



# 2019 Spring Softball Brochure

## I. CITY OF SANTA CLARA PROGRAM

### A. GENERAL INFORMATION

The 2019 Spring Softball League will begin the week of April 23, 2019. All league games will be played at Central Park Fields (901 Kiely Blvd, Santa Clara). Each league will consist of six teams (**pending registration**) and will include 5 games for each team, and the championship will be determined by a playoff between the top four finishers in each league. **(All subject to change pending the number of registered teams.)**

### B. LEAGUES (\*Subject to change based on registration\*)

TUESDAY: Men's Recreational "E3" Slow Pitch

WEDNESDAY: Co-Rec Recreational "E" Slow Pitch

THURSDAY: Co-Rec Recreational "E" Slow Pitch

### C. LEAGUE FEES

Registration fees cover the cost of two ASA registered umpires, balls, scorekeepers, playoffs, awards, and game day field preparation.

#### Resident Team Fees: \$525 per team

Resident teams must have more than 51% of players living or working in the City of Santa Clara on current roster and must show proof upon registration. Checks are to be made payable to the "City of Santa Clara". Fees are due when registering for league, **No Exceptions!**

#### Non-Resident Team Fees: \$605 per team

Non-Resident teams consist of less than 51% of players of City of Santa Clara residents on the current roster. Checks are to be made payable to the "City of Santa Clara". Fees are due when registering for league. **No Exceptions!**

## D. REGISTRATION INFORMATION

REGISTRATION INFORMATION (DO NOT MAIL OR FAX REGISTRATION)

Dates	Priority	
Thursday April 4, 2019	#1	<b>New Resident and Returning 2018 Teams:</b> 5:30pm-6:00pm (Returning teams are not guaranteed a spot under this priority. First come, first serve.)
Thursday April 4, 2019	#2	<b>Non-Resident Teams</b> 6:00pm-6:30pm (Non-resident teams are not guaranteed a spot. Registrations accepted if space is available).

1. Check-in at the front desk at the Community Recreation Center as early as 5:00pm to receive a number for registration. **TEAMS WILL NOT BE REGISTERED WITHOUT THE REQUIRED MATERIALS!**
2. Proof of Residency: ALL PLAYERS claiming residency or working in the City of Santa Clara must show proof of residency when registering for the league. (Ex: Copy of valid California Driver's License, current rental receipt, utility bill, or phone bill, bank statement, business card, paycheck stub, etc.) **Resident rate will not be applied without the proof of residency.**
3. First priority registration will be given to resident teams and to returning teams with at least 51% of the team members shown on preliminary roster having played on the same Santa Clara roster during the 2018 softball seasons.
4. Only one first-priority registration status will be awarded for teams that played in multiple leagues in 2018 Spring/Summer. For example, a team playing in Men's Slow Pitch cannot receive a first priority for the Co-Rec. League.
5. In the event that a team divides and both teams meet the above criteria, the roster which lists the greatest number of residents will be awarded first priority. Should both rosters list the same number of residents, the team retaining last year's manager will be given first priority.
6. Registration Requirements
  - a. Check, credit card, or cash for league entry fee.
  - b. Completed team application and roster with a minimum of 12 players and maximum of 16 players (20 for Co-Rec) and their addresses (Indicate work address if individual is claiming residency via employment). Final rosters must be completed and submitted prior to your first league game.
  - c. No holds or reservations can be made for any team. Teams meeting the registration policy are accepted on a first-come, first-serve basis. As leagues are filled, a waiting list will be taken. However, there is little chance that any team will drop out after registration.
  - d. Only one roster will be accepted per team.
  - e. Teams that participate in one game will automatically forfeit their right to reclaim any part of their entry fee if they drop or are suspended from the league.

## **E. CALENDAR OF EVENTS**

April 4	Registration date for new resident and 2018 Fall or Spring/Summer returning teams to register
April 4	Registration date for new non-resident teams to register.
April 17	Mandatory <b>New Managers</b> meeting 5:30p.m. at the Community Recreation Center, 969 Kiely Blvd.
April 23	Men's E3 Rec League Begins
April 24	Co-Rec E Rec League Begins
April 25	Co-Rec E Rec League Begins

## **II. LEAGUE ELIGIBILITY REGULATIONS**

### **A. TEAM AND PLAYER ELIGIBILITY**

1. No player under 18 years of age will be allowed to participate and no high school students are eligible to play.
2. Each team is limited to a twenty (20) player maximum on its roster. Only players who have a liability release on file are eligible to play.
3. Teams can only play in one City of Santa Clara Slow Pitch League.
4. Individual players can participate on more than one team but not in the same league.
5. Players who sign with a specific team must be released by the manager prior to playing on another team in Santa Clara. After the player is released, he/she must sit out one game before signing with another team. If the release is before the start of league play there is no need to sit out one game.
6. ADDING PLAYERS - Managers may add players to their roster up to the start of their 2<sup>nd</sup> league game.

**NOTE:** If, in the opinion of league officials, a player(s) is too exceptional in ability to participate in a lower league, said player will be dropped from the team roster. Players participating in any men's "C or Above" slow pitch leagues are not eligible for any City league.

7. DROPPING PLAYERS - Managers can drop players at any time but must contact league director in writing of the dropped player.
8. Any player who appears on more than one roster within a league will forfeit his/her right to participate on any team within that league.
9. Teams, which lose players during the season through injury, may petition the League Director to get permission to replace said players if the loss of the players creates an emergency situation. Proof must be submitted with the petition.

10. The League Director has the authority to make special exceptions regarding eligibility and roster procedures.
11. Protests regarding ineligible players must be submitted to the Recreation Center by 5:00 P.M. the next working day. Teams using ineligible players may be subject to forfeiture of all league games in which the ineligible player participated.
12. Teams using ineligible players in any playoff games will have games forfeited immediately. Eligibility will be determined by league staff.
13. All players/teams must conform to the "SANCRA Code of Conduct" (Included in the back of this packet). A player/team suspended by one public recreation agency will automatically be suspended in other local recreation leagues.
14. Classified ASA players are allowed to play one level below their classification.
15. Any team that disbands during the season will lose its first priority registration in any further City softball leagues. Players listed on those rosters will not be allowed to participate on any other team for the remainder of the season. Registration fee will not be refunded.

#### **B. ROSTERS/PLAYER LIABILITY FORMS**

1. Team Managers must submit a liability release form (supplied to each team at registration) for each player on the team. Only players having a signed liability release on file with the league are eligible to play. After the first week of play, **liability releases will NOT be accepted at the field & must be turned in to the Community Recreation Center or scanned to League Director.**
2. Teams falsifying rosters will be dropped from the league with loss of registration fee.

#### **III. SCHEDULES AND PLAYOFF PROCEDURES**

- A. **"NEW" LEAGUE FORMAT** - Most leagues will consist of 6 teams each, **pending registration**, and will play one round (5 games) and playoffs (top 4 teams in each league). Games will be played at **Central Park – Field 2** in Santa Clara at **6pm, 7:15pm, and 8:30pm.**

#### **B. LEAGUE PLAYOFFS**

1. League championship will be determined by playoffs between the top four finishers in each league. Playoff format will be single elimination and seeded by team's finish. The #1 seed gets to choose the time of the first round game, either 6pm or 7:15pm. Championship game will be at 8:30pm (times subject to change).

2. If two or more teams are tied with identical records, the following tie breaker system will be used to determine which team will be awarded the berth:

Two Way Ties	<ol style="list-style-type: none"> <li>1. Forfeits (# of forfeits will be counted. Teams with least forfeits will receive priority)</li> <li>2. Head to Head</li> <li>3. Team that allows the fewest runs</li> <li>4. Coin Toss</li> </ol>
Three/Four Way Ties	<ol style="list-style-type: none"> <li>1. Forfeits (# of forfeits will be counted. Teams with least forfeits will receive priority)</li> <li>2. Head to Head</li> <li>3. Team that allows the fewest runs among tied teams</li> <li>4. Coin Toss</li> </ol>

3. In order to be eligible for playoff games, a player must have participated in at least two games during the season. League score sheets determine eligibility.
4. Any player ejected from a playoff game will be suspended for the remainder of the season with the possibility of suspension of 1-2 games at the beginning of the next season; the decision will be made by the league director.

#### **IV. LEAGUE STRUCTURE**

##### **A. GOVERNING BODY**

The Recreation Supervisor in charge of sports shall serve as the League Director and has the final authority to make decisions pertaining to all adult softball league rules and regulations. He/She has the option of moving teams and nights of play if it is in the best interest of providing a balanced softball program.

##### **B. INSURANCE**

Participants in recreation activities sponsored by the Recreation Department are not covered in any manner for personal liability or property damage. This means that players are competing in this program at their own risk.

##### **C. FORFEITS**

1. The minimum number of players to start or finish a game is (8) eight. Any number less than eight at any time is a forfeit. **If a team has only eight players, the opposing team must supply a catcher.** The catcher will only be responsible to return the ball to the pitcher and will not be eligible to make any play at home plate. **This rule does not apply for playoff games.** For playoffs, teams must have (9) nine players to start and finish a game or game is declared a forfeit.

2. There will be a 10-minute grace period before a forfeit is declared for **first scheduled game only**. At the end of the 10 minutes, if one or both teams do not have the minimum (8) players required, the game will be a forfeit. If one or both teams are forced to use the grace period, the team(s) will lose their first at bat. For example, the home team takes 10 minutes past game time to get their 8 players, they lose their first at bat. The visitors will bat the top half of the 1st inning, then skip into the top of the 2<sup>nd</sup> inning. Note: Game clock begins at game time. Both teams' players must be on the field during the grace period. The scorekeeper's watch is the official time.
3. In the event of a double forfeit, both teams receive a loss.
4. Eight or more roster players must be present at scheduled game time in order for a team to claim a win by forfeit.
5. When a team forfeits a game, the team is **fined \$65**, which must be paid PRIOR to the next league game. If the fine is not paid, the next game is also considered a forfeit. Two forfeits will eliminate a team from the league. Forfeit fee must be paid at the Community Recreation Center.
6. Any team that foresees a conflict with their scheduled game and notifies the recreation office 24 hours or more in advance of game time will be credited with a loss and not a forfeit. Game will NOT be made up.
7. Teams which drop or are dropped from the league lose any playoff rights and no refund will be made.

#### **D. PROTESTS**

1. Protests shall be based on interpretation of rules only. Decisions involving the judgment of umpires shall not be received or considered.
2. A written protest must be submitted to the Community Recreation Center no later than 5:00 P.M. of the next working day. Protests must be clearly written and accompanied by a \$40 filing fee. If the protest is upheld, the fee shall be returned. No protest will be considered on any judgment call. Protests must be stated at the Point of Contention (before the ball is put into play) and officials, scorekeeper and opposing team manager must be notified as to the exact rule which is being protested. The protesting manager must complete the "Intent to Protest" form (supplied by scorekeeper) and turn it in to the scorekeeper. This must be followed by the filing of the "Official Protest" on the following work day.
3. Protests will be resolved by the League Director.

#### **E. MANAGER/PLAYER/FAN CONDUCT**

1. The manager shall be the official representative of his/her team unless he/she designates one of the players as team captain prior to the game. He/she is to demonstrate cooperation with umpires, scorekeepers, and other league officials.

2. Managers will be held responsible for their team's adherence of all rules as stated in this booklet, the A.S.A. rule book, and the S.A.N.C.R.A. "Code of Conduct."
3. **No intoxicants are allowed in the City of Santa Clara parks. Players under the influence must leave the park, or his/her team will automatically forfeit its game and be suspended for the next scheduled league game.** Possession of alcoholic beverages in the parking lot, dugouts, or playing field is prohibited. No smoking is allowed on the playing field by players, coaches and managers.
4. Managers will also be held responsible for the actions of their teams and spectators. Managers must cooperate by assisting the umpire whenever necessary, especially in disciplinary actions regarding their players.
5. Profanity Rule – Profanity and unsportsmanlike conduct at the ballpark will not be tolerated. Every player is subject to being ejected. The umpire may or may not give a team warning. A rule of thumb will be if it is loud enough for the field umpires to hear, it is loud enough to be penalized.
6. Any player being ejected from a game for ANY REASON will be suspended for at least the next two league games. No exceptions! All managers should make their players aware of this rule. An ejected player must leave the dugout, playing field, and surrounding area within one minute following the ejection. Failure to do so will cause the player's team to forfeit the game.
7. TRASH TALKING is defined as the tactic of unnerving opponents by challenging them with the use of insults or body language. This type of behavior will not be accepted. Any player who uses the tactic of taunting opponents by "talking trash," either directly or indirectly, will be subject to suspension for a minimum of two games. Suspended player(s) will be placed on probation for one calendar year.
8. An official or city staff personnel has the authority to forfeit a game in the event there are excessive game disturbance problems with players or spectators.
9. No participant shall leave his/her offensive or defensive position, or respective dugout area, to further incite any verbal or physical confrontation between players on the field. The minimum penalty for violating this rule is immediate ejection with possible further sanctions dispensed by league office. In the event that the said player(s) cannot be identified, the first, second, third, etc. player(s) in the line-up are subject to being removed from the game. The maximum penalty is forfeiture of game and player suspensions, for the remainder of the season as determined by league office.
10. **Zero tolerance for violence:** No participant shall be guilty of physical altercation, a hand upon, shove, strike or kick of an official, player, coach,

city staff, manager or another spectator before, during, or after a game. Participant will be suspended for the remainder of the season and placed on probation. Further suspensions to be determined by league office.

## **F. PLAYING TIME**

1. Time limit, as designated on the league schedules, is 70 minutes. In case of a tie, additional innings (10 additional minutes) will be played. Games still tied will not be replayed. The games will count as a half game won and a half game lost. Games are scheduled at 6pm, 7:15pm, and 8:30pm. (Game times may vary based on number of teams per league.)
2. Games are seven innings or 70 minutes; whichever comes first.
3. Any inning begun before the expiration of the time limit shall be completed unless the home team is ahead and batting when time expires.
4. Ten (10) Run Rule - Any team leading by 10 or more runs at the end of five (5) innings is automatically declared the winner.
5. Twenty (20) Run Rule – Any team leading by 20 or more runs at the end of four (4) innings is automatically declared the winner.

## **G. PRE-GAME RULES**

1. No batting practice is allowed on the infield. Home team (determined by coin toss) uses the first base dugout. Visiting team will occupy the third base dugout.
2. Infield Practice
  - a) Early Games: Each team is given infield practice in equal time allotments in order for the game to begin on time.
  - b) Subsequent Games: If there is any time left before game time, each team is given equal amount of infield practice, otherwise no infield practice is permitted.
3. Players are not to warm-up on or near the cement walkways located adjacent to the score booth and dugouts. Players not following this rule are subject to league disciplinary action.
4. Line-up cards (supplied by the scorekeeper) shall be turned into the scorekeeper five minutes prior to game time. Lineup cards must be legible and list **first and last names**. A minimum of 8 players must be present to start a game. If a team is playing with 8 players, the opposing team is required to provide a catcher.
5. Teams are permitted to bat up to 12 players. Players may be added to the lineup even after the team has completed a turn through the lineup. Game will not begin until both lineups are recorded in the scorebook. Managers are only to list those players that are present. Managers should wait until late players arrive before placing them in the lineup.

6. Do not submit names of players to scorekeeper who are not present at the field at game time. Once the line-up is entered in the book, it becomes official. The penalty for submitting names of missing players is an out every at bat for the entire game. The only exception being if the missing player shows up, then he/she can be inserted into their original batting position.

## **H. LEAGUE RULES**

1. Unless otherwise stated in this booklet, A.S.A. Official Softball Rules will govern league play.
2. **Substitution Rule** - Any additional players beyond the maximum 12 on the lineup must be listed as substitutes. A starting player may be substituted for one time and still is permitted to re-enter the game after the substitute has had at least one at bat. The starter must re-enter in his/her original place in the batting order, but he/she is not restricted as to field position. The substitute must bat in the same place in the batting order as the starter he/she is replacing. Once the substitute is removed from the game(s), he/she, may not re-enter.
3. **Player Removal** - In the event that a player is removed from the batting order as a result of injury or ejection and there are a sufficient number of players to continue, but there are no more substitutes available to play, an out will be declared where the removed player would have batted the **first time** in the batting order. All subsequent at bats will be passed over without penalty. Once a player is removed from the game as a result of injury or ejection, he/she cannot return.
4. Players are allowed to shuffle positions one time per inning.
5. Prior to the pitch the batter will enter the batter's box with a 0-0 count.
6. **Equalizer Rule**: After one team hits a home run, every homerun after will be a single until the other team hits the equalizer. This rule is in effect for both in the park and over the fence home runs, as long as no fielding error was committed per judgment of the officials.
7. **Collision Rule**: Offensive players must avoid colliding with the defensive player when a play is being made. Offensive players must slide, veer off, or stop when a play is being made on them. Players do not have to slide; they have to only avoid contact. Any player who is ejected for using his/her strength or body size to harm and/or injure any opposing player will face disciplinary action for future games.
8. Sliding is permitted in all leagues at any base providing the runner does not crash into the fielder. If the runner collides with the fielder, the umpire may call the runner out and the ball dead. Any flagrant act by the runner is subject to an ejection.

9. Interference: On a force play situation, when the defensive team is attempting to complete a double play and there is a reasonable chance a double play will be completed, the runner must make an attempt to get out of the way. The runner can slide (not necessary), veer-off, or stop to avoid contact that alters the actions of a fielder in the act of making a play. Contact is not necessary for a double play to be called. The act of arm waving, verbal distraction, or any type of distraction which could hinder the fielder in the execution of a play can be ruled interference. The fielder does not have to release the ball for interference to be called. When interference occurs, the umpire will declare a double play.
10. Courtesy Runners: A courtesy runner is permitted. The team manager is required to identify the player for whom a courtesy runner will be used prior to the start. Once the game begins, only players visually injured during the game will be permitted a courtesy runner. That team will be allowed a second courtesy runner at that point. The courtesy runner is to be the last player to have made an out (Co-Rec courtesy runner must be of the same gender, if one is not available there will be no courtesy runner). Limit two courtesy runners per team.

## **I. ADDITIONAL CO-REC SPECIFIC RULES**

1. There must be an equal number of males and females on the field at the same time. EXCEPTION: A team may play with 5, 6, 7, 8 or 9 females and as few as 3 males. To avoid forfeits, a team may play with 5 males and 3 females. Each time the fourth female position in the batting order is scheduled to bat, it is an automatic out until the position is filled. Defensively, a team playing with eight players (3 females / 5 males) must use a male pitcher and a maximum of 2 other males in the infield positions. The opposing team is required to provide a catcher.
2. **FIELD POSITIONS (Ten Players)**: A female must play in the following positions:
  - a) Pitcher or catcher
  - b) First or second base
  - c) Shortstop or third base
  - d) Two of the four outfield positions (alternating positions)
3. Males and females must alternate in the batting order unless there are more women than men, in which case, some women may bat back to back. Two males may never bat consecutively.
4. If there are an odd number of male batters (example: 5 males and 4 females) two males must assume the same position in the batting order and alternate their turns at bat. In essence, two males become one batter. **This can only occur once in the lineup**. The batters must be designated to the scorekeeper before the game and both may play defense.
5. If a female is removed from the game and there are no substitutes resulting in two males batting back to back, the following male batter must also be removed (may play defense). An out will be declared where the removed

players would have batted the first time in the order. All subsequent at bats would be passed over without penalty. Once removed as a result of injury or ejection, a player cannot return. Should this occur with two outs, the inning is over. The additional out does not carry over to the next inning.

6. Any male batter receiving a base on balls (intentional or not) will be awarded two bases. The next batter (a female) will bat. Exception: with two outs, the female batter has the option to walk or bat.
7. Commit Line: There will be a commit line drawn half way between home plate and third base. Once a runner passes this line with either foot on his/her way to home plate, he or she cannot return to third base and all plays become force-outs. Exception: If a runner fails to tag up on a fly and crossed the commit line he/she may return to third base to avoid the out.
8. Home Plate Veer Line: A line will be drawn perpendicular to the third base foul line extending from home plate to the backstop. Runners may not touch home plate when scoring a run. Instead, they must run across the line. Crossing is when the runner's foot or other body part touches the veer line or ground past the veer line. Any player who steps on home plate will automatically be called out, and any collisions will be blamed on the runner except when in the judgment of the umpire, the catcher interfered with the runner who was crossing the veer line. In short, all plays at home become a force out. The defensive player must catch the ball with contact on the home plate before the runner touches the veer line or the ground past the line.
9. Restraining Line – **All outfielders** must remain behind outfield cones set on the foul lines until the batter hits the ball. The cones mark a 170 foot arc from home plate. Penalty: Batter has option of assuming the ball and strike count he/she had prior to the pitch and batting again or taking the result of the play. If cones are unavailable, umpires will determine when outfielders are too close.

## **J. MISCELLANEOUS INFORMATION**

1. No game schedule changes will be allowed. Teams with special circumstances should inform the League Director at the time of registration. Schedules will be arranged to accommodate teams as much as possible. However, schedules will not be changed once they are sent out to Team Managers. Exception: Rained out games.
2. Uniforms or matching shirts are highly recommended. Shirts must be worn by all participants.
3. Two umpires are scheduled to officiate each game. If one umpire is present, the game will still be played. If no umpires show up, the game will be postponed and made up at a later date.
4. No metal spikes are allowed in the leagues. Any player wearing them may

not continue to play until shoes are changed. Players still wearing metal cleats after being warned by the umpire will be ejected from the game. Shoes must be worn at all times. Sandals and flip flops are not permitted.

5. **All catchers must wear a mask at all times**, in all leagues, as a safety precaution.
6. Only ASA approved bats may be used. Approved bats will have the ASA 2000 Certification Mark, the ASA 2004 Certification Mark, or the ASA 2013 Certification Mark and **will not appear** on the ASA list of banned bats, or have an ASA recertification stamp. This list of banned bats may be found on the ASA website at [www.asasoftball.com](http://www.asasoftball.com).
7. Bats that rattle will be considered illegal.
8. The bat barrel shall not have signs of excessive wear.
9. Bats that have either tape on the end of the knob or have a “Trigger” on the end of the bat are illegal.
10. Bats that have been shaved, loaded, compression viced, or repainted will be illegal.
11. Should these bats be altered, painted, or deemed illegal, the owner will be suspended from SANCRA for up to 5 years. If the player refuses to turn the bat over to staff onsite or league director, then that player will be suspended for 3 years. By playing in this league, all players agree to these conditions.
12. Rain Outs: If you are in doubt as to the status of your game because of weather, the manager should call the Community Recreation Center (CRC) at 408-615-3140 after 1:00 P.M. and before 5:00 P.M. If your team is playing in the 6pm game and the fields have not been cancelled by 5:00 P.M., your team must report to the fields to see whether or not games can be played. After 5:00 P.M., teams of the later games can call the CRC to check the status of the game. All games cancelled due to weather or field conditions will be rescheduled at the end of the season.
13. Jewelry Rule: No jewelry allowed. If a player is requested by the umpire to remove jewelry, illegal shoes, or illegal parts of the uniform and he/she refuses, the player will not be allowed to play. Additional notes: Medical alert bracelets and necklaces are not considered jewelry. They must be taped to the body so as to remain visible.
14. Blood Rule: A player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. A player will be permitted reasonable time for treatment or uniform change without being removed from the game.
15. Ejected Player: Any player ejected from a game is required to leave the

premises within (1) minute of the time of ejection. Umpire must notify manager of this action. Failure to comply with this rule will result in forfeit of the game. Managers and players ejected from a game should leave the field and immediate vicinity without further abuse to prevent harsher penalties that may be imposed.

16. Battery against sports officials: (Penal Code 11-243.8) When battery is committed against a sports official immediately prior to, during, or immediately following an 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 that 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 that fine and imprisonment. Any incident of battery is reported to the Police Department as well as to the District Attorney.
17. Ground Rules: Central Park, Field #1 & #2 - All areas within exterior fencing are hot. Any ball going behind the backstop fence or in the dugout shall be ruled dead and the appropriate book ruling shall be applied.
18. Double First Base: For safety purposes, the City of Santa Clara has purchased double first bases that will be used in all leagues. A double first base is two bases molded together- one half painted orange (over foul territory) and the other half white (over fair territory). When a play is being made, base runners touch the orange half and defensive players touch the white half. If a base runner is rounding first base for a potential extra base, the runner may step on the white half of the base.
19. A.S.A. Strike Rule: The rule is four (4) balls and three (3) strikes, with the batter being called out on the 3<sup>rd</sup> strike foul. **Any player who argues balls and strikes is subject to immediate ejection.**
20. A.S.A. Slow Pitch Height: Limit of 6-foot minimum and 12-foot maximum will be observed.
21. Children are not allowed on the playing field or in the dugouts. Supervision must be provided for children at all times.
22. Complaints: Any official complaints concerning umpires, field conditions, spectators etc, should be presented to the League Director in writing.
23. Individual t-shirts will be presented to the league winner of each league.
24. Managers are responsible for knowing these rules. **The league director will consider team registration as acknowledgement of having read the rules. Managers are also responsible for informing their players of these rules.**



## SANCRA CODE OF CONDUCT

1. **NO PARTICIPANT OR SPECTATOR SHALL** be guilty of a physical attack, lay a hand upon, push, shove, strike or kick an official, participant, coach, agency representative, manager, or another spectator. Officials are required to immediately suspend participant from further play and report participant to League Director. The participant shall remain suspended until his/her case is considered by the League Director.

**MINIMUM PENALTY:** Suspension from one (1) league game and placed on probation for the remainder of season.

**MAXIMUM PENALTY:** Lifetime suspension and/or felonious assault charges filed. (CA Penal Code Sec. 243.8)

2. **NO PARTICIPANT SHALL** is guilty of leaving his or her offensive, defensive position or respective dugout areas to further incite any verbal or physical confrontation between players on the field or court.

**MINIMUM PENALTY:** Immediate ejection with possible further sanctions dispensed by league office.

**NOTE:** In the event said player(s) cannot be identified, the first, second, third, etc. Player(s) in the line-up are subject to being removed from the game.

**MAXIMUM PENALTY:** Forfeiture and/or double forfeiture of game and player suspensions as determined by league office up to life and/or felonious assault charges filed.

3. **NO PARTICIPANT OR SPECTATOR SHALL** be guilty of damaging or defacing agency, school district or sanctioned facilities. Officials or agency representative are required to immediately suspend individual and report incident to League Director.

**MINIMUM PENALTY:** Suspension from further play until financial responsibility is met by individual and/or team AND probation for remainder of the season.

**MAXIMUM PENALTY:** Lifetime suspension.

4. **NO PARTICIPANT SHALL** be guilty of an abusive verbal attack, including "trash talking" or taunting any participant, official, agency representative, or spectator. Officials are required to immediately suspend the participant from further play. The infraction will be reported to the League Director. This violation additionally includes "after the incident" communication or correspondence in follow up discussions.

**MINIMUM PENALTY:** One (1) game suspension.

**MAXIMUM PENALTY:** Four (4) game suspension and/or one year from time of incident.

5. **NO PARTICIPANT SHALL** use deliberately rough tactics during a game against the body and person of an opposing participant. Officials are required to immediately suspend participant from further play and report incident to League Director.

**MINIMUM PENALTY:** Removal from the game.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

6. **NO PARTICIPANT SHALL** refuse to abide by an official's decision or be guilty of verbal or forceful demonstrations of dissent to an official's decision. The degree of infraction shall, in the official's judgment, draw:

**MINIMUM PENALTY:** Removal from the game.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

7. **NO PARTICIPANT SHALL** be guilty of intentionally throwing a bat or item of playing equipment. Officials are required to immediately suspend the participant from further play and report such player to the League Director.

**MINIMUM PENALTY:** One (1) game suspension.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

8. **NO PARTICIPANT SHALL** appear in, on or around a facility at any time under the influence or in possession of a controlled substance, or in an intoxicated condition. Officials are required to suspend participant from further play and report such player to the League Director.

**MINIMUM PENALTY:** Suspension from two (2) league games and placed on probation for the remainder of season.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

9. **NO TEAM OR TEAMS SHALL** engage in physical aggression upon each other, officials, agency representatives, field supervisors, or spectators. Officials shall immediately suspend play and report, in writing, the incident to the League Director. Decision by League Director shall involve:

**MINIMUM PENALTY:** Forfeiture of game by one or both teams involved with suspension of one additional game and probation of one year from time of incident.

**MAXIMUM PENALTY:** Dropping of one or both teams from SANCRA member leagues for life.

10. **NO MANAGER, PARTICIPANT, CAPTAIN, OR TEAM REPRESENTATIVE SHALL**, at any time be guilty of utilizing a non-roster or ineligible participant; or falsify the identification or age of any participant or person on an official league or tournament sports roster. Such falsification, intentional or otherwise, and with or without that participant or person's knowledge, shall be just cause for disciplinary action. The infraction will be reported to the League Director.

**MINIMUM PENALTY:** One year probation from time of incident.

**MAXIMUM PENALTY:** One year suspension from time of incident.

11. **NO MANAGER, TEAM REPRESENTATIVE OR PARTICIPANT SHALL**, at any time use illegal equipment (i.e altered, ASA banned or illegal bat; metal cleats; exposed, dangerous jewelry).

**MINIMUM PENALTY:** Immediate ejection from the game AND one (1) game suspension.

**MAXIMUM PENALTY:** Lifetime suspension.

12. **NO MANAGER, TEAM REPRESENTATIVE OR PARTICIPANT SHALL**, at any time, commit a fraudulent act (Including gambling upon any play or outcome of any game) concerning any organized SANCRA event, function or sports tournament. Such act shall be cause for disciplinary action.

**MINIMUM PENALTY:** Probation for the remainder of the season.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

13. **EACH TEAM MEMBER IS RESPONSIBLE** to insure that payments made to SANCRA, ASA, or member cities (i.e. Entry fees, tournament fees, facility costs, etc.), are valid and any costs incurred due to insufficient funds are the entire team's responsibility.

**MINIMUM PENALTY:** Suspension of further play until financial responsibility is met.

**MAXIMUM PENALTY:** Lifetime suspension.

**SPECIAL NOTES:**

1. **THE LEAGUE DIRECTORS SHALL** have the power and full discretion of imposing penalties on any and all violations of the Players Code of Conduct. In any violation not included in said Code, the penalty shall be at the discretion of the League Director.

2. Any participant removed from a game must leave the park or school facility immediately. Failure to do so will carry a maximum penalty of one year suspension.
3. Any participant having been once penalized by enforcement of the "Code of Conduct" and reported again for violating the "Code of Conduct" will be subject to additional penalties open to the determination of the SANCRA Board.
4. Managers are responsible for actions of their participants and spectators at all times during a SANCRA activity or event and will be disciplined accordingly.
5. The term participant shall include players, coaches and fans where appropriate. Managers are responsible for the actions of their fans.
6. Any individual or team who is placed on probation or suspension for violation of items aforementioned in this Code of Conduct is automatically on probation or suspension for ALL ACTIVITIES sponsored by member cities/organizations during the effected period.

**SANCRA CODE OF CONDUCT IS ENFORCED AND HONORED BY ALL S.A.N.C.R.A. AGENCIES, LEAGUES AND TOURNAMENTS. PARTICIPANTS ATTEMPTING TO PLAY IN S.A.N.C.R.A. -- SANCTIONED EVENTS AFTER BEING SUSPENDED WILL BE SUBJECT TO FURTHER DISCIPLINARY ACTIONS.**

**SANCRA MEMBER CITIES/ORGANIZATIONS INCLUDE:**

- |                     |                         |  |
|---------------------|-------------------------|--|
| - City of Campbell  | - City of Milpitas      | - City of Salinas                        |
| - Capitola/Soquel   | - City of Mountain View | - City of Santa Cruz                     |
| - City of Cupertino | - North Monterey County | - City of Saratoga                       |
| - City of Gilroy    | - City of Pacific Grove | - City of Scotts Valley                  |
| - City of Hollister | - City of Palo Alto     | - City of Sunnyvale                      |
| - City of Los Altos | - City of San Jose      | - Vintage Softball of Santa Clara County |
| - LGS Recreation    | - City of Santa Clara   | - City of Watsonville                    |