or player add form before they participate in a game and ensure the player meets all eligibility requirements. If a manager wishes to add a player to his/her team, the new player must sign a player add form at the field site or the roster at the Rec Services office no later than 4:00pm ON THE DAY OF THE GAME. **The minimum age for Adult Softball participation is 16 by end of calendar year.** Anyone under the age of 18 must sign the roster and have their parent/guardian sign the individual liability waiver form.



INELIGIBLE PLAYERS: THIS WILL BE MONITORED BY THE RECREATION COORDINATOR. Participants must carry a photo I.D. and must show it if requested to do so. Any team wishing to protest a game for ineligible players must do so before the first pitch of the game unless the player in question has entered the field after the game has begun. In that case, protest must be done before next pitch. Team manager or coach should notify the umpire that the game is being played under protest for ineligible players and it will be noted on the score sheet. **For End of season tournament, player eligibility protests will be done immediately with roster and I.D. Check. Players without I.D.'s will be considered ineligible if requested to show their I.D. to prove their eligibility on a roster/player add form.**

PLAYING TIMES: Each team must be available to play during any of the scheduled game times (6:00 or 6:30, 7:00 or 7:30, 8:00 or 8:30 and 9:00 p.m.).

PROTEST REGULATIONS: Only protest of ineligible player/players and rule interpretations will be accepted and considered valid protests. Protests involving the judgment of an official will not be given consideration. The coach/manager of the protesting team will be the only one allowed to protest. If the explanation of the official, following an appeal of the coach/manager, is not satisfactory, the coach/manager may protest to the City Recreation Division. A written protest must be accompanied by \$25, to be considered valid and will be refunded only if the protest is won. Written protests must be submitted to the Field Supervisor at the game and the protest fee should be paid by 4:00 p.m. of the next scheduled working day. The Recreation Program Manager will rule on all protests in a timely manner.

RAINY DAY PROCEDURES: In the case of inclement weather, the **Field Supervisor and Umpire** will decide the condition of the playing field at game time. The Recreation Division will not cancel softball games from the office UNLESS rain has occurred all day long, and/or it has been reported by Parks Maintenance personnel that a field(s) is unplayable. Sometimes fast storms will be over by the evening and the field will be PLAYABLE.

PLAYERS SHOULD CONTACT THEIR MANAGERS OR CALL THE CITY INFORMATION LINE AT 928- 777-1688 AFTER 4:00PM for Game Updates.

If a game is canceled, they will be rescheduled. There is a possibility that games could be rescheduled as either a double header or on a different field of play or on a different night, if the schedule allows for it. Revised schedules will be given to managers following a canceled regular season game. Teams must be available to play on any night of the week if multiple games are canceled. One thing we cannot control is the RAIN!

ROSTERS: Rosters must be completed and turned in at the playing field, before each team's first regular season game (players must complete all info/signatures required). All players who have not completed their info on the initial roster, MUST COMPLETE & SIGN a Player ADD Form prior to going onto the field of play.

SUBSTITUTIONS: Players may sub in for other players during the game. Once a player is subbed out they may not return to the game.

RUN RULE: There will be a 20-run rule after 3 innings, 15- run rule after 4 innings and a 10-run rule after 5 innings for all slow-pitch games. **Umpires reserve the right to call a game due to judgment of lack of integrity of the game by the leading team trying to keep a run rule from happening to extend the game. Leading team will receive first time warning then lose games by forfeit.**

SCHEDULE CHANGES: Schedule changes may be necessary at times due to weather and/or loss of facilities. In the event of changes, City staff will contact the team manager who will be responsible for contacting their players. The Recreation Services Department recognizes the fact that many adults have other interests besides softball, but it should be understood that manager requests to adjust schedules to meet individual conflicts are impractical, if not impossible. Therefore, manager requests to adjust schedules cannot be honored.

SCOREKEEPING: The scorekeeper is assigned to keep the official time and the official score. If there is no scorekeeper, the home team will keep the official score.

SLIDING: Sliding is allowed at any base. However, sliding is not mandatory. A base runner must either slide or make an attempt to avoid a collision with the fielder when; (1) The fielder has possession of the ball and is attempting to place a tag on said base runner; (2) the fielder obstructs a base runner without possession of the ball. Neither fielder nor base runner will be allowed to use force in performing their duties of tagging or base running. Penalty: Runner or fielder will be ejected from the game if judged flagrant. Note – When baserunners collide "standing up" with fielders in the base paths or blocking a base (with or without the ball), said runner will be called out and quite often ejected. Fielders standing in the base paths or blocking any base without the ball is therefore obstructing the baserunner, and umpires will protect the baserunner to the base or bases the umpire judges they would have reached, had there not been obstruction.

SMOKING/VAPING: Smoking OR Vaping is not permitted anywhere at the park. A player or spectator may be ejected from the park for smoking or vaping if they do not comply with this city ordinance.

SLOW-PITCH BASE STEALING: There will be no base stealing permitted in slow-pitch City Leagues.

TIE BREAKER RULE: If a game is tied at the end of seven innings or the time limit has expired (whichever comes first), the visiting team will put the batter due to bat last on second base to start the inning. The home team gets the same opportunity when they come to bat. This procedure continues until the tie is broken. A courtesy runner may be allowed in this situation.

TIME LIMITS: All Slow-Pitch softball games will play a 55 minute time limit. No new inning will begin after 55 minutes from the first pitch. All Slow-Pitch games will be scheduled one hour apart. **THE SCOREKEEPER WILL BE THE OFFICIAL TIMEKEEPER.** Once games begin, a **new inning begins upon the 3rd out** of the previous inning. A game will be considered official if 3 1/2 innings are completed and game is stopped due to weather or any other conditions that don't constitute a forfeit.

UMPIRES: Judgment calls by umpire are final and should not be disputed. Umpires have complete authority to order a team or player(s) to cease arguments or to penalize any violation or flagrant acts committed by a team or its players. Failure to comply with an official's request will result in player/manager warnings or ejections.

WARM-UPS: There will be NO infield practice between games. Do not hit or throw balls against the fences at any time. Warm-ups are not allowed in areas near spectator seating. Only one warm up pitch will be allowed between innings during all Slow-Pitch games. Replacement pitchers are allowed five warm up pitches.



SECTION III - CO-ED SPECIAL RULES

1. **Extra Home Line for secondary plate:** A chalk line for the secondary home plate will be used in all coed leagues. A player running home in an attempt to score must be touching the chalk line or beyond it and with their foot on the ground before the defensive player has the ball controlled and touching home plate with ball in possession. **Runners can not touch home plate, the strike mat or cross through the batter's box.** Defensive players can only touch the home plate. All plays at home are force plays rather than tagging plays. Any throw beating the runner and controlled by a defensive player while touching home plate, will result in that runner being out (this is a force out). Runners tagged by a defensive player while attempting to score will not be out. If the umpire discovers the runner touching the home plate, strike mat or running through the batter's box then they will be declared out and the ball will remain alive. If a player is forced in due to a walk they also must cross the scoring line— if they do not they will be declared out. If a player crosses through the batter's box to avoid a dangerous situation and in the umpire's opinion it was the only option the runner had then the runner will not be out (similar to double 1st base rule).

Line of No Return: In addition, a line will be drawn 30 feet from home base. This is the "line of no return". Once a runner crosses this line (or touches it), they can not return to third base - they are obligated to continue towards the secondary chalk line in an attempt to score. If the runner does return to third base after he/she has crossed the line (or touched it), they will be declared out and the ball remains live. However, if the runner does not cross the line (or touch it), it is play as usual, i.e. they may be tagged by a defensive player. Runners shall not be called out for contact with a defensive player not in contact with home plate unless in the umpire's judgment the runner deliberately hit or could have avoided collision. Once a runner crosses (or touches) the "line of no return" they cannot be tagged out— it becomes a force play at home for the defensive team.

2. **Minimum Players on Field:** See Players (Number of) in regular rules. Page 7/8.

3. **Fielding Positions:** Fielding positions must show a minimum of two women outfielders and two women infielders. Catcher and pitcher must be male/female or vice versa. In a case when nine players are used the following ruling applies to the fielding positions: Catcher and pitcher must be opposite sex. The infield and outfield positions must have a minimum of one female in its makeup (same applies to teams playing with 8 players). There's a maximum of two males and two females in the infield at any time. FOR "B" or "C" leagues: Infielders must start with two feet in the dirt in the infield and outfielders must start with two feet in the grass until the batter makes contact with the ball. Failure to start in correct fielding positions may result in an illegal pitch call by the umpire (no penalty given if illegal pitches are swung at by a batter in this or any circumstance).

4. **Cones:** ALL outfielders must be positioned outside the 175' arc when women are at bat. They may move from inside the arc after the ball is hit. Penalty for violation is illegal pitch. If a team is playing short handed then ONE outfielder may be positioned inside the arc when women are at bat. This only applies to "B" or "C" leagues—"A" leagues can have one player inside the arc all the time.

5. **Males Walked:** If a male player is walked in his time at bat, he goes automatically to second base. The male player must touch first base on his way to second. The female immediately following must take her turn at bat. There is no longer an option for the female to automatically take first base after a male batter is walked.

6. **Balls:** All Co-Rec Leagues will utilize 12"softballs.

COED LINEUP RULE-MORE THAN 10 BATTERS

Once your team commits to batting more than 10 players in Coed League play, (12/14/16 batters) The following procedures (A or B) must be followed if a player must leave the game for any reason, Excluding ejection.

A. The team has a choice of either removing the batter in front or behind the player that vacated the batting spot and continues with an even amount of Male/Female batters in the lineup in order. Once this is done, both players who vacated their spots may not re-enter the game.

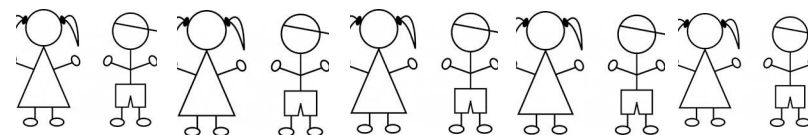
B. The team must take an automatic out in the spot of the player who left the game. This scenario will have two players of the same gender batting in a row, but they will take the automatic out in between the two players of same gender batting in a row.

If a coed team has 9 players at time of game, 5 men/4 women or 5 women/4 men, they must play all nine and take automatic out at end of lineup until the position can be filled. (Shorthand Player Rule). They can not sit the 9th player and play with 8 taking no outs.

9. If a coed team had 8 players at time of game, 4 men/4 women, there will be no outs recorded as they will be short in the infield and outfield playing defense. If a player shows up late, they can enter game at any time and are added to bottom of the lineup. This will bring the automatic out with shorthanded rule back in play for the remainder of the game.

EJECTED PLAYER BATTING RULE

In the event of a player ejection, if a team doesn't have a player listed as a sub on the lineup of the same gender to take the ejected player's spot in the lineup, the vacated ejected player spot will be an automatic out for the remainder of the game.



Coed teams must bat by alternating genders throughout the lineup

SECTION IV - CODE OF CONDUCT

The Code of Conduct will be enforced before, during, and after all league or tournament play. All rules will be strictly enforced. The term "individual" includes the following: coach, manager, player or spectator. A team (specifically the team manager) is responsible for the conduct of its individual players or spectators. Misconduct will result in the penalty of an individual and/or team for all City leagues and tournaments. The term "official" includes the following: umpire, scorekeeper, field supervisor, administrative City staff. When a player signs his/her name to a roster, it will be understood that they have been notified of all City League rules and the Code of Conduct. **Players on multiple teams will be suspended for every team they play for during the amount of games suspended. Any individual found to be in violation of the Code of Conduct could be suspended from all City of Prescott Sports Leagues indefinitely.**

1. **No Individual Shall:** At any time lay a hand upon, shove, or strike an official or individual.

Minimum Penalty: Ejected from game, must vacate the park with a minimum one week suspension.

Maximum Penalty: Banned from the City of Prescott Adult Sports programs and assault charges may be filed.

2. **No Individual Shall:** Be guilty of objectionable demonstration of dissent by throwing a ball or any other forceful actions.

Minimum Penalty: Warning by official.

Maximum Penalty: Ejected from game, must vacate the park and suspensions may follow and possibly banned from the City of Prescott Adult Sports programs.

3. **No Individual Shall:** Discuss with official, in any manner, the decision reached by such official except a manager, coach or captain.

Minimum Penalty: Warning by the official.

Maximum Penalty: Ejected from game, must vacate the park and suspensions may follow and possibly banned from the City of Prescott Adult Sports programs.

4. **No Individual Shall:** Be guilty of using unnecessarily rough tactics in the play of the game.

Minimum Penalty: Ejected from game, must vacate the park and suspensions may follow.

Maximum Penalty: Banned from City of Prescott Adult Sports programs and/or assault charges filed.

5. **No Individual Shall:** Use profane, obscene or vulgar language in any manner, or at any time on or off the playing field.

Minimum Penalty: Warning by official/league director.

Maximum Penalty: Ejected from game, must vacate the park and suspensions may follow and possibly banned from the City of Prescott Adult Sports programs.

6. **No Individual Shall:** Be guilty of a physical attack as an aggressor upon any individual. Officials are required to immediately suspend player from further play and report the incident to the Recreation Coordinator. Such player shall remain suspended until an advisory board and/or City staff has reviewed the incident.

Minimum Penalty: Ejected from game, must vacate the park with a minimum one game suspension.

Maximum Penalty: Banned from City of Prescott Adult Sports programs and/or assault charges may be filed.

7. **No Individual Shall:** Be guilty of an abusive verbal attack upon or threatening of any official or individual on or off the playing field.

Minimum Penalty: Ejected from game, must vacate the park with a minimum one game suspension.

Maximum Penalty: Banned from City of Prescott Adult Sports programs and/or assault charges may be filed.

8. **No Individual Shall:** Appear on the field of play at any time in an intoxicated condition or under the influence of any other type of drug which will infringe upon their safety or the safety of others.

Minimum Penalty: Ejected from game, must vacate the park and suspensions may follow.

Maximum Penalty: Banned for the remaining season of play, including playoffs.

9. **No Individual Shall:** Be guilty of damaging, destroying or stealing City property.

Minimum Penalty: Must vacate the park, Compensation for damages and suspensions may follow.

Maximum Penalty: Banned from City of Prescott Adult Sports program and criminal charges may be filed.

10. **No Individual Shall:** Be guilty of any demonstration of un-sportsmanlike conduct before, during, or after league or tournament play.

Minimum Penalty: Warning by official

Maximum Penalty: Ejected from game, must vacate the park and suspensions may follow and possibly banned from the City of Prescott Adult Sports programs.

11. Any player ejected from a game must leave the facility immediately. Ejection will result in a minimum of a one game suspension. Failure to remove themselves from the facility immediately will result in suspension from said league for the duration of that league. Continued violation or failure to leave the facility, or to the point where law enforcement is required for removal will result in suspension from said league and trespassing from City of Prescott facilities used for that league for a minimum of one (1) year from the date of the infraction.

Alcohol is not permitted during your team's game. Participants may consume alcoholic beverages before or after scheduled games, but are not permitted to drink during their games or have any alcohol in or near the dugout.

If discovered, the site supervisor will remove the alcohol from the area and return it to the team manager upon the conclusion of the game.

Players caught drinking during the games will be ejected and asked to leave the park.

Players who are suspected to have consumed too much alcohol or not deemed sober enough to play by the umpire must leave the field immediately.

Failure to do so will result in further suspensions.



SOFTBALL PRACTICE RESERVATION SCHEDULING POLICY

Due to the high demand of teams requesting practice time during league play, we do not offer practice reservations during league play

Three weeks prior to the start of our season, last two weeks of April and first week of May leading up to the first Friday of May, the City of Prescott will open one practice per week per team and charge a \$5 fee for each practice time of 1-1/2 hours.

The following procedure for practice reservations for League teams only:

If you would like to request a team practice for City league, please email ryan.harlow@prescott-az.gov with your name, team name, date and requested field.

Monday through Friday, practice times are 5:30pm to 7pm.

Saturday and Sunday, practice times will start at 9am and run through 5:30pm (1.5 hour time slots)

Each team is allowed one practice time slot per week (Monday through Sunday).

Cost is \$5 per date. The Program Manager will add your request to the reservation system and Recdesk will send you an invoice for your field usage.

PRE SEASON PRACTICES ONLY!!!



FOR UPDATED GAME INFO

CONCERNING

CANCELLATIONS

CALL :

**777-1688 (10UT)
starting @ 4pm**

