

**CITY OF WICHITA FALLS  
PARKS & RECREATION DEPARTMENT**

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**CITY OF WICHITA FALLS  
PARKS & RECREATION DEPARTMENT**

**AFFILIATIONS:**



**TEXAS AMATEUR  
ATHLETIC FEDERATION  
DISTRICT 4, REGION 8**

**TEXAS AMATEUR  
SOFTBALL ASSOCIATION  
DISTRICT 9, REGION 7**

**PROGRAM COORDINATOR:**

**Travis Pence  
(940) 761-7497**

**INFORMATION: SOFTBALL**

**FIND US ON FACEBOOK and**

**Teamsideline.com/wichitafalls for last night's scores and schedules for each league.**

**WE ACCEPT VISA/MASTERCARD  
CASH, CASHIERS CHECK AND MONEY ORDERS  
FOR TEAM ENTRY FEES.**

# GENERAL RULES

These rules will apply to all leagues sponsored and scheduled by the Parks & Recreation Department. Any rule or situation not specifically covered in this rulebook will be governed in accordance with the Texas Amateur Athletic Federation (T.A.A.F.) "Cavalcade", and the Texas Amateur Softball Association (TASA) Guide & Rulebook for the current year.

All Coaches or Managers are responsible for reading and knowing the local rules. It is the Coaches and managers responsibility to disseminate the rules to their players.

## I. SUPERVISION AND ADMINISTRATION

- A. The head of the league will be the Program Coordinator or his appointed agent(s).
- B. Managers and players of teams will at all times be under the jurisdiction of the Program Coordinator or his appointed agent(s) in all matters pertaining to the rules, eligibility, conduct, and schedules.
- C. Teams who drop from league play will not have their money refunded after schedule is made.
- D. All entry fees must be paid by the established deadline date. Failure to pay full amount by the established deadline date will be cause for team not to be scheduled for league play. Our office does not accept installments or post dated checks.

## II. ELIGIBILITY OF PLAYERS

The eligibility requirements for all players and leagues will be as follows:

- A. All players must be residents of District 4 T.A.A.F. or District #9 Texas ASA for a period of at least 30 days. A player employed within these Districts may also be considered eligible. Players may only play on one team in a classification. (EX: Men's B-D, Women's, Church, Co-ed A-D)
- B. Games will not be scheduled to accommodate individuals playing on more than one team, including Co-ed Leagues.

### C. AGE LIMITS - ALL LEAGUES

- 1. Men's Leagues - All male players must have attained the Age of 16 as of Sept. 1 of the current year.
- 2. Women's Leagues - All female players must have attained the age of 16 as of Sept. 1 of the current year.
- 3. Co-ed - All male & female players must have attained the

age of 16 as of Sept. 1 of the current year.

### **III. TEAM ROSTERS WITH REGARD TO ELIGIBILITY.**

- A. Players must be registered at the Parks & Recreation Office by 3:00 PM on the day of their participation with any team. To be eligible, players must fill out and sign the team roster prior to the deadline established at the beginning of the year. The rosters will be kept on file in the Parks & Recreation office.

**NOTE: Players who have not signed the roster will not be considered a member of the team.**

**ALL LINE-UPS WILL BE VERIFIED WITH THE TEAM ROSTERS BY THE SCOREKEEPERS & UMPIRES. Any player listed on a teams line-up card who is not on that teams roster will not be allowed to play if challenged by officials or the manager of the opposing team.**

- B. Players must show a picture I.D. to sign a team roster. Church League players must have a Pastor's confirmation letter.
- C. Each team may have to 27 players sign up to play on the roster unless otherwise notified at the beginning of the season.
- D. Youth Players under 18 must write their name and have their parent or guardians write their name and sign the roster for the minor.
- E. **Playing under an assumed name: UMPIRES & SCOREKEEPERS HAVE THE AUTHORITY TO CHALLENGE A PLAYER UNDER AN ASSUMED NAME AT ANY GIVEN TIME OR FIELD.** Prior to the completion of the third inning and at any time for a late arriving player a team may appeal to the official if they suspect a player or players on the opposing team is/are not the person(s) listed on the teams line-up card. If such an appeal is made the player(s) in question will have three (3) minutes to produce a picture I.D. (Drivers License, D.P.S. issued I.D. card or Military I.D.) confirming his or her identity. (Broken, mutilated or I.D.'s that appear to be tampered with in anyway will not be accepted. If the appeal is upheld the team with the player(s) in question will immediately forfeit that game as well as the teams next scheduled game. The player(s) involved will be suspended from the league (all teams) for the remainder of the season. (If the incident happens during the last three (3) weeks of the season or the playoffs the player(s) will be suspended for the following season as well. If the appeal is denied the team making the appeal will be assessed three outs (3). Teams are limited to one such appeal per game.

### **IV. CHANGING TEAMS**

- A. Any player may change from one team to another, being eligible to Compete seven (7) days after they have taken their name off the roster. Players from a disbanded team will be considered the same as a

released player, and may not sign up to play with another team after the established deadline for roster registration.

- B. The Parks & Recreation Dept. must be notified of all released players or they will be considered a member of the team on which they were previously playing.

## V. ELIGIBILITY FOR PLAYOFFS

- A. To participate in local playoffs, a player must be on his or her team roster prior to the deadline established at the start of the season. It is the responsibility of the manager to ensure that the roster maintained by the Parks and Recreation Department is current and correct.

## VI. GAME REGULATIONS

A. Line-ups will be given to the scorekeeper ten (10) minutes prior to the scheduled game. Managers must report to the umpire prior to the scheduled game. The home team will be determined by a coin toss. Failure of a manager or a team representative to submit a line-up will result in the following penalties.

1. The team who turns their line up in late will automatically be:
  - (a) Visiting team and assessed a two (2) run penalty.
  - (b) If both teams are late turning in their line-ups the Game time will be limited to forty-five (40) minutes.
  - (c) If team turns in roster after scheduled game time, game will be forfeited.
- B. Five minutes will be allowed from the end of one game to the start of the next game. Should a game go into extra innings or exceed the time limit, the five (5) minutes begin immediately following its conclusion. Teams should be aware that Section VI-A is still in effect.
- C. In the event of rain, power failure, etc., "three and two-thirds innings will constitute a game, providing the home team is leading", otherwise, it will be rescheduled or resumed.
- D. Teams will be required to furnish their own equipment. Each team is to have a new or acceptable ball to present to the umpire at the start of the game. All balls must be 11 Inch C.O.R.52/300 compression YELLOW OPTIC.
- E. No game will be postponed except for reason of death in the immediate family of a sponsor, manager, or player of the team.
- F. Forfeiture of THREE (3) league games will automatically suspend the forfeiting team from further league play, and the remainder of the entry fee will not be refunded.
- G. The decision of any official regarding a forfeit is final; forfeit ruling cannot be waived by the opposing manager.
- H. Playing times for all league games will be fifty (50) minutes, unless at the end of three (3) innings one team is ahead by (20) or after four (4) innings one team is ahead by (15) runs or after five (5) innings one team is ahead

by (10) runs, then the game will be terminated. There will be no in-field ball after the first inning. There will be no infield or batting practice before the game begins.

**NOTE:** "Playing time is kept by the scorekeeper" or an automatic "count down" timer.

## **VII. PROTESTS**

- A. A protest involving an umpire's misinterpretation of playing rules must be filed in writing at the Parks & Recreation office within 48 hours (Saturday and Sunday excluded). A fee of \$50.00 must accompany all protests and the fee will be forfeited if the protest is not allowed, and returned if upheld
- B. In all protests the burden of proof rests with the manager of the protesting team.

## **VIII. PLAYOFFS**

- A. How teams qualify for post season playoffs will be determined by the program coordinator after the league play has started. There are no playoffs for the Fall season.
- B. Playoff rules will be the same as regular season league rules with the exception of the protest rule. All protest must be filed prior to 11am the following working day.

## **IX. PERSONAL CONDUCT OF PLAYERS**

*Coaches are to inform their players of these rules, and are expected to assist in the enforcement of them. In addition, they are expected to be in control of their team at all times.*

- A. Any game that is disrupted due to players being involved in a fight will be cause for the game to be a double forfeit, and appropriate action taken against the persons involved. The fight will automatically cause each team to forfeit their next scheduled league game as well.
- B. Smoking will not be allowed on the field, in dugouts or in any City buildings (restrooms included). Players observed by officials drinking beer during their team's game will not be allowed to return to the game.
- C. When the team is on offense, all players are required to remain off the playing field, except the batter, the on deck batter, and the base coaches.
- D. The following listed acts of unsportsmanlike conduct shall result in removal from the game and suspension from league play. The league administrator shall review other acts not herein defined and any reprimand or punishment deemed necessary shall be imposed within the guidelines of the local and state rules. These suspensions shall prohibit the player from playing with any team for which they have signed a roster.

### **1. Profanity IN GAMES**

Profanity –infraction will result in an ejection.

**Casual Profanity** - the umpire shall assess no more than “two” team outs to any team in an inning while on “offense” or “defense” for any profanity that is uttered, spoken, or shouted at an opposing player, team, teammate, in disgust with themselves, or with an umpire’s call.

## **EXAMPLES -**

### **1. Defensive team uses profanity.**

Penalty - Team is assessed an “out” when they come to bat. If they were to use profanity in the same inning a second time then they would be assessed a “second” team out which will mean that when they come to bat they will only be allowed “one” out in their half of the inning.

### **2. Offensive team uses profanity.**

- a. Batter uses profanity about strike call.  
Penalty - A team out will be assessed. If this were the third out then the inning would be terminated. The batter will not be allowed to return at the next half inning to be the lead off batter.
- b. No runner will be taken off a base if they are identified as using profanity. They will be cause for a team out to be assessed. If this is the third out then the inning will be terminated.

#### **One (1) Week Suspension**

1. Purposely slinging or throwing a bat.
2. Failure to stop complaining about calls after an umpire’s warning (ejection).

#### **Two (2) Week Suspension**

1. Failure to leave the playing field and associated grounds in two (2) minutes after having been ejected by the umpire.
2. Returning to the field and associated grounds after having been ejected to confront the officials about their removal from the game will be added two(2) games to the original suspension.
3. Participating in a game(s) while suspended.
4. Pursuing an official after a game to complain or make any derogatory or profane statements about how they officiated the game(s).
5. Any public harassment, badgering, profanity or verbal assault towards officials, scorekeepers, or other participants prior to, during, or after a game.

**The following offenses will result in the suspension for a year as well as the following year if the offense occurs during the second half of the year or the playoffs.**

1. Physical assault or threatening of bodily harm of an Official or Scorekeeper

2. Destruction of any City Property.
3. Any fight involving entire teams
4. Fighting

**The following offense will result in the permanent suspension from all Wichita Falls Parks and Recreation Amateur Athletics.**

1. The use of any weapon during an altercation with a participant or official.

**Note:**

These suspensions are "automatic" and begin the day of the "ejection". It is the manager's responsibility to contact the Recreation Office for length of a player's suspension. Players who return to play after serving their suspension shall be on a "probationary status".

Any player suspended twice will meet with the Athletic Coordinator prior to participating in league play.

Players who are suspended from league play may not assist their teams from the dugout or field area in any manner during the time of their suspensions. They may only be a spectator in the bleachers. **SUSPENSIONS INCLUDE GAMES IN ALL DIVISIONS.**

## **X. OFFICIALS**

- A. All officials have complete charge of the games as outlined in the Official Guide and Rulebook and local playing rules. They also have the jurisdiction to stop any unsportsmanlike conduct of players, coaches, managers or anyone on the field. If such conduct continues, the offender will be asked to leave the grounds. If the request to leave is not obeyed within two (2) minutes, the officials will declare a forfeit.

## **XI. PLAYER EQUIPMENT**

- A. Players may wear tennis, rubber or plastic turf type cleated shoes.
- B. Metal spiked type shoes are not allowed in any league play.
- C. Players will not play barefooted or without shirts.
- D. Players may wear approved shorts. Cutoffs, jogging, gym or tennis shorts are not considered a part of lower uniform attire.
- E. Team members may mix shorts and pants to play in.
- F. Game Jerseys must be the same basic color. Numbers must be permanently affixed. Numbers must not exceed two (2) digits and be a minimum of six inches (15.24 CM) high on the back of the jersey; duplicate numbers are not allowed. Numbers 0 and 00 are legal.

## **XII. FORFEITS**

the following situations are interpreted as forfeits.



- A. Failure of a team to appear for a scheduled game or Failure to turn in a line up prior to scheduled game time.
- B. Failure to have enough players to start or finish a game according to local rules.
- C. Failure of an ejected player to leave the park within the two (2) minute time limit.
- D. An upheld protest for team or player eligibility.
- E. Any other situation that the penalty for player or team action is not specifically covered by the local playing rules.
- G. Games that are declared forfeits by the current year's Guidelines and Rulebook.
- H. Any team that forfeits THREE (3) games will be disqualified from league play.

### **XIII. PLAYERS & SUBSTITUTES (LEAGUE PLAY OTHER THAN CO-ED):**

- A. Teams may start a game with eight (8) players. THEY MUST BE PHYSICALLY PRESENT TO BE IN THE LINEUP.
- B. They may finish a game with eight (8), nine (9), or ten (10) players provided late arriving player or players have been inserted into the #9 & #10 slots in the line-up before five (5) innings have been played.
- C. If after five (5) innings, a team still has less than 10 players and additional players arrive; they may only be used as substitutes for players presently listed in the line-up.
- D. When playing short of 10 players, the line-up will not be staggered so as to leave one or two open slots for late arriving players.
- E. When a team who starts with 10 or fewer players does not have substitutes available, and a player is injured or ejected which creates a vacant spot in the line-up, then an "out will be recorded when that player is due to bat."
- F. When as in Item "E" above, a team has a player arrive before five innings has been played; they may be inserted in the line-up for the injured player or ejected player.
- G. When a player leaves a game for any reason, and there are no substitutes, and it leaves the team with eight (8) or more players to play, an out shall be recorded when that person is due to bat.

### **XIV. CO-ED (Players & Substitutes)**

- A. Teams may start with eight (8) players AND BE PHYSICALLY PRESENT, which must be comprised of 4 men and 4 women.
- B. Teams who start with nine players must start with 5 women and 4 men.
- C. The following line-up's will be followed when you are playing short of your ten players. There will be no deviations from this line-up

<u>CHOICE #1</u>	(9) NINE PLAYERS	<u>CHOICE #2</u>
1 MAN		1 WOMAN
2 WOMAN		2 MAN
3 MAN		3 WOMAN
4 WOMAN		4 MAN
5 MAN		5 WOMAN
6 WOMAN		6 MAN
7 MAN		7 WOMAN
8 WOMAN		8 MAN
9		9 WOMAN
10 WOMAN		10

1. The blank spots on both line-ups will be filled in by a man to keep the alternating process legal. In the event that a team has more men than women they will start with "(8) eight players" leaving the #9 & 10 slots vacant until they have (5) five men and (5) five women to complete the line up.
2. When playing short handed the blank spots may be filled up until five innings have been played, after which time the player will then only be used as a substitute for those in the game.
3. At no time will the #9 spot in choice #1 or the #10 spot in choice #2 constitute an automatic "out" or "batting out of order".

"There will be no changes made to this above procedure by any coach-manager-scorekeeper or umpire".

## **XV. EXTRA PLAYER**

(EP's) Men's-Women's-CO-ED League.

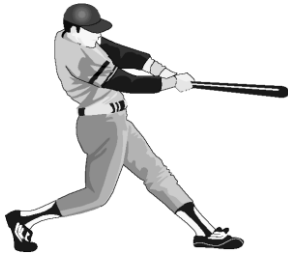
- A. The use of an EP must be declared before the game starts and listed on the line-up as EP's.
- B. If EP's are used and not declared before the game starts, and are then protested or appealed by the offended team, the game shall be forfeited.
- C. If an EP becomes injured or ejected and the team has no substitutes then an out will be recorded when the EP is due to bat.

- D. As in rule XIII sec. C if a player arrives before five (5) innings has been completed, they may be used as a substitute for the vacant EP.

## **XVI. Rule Changes**

1. There will be two lines, 12 inches on both sides of the pitcher's plate. These lines are put into play for the safety of the pitcher. If a ball is hit into this area the batter is called out AND the bat is taken out of play for the remainder of the game. If that same player has a second infraction during the game, the player will be disqualified for the remainder of the game. This is not an ejection. He/She will be eligible to play the next game. This is not a punishment but more of a safety issue.

**NOTE:** if the pitcher backs out of the area and the ball is put into play, then the pitcher will become an eligible fielder and this rule does not apply.



## UNIFORMS

1. **HEADWEAR** - Not required but if worn will be ball style cap, cloth visor or headband. Headwear may be mixed by teammates. (no plastic visors or helmets). Ball cap style hats and visors must be worn properly (no backward worn hats).
2. **SHIRT** - All players must be alike in basic color. A six-inch number must be permanently affixed to back. No mid-riff shirts permitted. Cut-off sleeves will not be allowed to comedown more than two inches below the armpit.
3. **UNDERSHIRT** - Optional for wear, and teammates do not have to match colors.
4. **JACKETS** - May be worn with official league jersey underneath. They must be snapped or zipped up. Must be prepared to show Jersey upon request.
5. **SHORTS** - May be coaches shorts, Bermuda, or any style short that comes MID-THIGH on the person. No cut-offs, high V-side cut shorts, gym shorts, jogging shorts, or cargo shorts.
6. **PANTS** - May be long baseball style, sweat pants or jogging pants. No jeans, dress or casual type, overalls, one piece jump Suits, or cargo pants.
7. **SLIDING SHORTS** - Optional for wear, and teammates do not have to match colors.
8. **JEWELRY** - Will not be worn except for wedding bands, but they must taped over or covered.
9. **STIRRUP SOCKS** - May be open or all-in-one style.
10. **SHOES** - No metal spikes, boots, work, dress, thongs, sandals, heels, flats or any shoe that is not of a sporting style shall be permitted.

# Softball



# HOMERUN LIMITATION

## B LEAGUES

SIX (6) PER TEAM PER GAME

ALL OTHER OVER THE FENCE HOME RUNS ARE OUTS

## C LEAGUES & MENS CHURCH

FOUR (4) PER TEAM PER GAME

ALL OTHER OVER THE FENCE HOME RUNS ARE OUTS

## CO-ED A

FOUR (4) PER TEAM PER GAME

ALL OTHER OVER THE FENCE HOMERUNS ARE OUTS

## INDUSTRIAL

SIX (6) PER TEAM PER GAME

ALL OTHER OVER THE FENCE HOMERUNS ARE OUTS

## D LEAGUES & COED B

TWO (2) PER TEAM PER GAME

ALL OTHER OVER THE FENCE HOMERUNS ARE OUTS

## WOMENS LEAGUES

C – FOUR (4) PER TEAM PER GAME

D – TWO (2) PER TEAM PER GAME

ALL OTHER OVER THE FENCE HOMERUNS ARE OUTS

## E LEAGUES & COED C LEAGUES

ZERO (0) PER TEAM PER GAME

ALL OTHER OVER THE FENCE HOMERUNS ARE OUTS

## LEGAL BALLS

ALL leagues except Women's- 12 inch COR .52/300 COMPRESSION

YELLOW OPTIC

WOMEN'S LEAGUE- 11 inch COR .44/375 COMPRESSION

## BATS

ALL BATS WILL BE TESTED BY ASA BEFORE USE