



**Parks & Recreation Department  
Frisco Athletic Center  
Adult Softball By-Laws**

***The Parks & Recreation Department reserves the right to modify and/or change these rules at any time.***

**1. GAME RULES:**

- 1.A. City of Frisco Adult Softball games are played under Amateur Softball Association (ASA) rules unless modified with City of Frisco League Rules.

**2. HOME TEAM:**

- 2.A. The home team will be determined by a coin flip prior to each game.

**3. TEAM ROSTERS:**

- 3.A. Team rosters are limited to 20 players.
- 3.B. Roster changes must be made prior to game time. Changes must be made with the on-site coordinator. Team's have until the completion of their third game to make changes to the roster.
- 3.C. **EACH PARTICIPANT MUST PROVIDE A DRIVERS LICENSE UPON REQUEST.** (Make sure to bring your license into the dugout with you to each game. Players will not be allowed to retrieve their ID from their car as this will take too much time away from the game. If asked and you cannot produce your ID, you will be considered an ineligible player for that game).
- 3.D. Illegal player issues must be resolved at the time of the occurrence. **DO NOT WAIT UNTIL THE NEXT PITCH IS THROWN AS IT WILL NOT BE PROTESTABLE.** If one team questions the eligibility of a player(s), BOTH teams must then produce their driver's licenses for verification of eligibility. If a player is deemed to be ineligible, that player must be removed from the game. If the removal results in a team dropping below the minimum number of players required the game the game will be forfeited.
- 3.E. No individual may play on two teams in the same league on the same night.  
Exception: See Rule 8B.

**4. TEAM WAIVER FORM:**

- 4.A. The Team Waiver Form must be properly completed and submitted to the on-site coordinator prior to the first game of the season.
- 4.B. Players that have not completed the Waiver Form will not be eligible to participate.
- 4.C. Participation by an ineligible player may result in forfeit and/or suspension of the player, team and manager.
- 4.D. Minimum age is 18 years old prior to league participation.

**5. UNIFORM CODE:**

- 5.A. By the 2<sup>nd</sup> game of the season, teams must have:
  - 5.A.1. Jerseys of like color (base color the same) with numbers permanently attached in 6" letters or larger on the back of the jersey.
- 5.B. Whole numbers from 0-99 will be allowed.
- 5.C. No tape or permanent marker numbers will be allowed.
- 5.D. No duplicate numbers will be allowed.
- 5.E. Players who do not have like color jerseys will be ineligible to play that game.
- 5.F. Metal cleats are not allowed.



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**6. GAME BALLS:**

- 6.A. Each team must provide .44-core, 375 compression, ASA approved softballs for league games.
- 6.B. Each team will provide one game ball for each game. (Co-Ed must provide one 12" for the Men & one 11" ball for the women.)
- 6.C. Game Balls must be submitted to the umpires at the plate meeting prior to each game for approval.
- 6.D. Umpires may check periodically during a game to make sure ASA approved balls are in play. If the ASA stamp or the specifications of the ball are not legible the ball will be removed from play and an approved replacement must be used.

**7. TIME LIMIT/BAT COUNT:**

- 7.A. Games are 55 minutes or 7 innings.
- 7.B. **NEW ASA RULE: All at bats will now begin with a 1-1 count. The usual "foul with 2 strikes" rule, resulting in an out, is still in effect.**
- 7.C. In the event of a tie game at the end of regulation, a 3/2 count will be played for all extra innings played.
- 7.D. Due to traffic concerns, there will be a ten (10) minute grace period for the 6:35pm and/or 7:00pm games only. Forfeit time is 6:45pm.
  - 7.D.1. Please note the game clock will begin running at 6:35pm and/or 7:00pm.
- 7.E. The UMPIRE is the official time keeper and score keeper for all regular and postseason games.

**8. FORFEITS:**

- 8.A. A forfeit will be scored a 14-0 win.
- 8.B. A team may pick up one (1) player from another team to keep a team from forfeiting. The picked up player must appear on the roster for his permanent team and must show proof of ID. The picked up player must remain in the jersey of his permanent team and must be removed from the game if a permanent member of the team he/she is substituting for arrives. The arriving player must be inserted into the line-up in the place of the picked up player and cannot re-enter the game at any point.
- 8.C. The penalty for a team forfeiting a game is as follows:
  - 8.C.1. 1st offense – Verbal Warning
  - 8.C.2. 2nd offense – Written Warning and a \$25/fee payable before next league game
  - 8.C.3. 3rd offense – Team is suspended for the remainder of season.
- 8.D. If a team is suspended before the 4th game of the season, a revised schedule will be made for the remainder of the season.
- 8.E. Any games played that involved a suspended team will be considered forfeit wins for their opponents.
- 8.F. Coaches are responsible for contacting the Athletic Supervisor's Office if it is known that you cannot field a team for a game. (972-292-6508 or [jevans@friscotexas.gov](mailto:jevans@friscotexas.gov))

**9. LINE-UP:**



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- 9.A. Line-ups must be exchanged at the plate meeting and must be on the official line-up card provided by the league. Line-up cards are available on site and/or can be emailed to you from [jevans@friscotexas.gov](mailto:jevans@friscotexas.gov)
- 9.B. Teams must have at least nine (9) players to start a game.
- 9.C. **Flip flop rule:** If a team does not have at least 9 players to start the game then they will automatically become the Visitors. They will bat first until they have 3 outs, taking outs in the 9<sup>th</sup> and 10th positions. If the missing players arrive to the field prior to the final out, they may take the field, placed at the bottom of the line up and the game will proceed as normal. If at the final out the team does not have at least 9 players ON THE FIELD to continue play, then it becomes a forfeit....no exceptions. If neither team has at least 9 payers then it is a double forfeit. The grace period of 10 MINUTES is in effect for the 1<sup>st</sup> games (6:35pm and 7:00pm game only) of the night, but this means the clock starts at the game time and teams will play once the 9th player arrives. **No flip flop rule for the early games only - the grace period will be utilized instead.**
- 9.D. **Batting the Bench:** Teams may opt to "bat the bench", but all other rules apply to a line up (i.e. player leaves, has an injury or is ejected – that spot in the lineup becomes an out). Coed teams must have an even number of players and the line up must be ½ female and ½ male.

**10. RUN RULE – New for Spring 2010:**

- 10.A. 20 runs after 3 innings
- 10.B. 15 runs after 4 innings
- 10.C. 12 runs after 5 innings

**11. HOME RUN LIMITS:**

- 11.A. Men's C Leagues can have up to 5 home runs per game. (All following Home Runs will be considered an out).
- 11.B. Men's D Leagues can have up to 1 Home Run per game. (All following Home Runs will be considered an out).
- 11.C. Co-Ed D Leagues can have up to 1 Home Run per game. (All following Home Runs will be considered an out).

**12. CONDUCT AND EJECTIONS – TWO UMPIRE OPTIONS:**

- 12.A. **REMOVAL:** The umpire has the right to remove a player from the game for minor infractions (UMPIRE'S DISCRETION), but the player does not have to leave the facility / park. There is no team penalty, and the player is not suspended for a game. However, if a player/team does not comply with umpire's decision, the action IS SUBJECT TO EJECTION AND SUSPENSION (see next option).
- 12.B. **EJECTION:** Player(s) will be ejected from a game for unsportsmanlike conduct. Any situation that an umpire deems unsportsmanlike may be cause for ejection. 1st offense = 1 game suspension
- 12.B.1. **NOTE:** Effective beginning Spring 2009 – if a player is ejected, and the team is reduced to 9 players, the team can continue to play. The ejected player's position in the line up



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will be an automatic out. However, if additional players are ejected or removed at anytime during the game, and the available number of players falls to less than 9, then the game will be forfeited. No exception. The Athletic Supervisor will support the umpire's decision in all cases.

**12.B.2. You can only protest a rule interpretation NOT A JUDGMENT CALL!**

- 12.C. Ejected players will automatically be suspended from their next league or playoff game. It is the responsibility of the manager and/or player who was ejected to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
- 12.D. Player(s) will be ejected from a game for drinking or smoking on park premises.
- 12.E. Any player who verbally abuses a player, official or staff member, AT ANY TIME will be suspended from their next eligible game.
- 12.F. Physical abuse of a player, official or staff member will result in EXPULSION of that player(s) from all City of Frisco Leagues for at least a one year period and possible legal action.
- 12.G. The Athletic Supervisor will review any other actions determined to be detrimental to the league.
- 12.H. Anyone ejected from a game (player or fan) for inappropriate behavior must leave the facility property within two (2) minutes. If they do not or if they leave and return later, their team will forfeit their game for that day (even if game has already been played). If that game was played and lost, the next game will be forfeited.
- 12.I. Under normal circumstances, the penalty for ejections is as follows:
  - 12.I.1. 1st offense = 1 game suspension
  - 12.I.2. 2nd offense = expulsion from league play for remainder of season
- 12.J. The Athletic Supervisor reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, or to protect the integrity of the league.

**13. PROTESTED GAMES:**

- 13.A. All protests must be submitted in writing and accompanied with a \$50 protest fee (Money Order ONLY made out to the City of Frisco) to the Athletic Supervisors' Office at 5828 Nancy Jane Lane, within 24 hours of the completion of the protested game. Rule interpretation is the ONLY protestable issue that will be considered.
- 13.B. Protest fees will be returned to the team ONLY if the protest is upheld.

**14. PLAYING FIELD CONDITIONS/RAIN-OUTS:**

- 14.A. The Parks and Recreation Department will make the final decision on playing field conditions. If weather and/or field conditions are questionable, please call the Parks and Recreation Department Rainout Line at (972) 292-6666.
- 14.B. Prior to 5:00pm check [www.quickscores.com/frisco](http://www.quickscores.com/frisco) in the comments box on your schedule for rain out information.



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- 14.C. If the first game of the night is canceled, all remaining games on that field are canceled. Likewise, if the second game is cancelled, all subsequent games will also be canceled.
- 14.D. If a decision is made after 6:00pm, the umpires will make any cancellation decisions at game time.
- 14.E. Lightning Prediction System – Each team manager will receive a laminated instruction card to carry with them to every game. The instructions for the lightning predictor system are not negotiable and must be adhered to at all times.

**15. COMPLETED GAMES:**

- 15.A. Games are considered complete when 40 minutes have been played OR 4 innings have been completed.

**16. MAKEUP GAMES:**

- 16.A. The City of Frisco will do everything possible to make up all games that are canceled due to weather/field conditions. However, unusual or extreme weather patterns may force permanent cancellation of games.
- 16.B. All make-up games will be re-scheduled on the regularly scheduled night of league games to extend the season.
- 16.C. If needed, make-up games will be played on a specific available date due to time/field constraints.

**17. PLAYOFFS:**

- 17.A. The top 4 teams in each league will advance to the playoffs.
- 17.B. The playoff format will be as follows:
  - 17.B.1. Semi-Final Round
    - 17.B.1.a. 1st Place Team vs. 4th Place Team
    - 17.B.1.b. 2nd Place Team vs. 3rd Place Team
  - 17.B.2. Final Round
    - 17.B.2.a. The two winning teams will play in the final round.
- 17.C. All playoff games are single elimination and will be played on the same evening.
- 17.D. Playoff games will be 55 minutes or 7 innings.
- 17.E. Mercy Rule is the same as the regular season.
- 17.F. The higher seeded team is the Home Team (Not a coin flip).

**18. TIEBREAKERS:**

- 18.A. Winner of each league will be determined by won/loss record.
- 18.B. If two or more teams are tied, the winner will be the team that defeated the other. (Example 'A', 'B', and 'C' have identical win-loss record, but 'A' beat both 'B' and 'C'; 'A' would be the winner).
- 18.C. If there is a split between two or more teams the winner will be the team that gave up the least amount of runs against the teams involved for that tie.
- 18.D. If still tied, the team that has given up the least amount of runs to all opponents within the league is the winner.



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**19. AWARDS:**

- 19.A. The winner of the playoffs will receive League Champion T-shirts.

**20. COMMUNICATION / WEBSITE SERVICE:**

- 20.A. Frisco uses [www.quickscores.com/frisco](http://www.quickscores.com/frisco) to post all schedules, standings, game scores, league bulletins and other important league information.
- 20.B. All coaches and players are encouraged to use the website in order to stay current with league information.

**21. LEAGUE CONTACT:**

- 21.A. John Evans, Athletic Supervisor
- 21.B. Phone: 972-292-6508
- 21.C. Email: [jevans@friscotexas.gov](mailto:jevans@friscotexas.gov)
- 21.D. Rain Out: 972-292-6666