



SOFTBALL MANAGERS HANDBOOK

**City of Modesto
Parks, Recreation and Neighborhoods Department**

Softball League General Information

Parks, Recreation and Neighborhoods Department Offices

Parks, Recreation and Neighborhoods Department Office
1010 Tenth Street, Suite 4400
Modesto, CA 95354
(209) 577-5344
Hours: Monday-Friday, 8:30 a.m.-4:30 p.m.

Recreation Coordinator - Sports

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Modesto, CA 95354
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Office Procedures

- The team manager is the team liaison to the Parks, Recreation and Neighborhoods Department (PRND) staff. Players having any concerns regarding the league should notify their manager. The manager will represent the team. The manager will have the final authority on all matters concerning the team.
- Managers wishing to meet with PRND staff should make an appointment.
- The office staff at Tenth Street Place will have league schedules and will be able to provide information relating to the schedule.

Spring/Summer/Fall League Dates, Locations and Times

League Dates

1. Sunday through Friday
2. March through November
3. Holidays – Easter (Sunday), Mother’s Day (Sunday), Memorial Day weekend (Friday, Sunday, Monday), Father’s Day (Sunday), 4th of July weekend (Varies), Labor Day weekend (Friday, Sunday, Monday), Halloween, Veterans Day.

Locations

1. Beyer Park Ballfields: 3700 Beyer Park Drive
2. Davis Park Ballfield: 2701 College Avenue

Times

1. Weeknight Play – 6 p.m., 7:10 p.m., 8:20 p.m., 9:30 p.m. Sunday Play – 4:20 p.m., 5:30 p.m., 6:40 p.m., 7:50 p.m., 9 p.m.

Game Schedules

- Schedules will be **e-mailed** and [posted on the website](#) before league play begins. Schedules are subject to change.
- Teams must be able to play at the time, place and date specified on the schedule. Special
- requests are to be discussed when rosters are turned in only.
- Teams must be available to play protested, incomplete, rain makeup and playoff games as rescheduled by PRND staff. Make-up games will only be played if result impacts playoff standings.

- Managers are responsible for finding out their team's game times.

League Structure

- Leagues with divisions are reclassified at the Manger's meeting and all reclassifications
- are final. Leagues with twelve (12) or more teams registered will be split into two (2) divisions.
- Leagues with playoffs will have the top four (4) teams seeded after the eight (8) game schedule is completed.
- Playoffs for all leagues will start on the next available week after the season is complete, unless a written request is given at the managers meeting for approval

Tie Breaking Procedure

- Tie Breaking Procedures the same for all leagues and divisions as follows:
- The first, second, third and fourth place teams will qualify for playoffs in leagues with one division. Leagues with two divisions have top two (2) teams in each division qualify.
- If two (2) teams are tied for a playoff spot or seeding the determining factor will be:
 - 1. Head-to-head competition (record or winning percentage – some teams may play each other more than once during the half); if not applicable,
 - 2. Net run differential, in the games the tied teams played; if not applicable,
 - 3. Net run differential. In the division where the tied teams played; if not applicable.
 - 4. Single elimination playoff game.
- If three (3) or more teams are tied for a playoff spot or seeding the determining factor will be:
 - 1) Head-to-Head competition (record or winning percentage – some teams may play each other more than once during the season) Only in effect if all teams played each other the same amount of games.
 - 2) Net run differential, in the games where the tied teams played; if not applicable,
 - 3) Net run differential. In the division where the tied teams played; if not applicable,
 - 4) Single elimination playoff game.
 - 5) NOTE: Once three (3) or more teams tie breaker is used to eliminate teams, two (2) team tie breaker comes into play.

Playoff Structure

- Playoff Structure for Leagues with one (1) Division:
 - The top four (4) teams will qualify for the single elimination playoffs. The games will be split into two Semifinal games and then a Championship game.
 - The first game of the playoffs will be between the 2nd place team and the 3rd place team. The second game of the playoffs will be between the 1st place team and the 4th place team. The winners of those games will advance to the Championship.
- Playoff Structure for Leagues split in two (2) Divisions:
 - The top two (2) teams in each division will qualify for the single elimination playoffs. The games will be split into two Semifinal games and then a Championship game.
 - The first game of the playoffs will be between the 1st place team of Division A and the 2nd place team from Division B. The second game of the playoffs will be between the 1st place team of Division B and the 2nd place team from Division A. The winners of those games will advance to the Championship.

Rules for Championships

- The championship game will have a “run rule” of twenty (20) runs after five (5) innings and a 90-minute maximum time limit.
- Good condition balls are required from both teams in every game of the playoffs.
 - The exception would be any league that required only used balls during the season (such as coed).

Awards

- Awards for leagues with fourteen (14) or less teams will be provided. Leagues with more than fourteen (14) teams may be split into divisions. In this instance, award would be provided for both divisions.
 - First place team trophy
 - Second place team trophy
 - First place individual awards

Publicity

[View the league standings on our website.](#)

Inclement Weather

Field conditions will be recorded on the information line. Call 209-571-5895

1. It is the team manager's responsibility to call the hotline and inform team members of field closures.
2. A decision regarding play will be made by the PRND after 3 p.m.
3. The last recording is the Current Field Status even if the recording was dated the previous day.
4. If the recording states that the fields are open and a field becomes questionable after 3 p.m., then the umpire will make the determination whether a field is safe for play at game time.
5. If the field is open and the umpire determines that the field is playable at game time, any team that does not field enough players or is not there is subject to a forfeit.

Refund Policy

1. If a team requests a refund within one (1) business day before the managers meeting, that team will receive 100% of their team entry fee. No requests for refunds will be honored after then.
2. No requests for refunds will be honored after league play begins.

Insurance

1. Any person participating in activities sponsored by the City of Modesto is not covered in any way for personal liability or property damage. This means that persons competing in this program do so at their own risk.
2. The City of Modesto does not carry medical insurance for injuries incurred by participants of athletic contests.

Rosters

1. Roster forms must be completed on both sides and kept up to date. Minimum age is 18 years.
 2. Teams must have a copy of their roster and all additions at each game. Penalty may include game forfeiture.
 3. Each player on the roster must sign and date the "Assumption of Risk and Release of Liability for Injury or Death."
- A. Any team falsifying the "Assumption of Risk and Release of Liability for Injury or Death" signatures will be dropped from the league and will forfeit the entire league fee.
- B. There is a minimum of seven (7) players and a maximum of twenty (20) players per roster.

- C. Playoff Rosters: Original Rosters and Player's Additions will be provided by City before Playoff games. Umpire will check I.D.s before each playoff game in conjunction to Playoff Roster.
- D. Roster limits – upper and lower division players.
1. Divisional leagues that play one night a week can have a maximum of two (2) upper division players on their roster, as long as those players play upper division on a different night. EXAMPLE: A Men's Upper Division plays on Monday nights. A Men's Lower Division plays on Friday nights.
 2. A Lower Division team may have as many as two (2) players from Upper Division on their roster.
 3. Upper division teams may have any amount of lower division players.
 4. Once a lower division player plays on an upper division team, they become an upper division player for the purpose of definition and roster restrictions.
 5. Definition: Upper Division Player – An upper division player is someone who has played on an upper division team for more than one season within a year's time. An example of an upper division player would be if that person were rostered on an upper division team in the fall season of 2007 and the summer season of 2008. An upper division player may be rostered on a lower division team in the following manner only; a lower division team may have a maximum of two (2) upper division players rostered at any one time. A team placed or voted into a lower division league from an upper division league becomes a lower division team and is held to the same restrictions as all other lower division teams. Only the original players at the time of transfer are re-classified as lower division players. Lower Division teams that win a Championship in Lower Division will have all their rostered players classified as Upper Division players for a period of 2 years.
 6. Players are limited to play on only one team a night on a night where an upper and a lower division of a league are offered.
- E. A player in the City of Modesto Softball League is limited to play on only one (1) team as stated above.
1. If a player wants to play for another team within a division, the current manager must first drop him from the official roster. If the current manager refuses to drop a player, said player must obtain signatures from all other managers in their division and submit the signatures to the PRND office. A review by the PRND must occur before playing on another team.
 2. The manager wishing to add that player must place the player's name on the official roster at the PRND office before the deadline. Additions to the roster must be made before the fifth game of the season.
 3. Players who are found guilty of playing on more than one team per division shall be suspended for three (3) games, and the team for which the illegal player played may forfeit that protested game, per the Code of Conduct. EXCEPTION: See "Scorecards" on page 4.
 4. If a player is listed on two (2) rosters in the same league, then they are legally on the team where he/she first played a league game.

5. The protest procedure must be followed when protesting illegal players.
 6. City of Modesto staff, including the umpires, are not responsible for policing the leagues. When it comes to protests, they are responsible to help clarify league rules and procedures to managers. If a manager files a protest involving a specific rule or an illegal player and the proper protest procedure is followed, then and only then will an investigation occur.
 7. Once a Lower Division team wins a Championship, they must play in the Upper Division before they are eligible to drop back down to a lower division.
- F. Roster additions or deletions may be made under the following conditions:
- A. After the team classification meeting, roster changes can be made by using the Roster Addition-Deletion Form.
 - B. In leagues with playoffs, roster additions may not be made after the fifth (5th) game of the season. Leagues without playoffs may add players at any point during the league.
 - C. There is a \$10 player fee for each player added to the roster. There will not be any refunds for players deleted from the roster. There will be no charge for additions made before the first league game.
 - D. The Roster Addition-Deletion Form must be turned in by the close of business at 1010 Tenth Street, Suite 4400, the day of play for the additions to be eligible players. No forms will be accepted at the fields.

Pre-Game

1. No infield practice.
2. Teams are to warm up in areas where they will not interfere with play.
3. Lineups must be made before game time.
4. The home team will be indicated on the schedule.
5. The on-deck batter may loosen up only with official softball bats or approved warm-up bats. Nothing may be attached to a bat, such as a donut, fan, etc.

Bat Boys or Girls

- For safety reasons, bat boys or girls will not be allowed in the dugout or playing area. Pets are also excluded from the dugouts.

Dug Out Rules: Smoking, Alcoholic Beverages and Music

1. Smoking is not allowed in the dugout nor near any part of the field of play.
2. The possession and/or consumption of alcoholic beverages by any team member during their game is not allowed. Any player who is seen holding or drinking alcoholic beverages will be ejected from the game and be ineligible to participate in the next scheduled game.
 - a. Permits are required for alcohol consumption in City of Modesto parks. To obtain a permit, visit the PRND office at 1010 Tenth Street, Suite 4400.

3. Amplified Music is not allowed in the dugout nor near any part of the field of play.

Scorecards

1. The scorecard represents the official score should a dispute arise. Visiting teams are advised to check the scorecard every inning.
2. Home team will keep the official score. If the home team does not have a scorekeeper, then the visiting team has the option of becoming home team and keeping score. If no one is available to keep score, then the scheduled home team will be subject to a forfeit.
3. Scorecards must be submitted to the umpires at the end of the game.
4. First and last names must be listed on the scorecard. If protested, the penalty will be game forfeiture.
5. The “All players listed here are legally rostered players” box on the scorecard must be checked either in the “yes” box or the “no” box before the game begins. If the “no” box is checked, then the opposing manager must be notified before the game begins. If the opposing manager agrees to play the game with the “illegal” player(s), then he/she must sign the scorecard just underneath the checked box. By doing so, the opposing manager waives their right to protest any illegal player in that game. If the opposing manager does not agree to play the game, then the team with the non-rostered player(s) forfeits that game. Forfeits may occur if not filled out.
6. If the “yes” box is checked and an illegal player is found to be on the scorecard by proper protest procedures, then that team will forfeit that game and further penalties may be assessed.
7. Both managers must sign the scorecard representing the final score. By doing so, each manager agrees to the final score listed.
8. If the scorecards are not signed by the managers, or final score is not recorded, the game may be recorded as a forfeit.
9. Coed teams may leave spaces on the scorecard for insertion of late arriving players. Example: Insertion of a woman in between two men on the lineup card.

Tie Games

1. If a tie prevails after seven innings, and playing time remains, one extra inning will be played to break the tie.

2. If the tie still exists after the extra inning, the game will be recorded as a tie.
3. For standings purposes, a tie shall count as one third of a win.

Game Called

1. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other causes that may put patrons or players in peril.
2. It will be at the discretion of PRND staff if a called game is to be completed.
3. If a called game is to be completed, the game shall resume at the exact point where it was stopped.
4. If a game is postponed due to an accident, the accident will count as part of the allotted
5. playing time.
6. If time has run out, the game may stand as played no matter what inning is in progress.

Dangerous Play

1. Purposely hitting the ball at the pitcher with the intent to cause bodily injury.
2. Contacting an opposing player or umpire by means of tripping, elbowing, blocking,
3. hitting with a thrown ball, hard tags, and thrown bats, etc.
4. Penalties (umpire's discretion)
5. No penalty for incidental or unintentional contact.
 - a. Team warning.
 - b. Another offense during the game/evening will result in a forfeit and further disciplinary action Commissioner.

Individual warning/ejection

1. Players may receive warnings if an umpire determines that the incident is questionable as to being dangerous play.
2. Batters may be called out.
3. Players will be ejected if they receive a second warning in one game/evening.
4. Players will be ejected if the incident is considered to be dangerous play.

Protests

1. Protest must be made on specific rules. No protest can be made regarding any type of judgment call(s).
2. Protest procedure
 - a. At the time of a rule infraction, the manager must immediately report his intent to protest to the umpire before the next pitch.
 - b. The protesting manager must sign the scorecard signifying that he/she is making a formal protest. In addition, the manager must briefly outline the specific rule and all pertinent information; i.e., inning, out, count, batter and location of runners, immediately after the formal protest has been made. The manager must then secure the signature of an umpire of the game.
 - c. By the end of the next working day, the protesting manager must submit a written protest fully outlining what is being protested, including specific rule(s) and the situation as it happened, to the PRND office. A protest fee of \$25 must accompany the protest.
 - d. If dismissed, the \$25 protest fee will be forfeited. If the protest is upheld, appropriate actions will be taken and the \$25 protest fee will be returned.
3. A protest on an illegal player must be made before the last out of the game. According to Amateur Softball Association (ASA) rules, players are required to have a valid ID.
4. Once the game has ended, protests will not be allowed unless the protest occurs on the last play of the game.
5. PRND staff will determine if a protested game is to be replayed.
6. Protested games are to continue from the time of the protest until completed.

Solving Potential Protest:

1. In all situations that involve a protest, the officials and managers should try to reach an agreement on the playing field.
2. If an agreement cannot be reached, a manager has every right to issue a formal protest providing that proper procedures are followed.

Ejected Player, Coach, Manager and Fans

1. If a player, coach or manager is ejected from a game, that person will be ineligible to participate in the next scheduled game in that division of play (One game Suspension).
2. Fans ejected from the park are the responsibility of the team. By definition, a “fan” is anyone who is watching the game. If the fan is on the first base side of the spectator area, then the team in the first base dugout is responsible for that fan

should a problem occur. If a fan is ejected and does not leave the park, the team deemed responsible may receive a forfeit. Team manager may also face disciplinary action on behalf of team at Commissioner's discretion

3. A Team Manager will incur a two (2) game suspension if any player ejected is a non-rostered (illegal) player. Non-rostered player will also be ineligible to be added to any roster for that season. If player is already on another roster, they will be suspended for the rest of the season.
4. Any player that is ejected and refuses to leave will be subject to additional suspension
5. Any suspension is served concurrently in all leagues player/manager is registered in. Suspension in one league is served as suspended in all leagues.

Minimum Players to Start a Game

1. All leagues, including coed, must have a minimum of seven (7) players ready to play at game time.
2. Only players on the official roster may play.
3. Lineups must be submitted before play begins on official scorecards.

California Penal Code Section 243.8 "Battery Against Sports Officials"

1. The following is from the California Penal Code Section 243.8, "Battery Against Sports Officials:"
 - a. When a battery is committed against a sports official immediately prior to, during, or immediately following an interscholastic, intercollegiate, or any other organized amateur or professional athletic contest in which the sports official is participating, and the person who commits the offense knows or reasonably should know the victim is engaged in the performance of his or her duties, the offense shall be punishable by a fine not exceeding two thousand dollars (\$2,000), or by imprisonment in the county jail not exceeding one year, or by both the fine and imprisonment.
 - b. For the purpose of this section, "sports official" means any individual who serves as a referee, umpire, linesman, or who serves in a similar capacity but may be known by a different title or name and is duly registered by, or a member of a local, state, regional or national organization engaged in part in providing education and training to sports officials.

2. Under the above section, the sports officials must belong to an organization that provides training, such as the ASA.

Forfeits May Occur If:

1. A team whose behavior is such that, in the opinion of the umpire(s), a forfeiture of the game is warranted.
2. A team uses an illegal player, coach or manager. The protest procedures must be followed in regard to illegal players.
3. One or both teams are not prepared to play at game time.
4. If a forfeit occurs:
5. The opposing team will receive a 7-0 win.
 - a. During a forfeit, the teams involved may use the field for practice or an umpired practice game.
 - b. If a manager plans to forfeit a game, the manager should notify the PRND in writing or by phone so staff can notify the other team.

Equipment

1. **Softballs:** Each team will provide a new or used (depending on league requirements), ASA-approved softball at the start of each league and playoff game.
 - a. Women's Leagues – 11" diameter ASA-approved softball The official league ball is a 11" diameter Worth Green Dot ASA-approved softball (Max .52 Cor, Max 300lbs) *Non-brand balls must meet these requirements
 - b. Women's leagues only: Home team must supply a new ball and the visiting team must supply a good* used ball. *A good used ball must have the same qualities and restrictions of a new ball which is legal in the league. It must not have any cuts, heavy abrasions, or be out of round. It must pass the umpire's inspection. The penalty for not having a ball, new or used, at game time is the assessment of five (5) runs.
 - c. Playoffs: Both teams must supply a new ball.
2. Men's Leagues – 12" diameter ASA-approved softball
3. The official league ball is a 12" diameter Worth Hot Dot ASA approved softball (Max .52 Cor, Max 300lbs) *Non-brand balls must meet these requirements
 - a. Men's leagues only: Home team must supply a new ball and the visiting team must supply a good* used ball. *A good used ball must have the same qualities and restrictions of a new ball which is legal in the league. It must not have any cuts, heavy abrasions, or be out of round. It must

pass the umpire's inspection. The penalty for not having a ball, new or used, at game time is the assessment of five (5) runs.

- b.** Playoffs: Both teams must supply a new ball.
4. Coed Leagues – 12” Easton Incrediball
- a. Coed Recreational Coed Competitive: Both teams must supply a good used 12” (Soft Touch) Easton Incredible.
 - b. Home team gets choice of ball when returned at the end of the game, unless the ball was specifically supplied.

Bats: Only official ASA softball bats are allowed.

1. Altered or illegal bats will come under the ASA rule and ASA wooden bats must be taped 12-15” around the grip area.
2. Players may use only bats which meet all requirements of ASA Rule 3, Section 1, and:
 - a. Have an ASA-approved certification mark; or are included on a list of approved bat models published by the ASA National Office; or in the sole opinion and discretion of the umpires and/or PRND staff, were manufactured prior to 1995 and, if tested would comply with the ASA bat performance standards then in effect. All ASA wooden bats will continue to be approved for play. Bats made of or containing TIMETAL 15-3 or TELEDYNE 15-333 titanium alloy are not allowed. Bats exceeding 1.20 BPF must be included on the list of approved bat models. [Visit the ASA National Softball Website](#) for a complete list.
 - b. Bats must comply with ASA standards by having a recertification mark if original mark was revoked.

Cleats: Metal spikes are not allowed in any leagues.

1. Penalty for using metal spikes is an immediate ejection and a subsequent one game suspension.

Uniforms

2. There will be no penalty for uniform violations. However, each coach or manager should take every step to provide tops that are the same in color and are numbered. All clothing, including head and footwear, is allowed if determined to be safe and not objectionable (i.e., open-toed sandals, profane slogans, etc., are not allowed).

Blood Rule

1. A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered.
2. A uniform change may be deemed necessary.
3. First aid kits are located at each park and are available upon request.

Jewelry

1. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. NOTE: Medical Alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

Official Game and Game Time

1. Teams must be ready to play at the scheduled game time. If at game time a team is not ready, the team will forfeit the game.
2. An official game will last seven (7) innings, or:
 - a. Slow pitch – 60-minute game time limit.
3. If seven (7) innings of play have occurred before the time limit, then the game is official.
4. An inning (or half inning if home team is winning) will not begin after 60 minutes have expired.
5. A game called by the umpire shall be regulation if five (5) or more complete innings have been played, or if the home team has scored more runs in four (4) or more innings than the visiting team has scored in five or more innings.
6. The umpire's watch is the official time. Managers are urged to ask the umpire for the official time at the start of the game. This will enable the manager to keep track of the time remaining. No new inning will begin once the time runs out on fields with scoreboards using timers or when the umpire calls the game on fields without scoreboards.

Run Rule

1. If a team is ahead by 15 or more runs after five complete innings of play, that team will be declared the winner.
2. When the home team is ahead after 4 1/2 innings and the run ahead rule is in affect the game is over.

Flip Flop Rule

At the start of a new inning with less than 8 minutes left and the Visiting team is ahead by 10 or more the Flip Flop Rule will be enforced. The Home team will bat first in the top of the inning and complete their at bat. IF they tie or go ahead of the VISITING teams score in that half inning, the Visiting will have their turn at bat to finish the inning.

Mid-Inning Flip Flop- If within the last 8 minutes of the game and if the Visiting is not 10 or more ahead of the Home team, the inning will start as usual. But if in that inning the visiting goes ahead by 15 runs (or more depending on how the 15 run is scored, with other multiple runs), AT the end of the play

1. Umpire/Scorekeeper will record Inning information
 2. How many outs at the time
 3. Next batter up
 4. If and Where runners on base are at the time of the mid inning Flip Flop
 5. Whether a courtesy runner has been used
 6. (all pertinent information)
-
1. The Home team will then start their turn at bat and finish their inning at bat.
 2. If the Home team Ties or goes ahead of the original visiting teams score at the end of the inning,
 3. the original Visiting team will assume all batters and base runners and outs from where the Mid-Inning Flip Flop occurred.

Ball and Strikes Rule

1. All at-bats start with One Ball and One Strike.

Foul Out Rule

1. After two strikes, a batter gets one courtesy foul. An out will be recorded if another strike is recorded or if the batter hits a foul ball.
2. If the final foul ball is caught, the runners on base may not advance – the ball is ruled dead.

Courtesy Runner Rule

1. Each team may have one (1) courtesy runner each inning.

2. Any player listed on a team's roster is eligible to be a courtesy runner.
3. If the courtesy runner is on base when it is his or her turn to bat, they are automatically out (as the next batter), and the following batter in the lineup is to bat next.

Re-Tag Runner Rule

1. Runner on 1st base and/or 3rd base is allowed to step off bag into foul territory during team's at bat after the release of the pitch. Once ball is in play runner must re-tag base before advancing

Pitching Rules

1. Pitching arc:
 1. The ball must be delivered with a perceptible arc of at least six (6) feet from the ground.
 2. The pitched ball must not reach a height of more than 12 feet from the ground at its highest point.
2. If the pitcher takes a step, it may be forward or backward, or to the side of the pitcher's plate, and simultaneous with the release of the ball.
3. The pitcher may pitch from behind the pitching plate but can take no more than one step forward as the ball is released.

Ball up the Middle:

1. Men's, Women's and Coed Competitive leagues only: If ball hit up middle passes through pitching box within an arm's reach above the head or below (Umpire's Judgement) without first bouncing before pitching box, it will be a dead ball out. No runners may advance.

Strike Mat

1. The strike mat will be used in all slow pitch leagues.
 1. The ball must hit the strike mat or home plate to be called a strike.
2. If the batter touches the strike mat or plate, on bat contact with the ball, the batter is out
3. A batter may not strike the ball once it has touched the ground or the mat.

4. To score a run, the runner must touch home plate. The strike mat is not part of home plate.
5. EXCEPTION: Coed Leagues cannot have players touch the home plate or strike mat.

Restraining Lines or Limits

1. Home plate
 - a. A limit of four feet from the front of the plate and four feet from the back of the plate will apply.
 - b. A player shall not step past these lines or limits when hitting the ball.
 - c. The penalty is the batter is out.

Extra Player Rule

3. A maximum of six (6) extra players, referred to as “EP,” is optional; but if one or more are used, they must be listed on the scoring sheet in the regular batting order. Once the EP is listed, he/she must be used the remainder of the game.
4. Failure to complete the game by the EP will result in an automatic out each time the EP is scheduled to bat.
5. The EP must remain in the same position in the batting order for the entire game.
6. Defensive positions can be changed, but the batting order must remain the same.
 - a. If an EP is used, all 11-16 players must bat, while any 10 can play defense.
7. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP can re-enter once.
8. Penalty – When a player becomes unavailable to bat, an out will automatically be recorded each time a substitute is not available.
9. EPs may be added throughout the game, up to a total count of 16 batters. Once the EPs are added, they must finish the game or an out will result at their turn to bat.

Re-Entry Rule

1. Any of the starting players may be withdrawn and re-enter once, provided such player occupies the same batting position whenever he/she is in the lineup.

Ground Rules

1. Beyer, Davis 1 and Mellis Ballfields
 - a. Any batted ball hit fair, that is touched or not touched, that goes under the fence or bounces over the fence, is a ground rule double.
 - b. Any batted ball, while still in play, that hits a tree or wire in foul territory will be declared dead and the pitch will stand as a foul ball.
 - c. Ball hitting a tree or wire in fair territory will be declared a dead ball and no pitch.
 - d. In the event that the bushes in the outfield at a ballpark overhang the fence, then it will be the umpire's discretion as to whether a batted ball has the distance to be declared a home run or a ground rule double.
 - e. A "Double Base" is used at first base.
 - i. Batters/Runners must run through first base using the half of the bag located in foul territory when a play is imminent.
 - ii. A fielder may touch any part of the bag on force-out plays.
 - iii. Any part of the double base may be touched when rounding the bag in situations where there is not a play at first or when advancing to second base. Runners at first base may use any part of the bag when advancing on a batted ball.
 - iv. Penalties range from a safe/out call (minimum) to an ejection (maximum) should a collision occur.

Equalizer Rule

1. This rule applies to all Leagues as follows:
 - a. Men's Upper Division: Equalizer* in effect after four (4) Homeruns
 - b. Men's Lower Division: Equalizer* in effect after two (2) Homeruns
 - c. Women's Division: Equalizer* in effect after two (2) Homeruns
 - d. Open Divisions: Equalizer* in effect after two (2) Homeruns
 - e. Coed Competitive: Equalizer* in effect after two (2) Homeruns
 - f. All Recreational Leagues: Equalizer* in effect after two (2) Homeruns

Equalizer: If team hits a Homerun with Equalizer in effect the hit automatically becomes an Out and the runners may not advance. Once both teams hit the Equalizer, they can go "One for One" for the remainder of the game.

2. Balls hit over the fence in fair territory in violation of this rule will be declared an Out and all runners will not advance.
3. Balls that are deflected or caught and dropped over the fence by a defensive player will result in a home run and not affect the home run count of either team.
4. Home runs are considered "walk off" hits. All runners must touch the next base and then may walk off the field.

5. The official scorekeeper and the umpires are requested to assist each other in keeping track of the home runs.

Other Rules

1. Any other rules will be governed by PRND staff. The basis of rules of play will be established by the City of Modesto PRND and the ASA Current Rule and Case Book, with amendments, except where modified or deleted.

Additional Rules Pertaining to Coed Competitive and Coed Recreational Leagues

1. Minimum/Maximum players to start a game:
 - a. Teams must have a minimum of seven (7) players to start a game, including at least two (2) women.
 - b. Teams may bat a maximum of sixteen (16) players.
2. Batting order rule:
 - a. The batting order should alternate male-female or female-male.
 - b. A team that has more than 50% women will have women batting one after another with no penalty. At no time should two (2) male bat one after another without an out being recorded in between the two (2) male batters.
 - c. Managers should leave an open slot on the scorecard in between two (2) male batters so a female can be inserted into the lineup should one (1) become available.
3. Field positions:
 - a. Coed: Managers must assign no more than (2) males in the outfield and (3) males in the infield including the Battery.
4. Equipment:
 - a. Each team (Coed excluded) will provide a softball for each game (11" diameter for women's leagues and 12" diameter for men's leagues).
 - b. Each coed team in a recreational or competitive league will provide a 12" synthetic leather covered Easton Incrediball for each game.
 - c. Ball must be new or in good condition depending on league requirements (umpire's judgment).
 - d. Teams are to receive their ball back after the game, if easily identified.
5. Coed Courtesy runner rule:
 - a. All Coed games will have two (2) courtesy runners allowed per inning, one male and one female. All runners must be running for a player of the same gender as the player they replace.

Extra Player Rule:

1. Players may be added to the batting order at any time during the game up to a maximum of 16 batters. An addition to the batting order after the game begins

must be announced to the umpire at the time of occurrence and to the opposing team. No player may leave the game without a replacement. The penalty will be an out recorded at that person's at bat. Any 10 may play defense.

Walk Rule

1. If a male is walked, he is awarded a second base. The next batter, if female, must bat unless there are two (2) outs. If there are two (2) outs, she then has the option of batting or receiving an automatic walk. She need only tell the home plate umpire of her intention.
2. When a male is walked, all other base runners will advance as far as they are forced to whether one (1), two (2) or no bases. If there is only one runner and he/she is on third base, then there is no advancement. If on second base, then one (1) base.

Coed Leagues

1. The outfield restraining line rule is still in effect: A restraining line is a line burned in the outfield grass in a semi-circle approximately 100 feet from the infield bases. An outfielder may not cross the outfield restraining line prior to the ball being hit by any and all batters. The penalty, should an umpire call this infraction, will be the option of the offensive manager to take the result of the play or have the batter re-bat with that particular pitch being declared a "no pitch."

Commit Line and Scoring Line (Coed Leagues Only)

1. A line in between third base and home plate, approximately 20 ft. from home plate extending to the foul screen, shall be in place as a "commit line." Once a base runner passes this line, they may not go back safely to third but must continue towards home.
2. A line at home plate and extending to the foul screen will be the "scoring line." A play made on a base runner is considered a force out at home plate. Base runners will cross this line instead of touching home plate. To be called safe, the base runner must have at least one foot down on or passed the line before the ball reaches the glove of the defender in contact with home plate. Tagging out the base runner after crossing the commit line is not allowed and will result in a safe call by the umpire. Sliding by the base runner after crossing the commit line is not allowed and will result in an out call by the umpire.