



# ASA Modified Softball League Rules and Regulations

(Revised 7/28/2014)



grpdinfo



#GNC\_RecParks

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### League Director

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**\*Highlights are rule changes for the Fall 2014 season\***

*All playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the ASA rules.*

## I. Registration Procedures

### A. Team Registration:

- a. **SPRING SOFTBALL - \$435.00 per team for all leagues** – Includes a pre-season tournament, 14 regular season games and a post-season tournament. Each team will also receive a dozen brand name softballs.
- b. **FALL SOFTBALL - \$390.00 per team for all leagues** – Includes a pre-season tournament, 12 regular season games and a post-season tournament. Each team will also receive a dozen brand name softballs.
- c. Managers must complete a Team Classification Determination Form [SEE PAGE 12] when registering their team at H. Boyd Lee Park.

### B. Player Registration:

- a. In addition to the team fee, a participation fee of **\$20** (Greenville City Resident); **\$30** (Non-Resident) is required for each member on the team roster which includes players, coaches, and managers.  
**NOTE:** If a player is playing in more than one league, a participation fee is required for EACH team.
- b. Player Registration Forms are required for each member on the team roster which includes players, coaches, and managers.

**\*\* Player fees and registration forms are due prior to participation  
and are ONLY accepted at H. Boyd Lee Park \*\***

### C. Payment of Fees:

- a. All fees must be paid at H. Boyd Lee Park.
- b. Please make checks payable to Greenville Recreation & Parks Department (GRPD).

### D. Manager Meeting:

- a. A MANDATORY meeting for managers or team representatives will be held at the conclusion of team registration. This date can be found on the Fact Sheet or by asking the director.
- b. Failure to attend this meeting (manager or team representative) will result in removal from the league with a full refund.

### E. Refund/Credit Policy:

- a. GRPD will give partial or full refunds for the following reasons:
  - i. Classes/programs cancelled due to lack of participant interest, and/or
  - ii. Valid medical reasons on the part of the participant, and/or
  - iii. Participant is dissatisfied within the first two (2) meetings of a program and contacts GRPD staff within five (5) business days after the second meeting for a refund.
- b. Other valid reason for exiting programs will be considered for program credit. GRPD must be notified at least two (2) working days prior to class/program starting date in order for GRPD to be able to fill program vacancy.
- c. Senior Management must approve a refund or a credit for program or portion of programs deemed appropriate.
- d. Credits can be used only by participants or his/her immediate family members.

## II. Manager's Duties

- A. It shall be the duty of each manager to see that the official roster, player registration forms, and entry fees are delivered to the Athletic Office as stated on the Softball Deadline and Fact Sheet. Each team is required to register during assigned registration dates. Team managers are responsible for signing player registration forms to verify all players are on the correct team and of proper age.
- B. At the conclusion of registration, a mandatory organizational meeting and rules clinic will be scheduled by the League Director. Failure to supply a team manager or team representative will result in dismissal from the league and a refund will be granted.

- C. It is the responsibility of each manager to assure that all players on his/her team are eligible and understand the rules and regulations of the GRPD Softball Leagues.
- D. Meet with the umpire at home plate 5 minutes before the game starts. Exchange game balls with the opposing manager and review rules with the umpires. The person representing your team during this pre-game meeting will be the “designated manager” for the game and must handle any disputes.
- E. Managers are to see that all players are in proper uniform and stay in the dugouts; except when playing a defensive position, batting, on deck, or base coaching.
- F. Each manager is responsible for their team and spectators conduct at and around the park. GRPD will not tolerate abusive language, consumption of alcoholic beverages on city property, litter, or other irresponsible acts.
- G. It is the manager’s responsibility to ensure the dugout is occupied by only players. Children and spectators are not to be in the dugout.
- H. Only the team manager should contact GRPD after 4pm, in case of inclement weather. Game status updates will be available by calling the weather hotline at (252) 329-4299.
- I. Each manager is responsible for contacting GRPD concerning the rescheduling of games.
- J. Notify the Athletic Office of any changes of team manager contact information.
- K. Managers are to see that line-ups should be turned in to the scorekeeper 10 minutes before the scheduled game time and should include first & last names of each player with their number. Failure to turn in a line-up on time or properly may result in a forfeit.

### III. Eligibility

- A. All participants must be 16 years of age prior to participation and are required to pay the appropriate fee and complete a registration form to be considered an eligible player. Proper identification is required.
- B. Player registration fees and registration form must be on file with GRPD on the day of the game in which he/she is to play.
- C. If a player chooses to participate on more than one team, he/she may do so as long the teams are in separate leagues. No player will be allowed to play or be under contract with more than one team in his/her league. Example: You can play on a Church Open and a City Open team, but not a City Open A team and a City Open B Team.

**\*\*Participants are expected to pay one participation fee per team that he/she will be participating on\*\***

- D. Each player will have the option to switch teams one time. The switch must be made before the third regular season game with the original team. The manager of the team the player is leaving must agree to the release in writing.
- E. Each roster is limited to 25 players, including manager and/or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament. Any player on the roster by the last regular season game in his/her league (includes rain-outs) will be eligible for post-season play.
- F. Any GRPD representative, umpire, scorekeeper, or an opposing team all have the right to protest the legality of a player. GRPD has the right to check identification at any time; picture I.D.’s must be readily available upon request. This includes the right to check entire teams or just specific players in question.  
**NOTE:** Failure to provide identification will result in a forfeit and player suspension. Any team found to be

playing illegal players must forfeit the present game, those players will be suspended from ALL league play for the next 3 scheduled games, and the manager will be suspended from ALL league play for the next 5 scheduled games.

- G. **An illegal player** is defined as: a player participating under an assumed name and/or playing for a team in which he/she is not on that team's roster; or playing on more than one team in the same division.
- H. **An ineligible player** is defined as: a player who does not meet the requirements of the GRPD code of conduct [SEE PAGE 13]; or playing while under suspension.
- I. **Uniform:** Each player must have a shirt with a screen printed or ironed on number on the back of the shirt. **(The number must be AT LEAST 8in tall).** Teams are not allowed to have duplicated jersey numbers (1 and 01, 3 and 03, 8 and 08, etc. are NOT the same number). All uniforms must be complete by the beginning of the first game of the regular season. Umpires will not allow a player without the minimum uniform to play, and a team will forfeit if they do not have nine uniformed players.
- J. Church League: All players must be in good standing with the church for which he/she plays.
- K. 45 & Over League: All players must be at least 45 years of age to participate in this league. Use of players under the age of 45 is prohibited. Any team using an illegal player will result in the game being forfeited.

#### IV. **Divisioning**

- A. Team placement in all divisions will be determined by GRPD staff, using the following criteria:
  - a. Classification Determination Form [SEE PAGE 12]
  - b. Team performance in prior seasons.
  - c. Team makeup (i.e. caliber of players registered to participate on a team)
  - d. Team performance in the pre-season tournament or lack thereof.
  - e. GRPD staff knowledge.
- B. Division Classifications:
  - Division A (Serious environment; high level of competition)
  - Division B (Moderately competitive)
  - Division C (Strictly a fun, recreational atmosphere)

**NOTE:** GRPD has the right to deny entry in our leagues based on previous behavior issues and size of league. Teams will be placed in proper divisions for league play. Dividing teams into divisions may result in certain leagues not having enough teams to play. In the event a specific league does not have teams to play a full refund will be given.
- C. Switching divisions: Once regular season play has begun, team(s) may submit a written request to be considered to change divisions prior to the 5<sup>th</sup> regular season game. In order for a team(s) to switch divisions the following criteria must be met:
  - a. There must be at least 2 teams in separate divisions of the same league that have both submitted a request to switch divisions.
  - b. GRPD staff must agree the switch is in the best interest of both divisions and all teams involved.
  - c. Any team switching to a new division must assume the win/lose record of the team in which they are switching with.
  - d. If a switch is made that change will stay in effect for the remainder of the regular season and post season play.

#### V. **Playing Rules**

*All playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the ASA rules.*

## THE PLAYING FIELD

- A. The pitching distance is 50 feet.
- B. The bases are set at 65 feet.
- C. **Floating Rubber:** All teams will have the option of using what is referred to as floating rubber; meaning there will be a chalk line 6' (feet) behind the pitching rubber. The pitcher has the option to pitch the ball within this six foot area. The pitcher must be directly between the chalk line and the pitching rubber, not behind the chalk line or over to the side of either. The pitchers must still follow regular pitching rules.
- D. **Outfield Restraining Line (COED Only):** This line is 135 feet from the center of the front edge of the pitching rubber. Outfielders must remain behind the line until the ball is hit. Penalty for outfielders crossing the line prior to the batter hitting the pitch will be the advancement of all runners to their next base. If the ball of the person who is batting is caught because of the outfielder crossing the line, he/she will advance to first base. (This will be a judgment call from the umpire).

## EQUIPMENT

- A. Batting helmets are recommended but not required by GRPD.
- B. Catcher and Pitcher masks are recommended but not required by GRPD.
- C. Gloves for certain positions are not restricted to those positions for which they were designed.
- D. **Shoes/Cleats:** No metal or steel spikes are allowed in any adult league. Shoes with round metal spikes are illegal. No shoes with detachable cleats that screw on are allowed; however, shoes with detachable cleats that screw into the shoe are allowed. Athletic shoes must be worn at all times by all participants.
- E. **Bats:** All teams must follow ASA bat guidelines and be stamped "ASA Certified". Any bat used cannot appear on the ASA banned bat list which can be found on their website. You may call GRPD prior to the purchase of a bat to verify if it is a legal bat. Older bats manufactured prior to certification stamps must be approved by GRPD staff prior to use, and you must keep the approval note with you at all times.  
**NOTE:** GRPD and staff reserve the right to ban any bat with questionable alterations. Bats with dents, tampered end caps, and odd sounds will all be subject to be banned. GRPD has the right to confiscate any equipment thought to be altered. Any player caught using an altered bat to enhance the bats performance will be immediately suspended from all league play for a minimum of 6 months.
- F. **Balls:** Each team will be required to furnish a new or like-new softball that is approved by the home plate umpire. Teams may use as ASA, NSA, USSSA, or SSAA approved softball (white or yellow) with a coefficient of .44 core or less and a max compression of 375 LBS. or a coefficient of .52 and a max compression of 300 LBS. stamped on the ball.

### **Addition to Rule:**

Several softball manufacturers make softballs available for USSSA play. Some of which meet both the core and compression requirements set forth by ASA. These softballs in particular will be considered a legal ball and must be stamped "Classic M". Any ball not stamped with the proper core and compression or stamped with the "Classic M" trademark will not be considered legal.

The team at bat will be responsible for all balls that are in play while at bat. A thrown or batted lost ball must be replaced by the team at bat. Any lost ball must be replaced immediately and put into play by the home plate umpire. Teams may hit their own ball as long as they provide legal balls to the umpire. Teams will be held responsible for making sure the correct ball is in play.

## THE GAME

- A.** Each game shall last 7 innings or 60 minutes (the scorekeeper is the official timer). However, if a team is ahead by 20 runs after 4 complete innings of play or 15 runs after 5 complete innings of play, then the game is over. (Three and one half innings or four and one half innings if the home team is ahead.) The clock starts as soon as the first pitch is thrown.
- Games must begin at scheduled times, unless the previous game is the reason for delay, in which case the following game will start immediately following the conclusion of the previous game. The next scheduled game will not start early unless agreed upon by both teams and umpires.
  - A new inning cannot be started unless there is one minute (60 seconds) remaining on the clock after the final out of the previous inning.
  - Games cannot end in a tie.
  - When a batter comes up to the plate, he/she will start the plate appearance with a one ball and one strike count. With two strikes the batter will be allowed a courtesy foul.
- B.** A team must have 9 eligible players on the field or in the dugout ready to bat (either offensively or defensively) to start the game. If at any time a team cannot field 9 eligible players, the game will result in a forfeit.
- If a team turns in a line up with 9 players, they can add the 10<sup>th</sup> player at the bottom of the line-up any time during the game; WITHOUT taking an out in the 10<sup>th</sup> spot.
  - If a team turns in a 10 man line up and at any time drops below 10 players, and has no eligible sub, they will play one man down for the remainder of the game, taking an "out" in the 10<sup>th</sup> spot.
- C.** A grace period of 5 minutes will be allowed for all games from the scheduled start time. Teams must have 9 eligible players on the field or in the dugout prior to the grace period running out. If time is available, the teams can share the field for warm-up.
- D.** A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 9 eligible players in the line-up (either offensively or defensively); if a team or any member of a team shall delay the progress of a game, the opposing team could be declared the winner; if a player or manager engages in an argument with umpire(s) and refuses to continue the game, he/she will be ordered off the field. Failure to comply with the umpires could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss. If a team forfeits 3 games (which includes all call ahead forfeits), that team shall be removed from the league. All players on a team that have forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.
- E. Homerun Limits:** A limit of over-the-fence homeruns will be used in all divisions with the exception of all Coed divisions.
- **Division A:** 5 over-the-fence homeruns per game
  - **Division B:** 3 over-the fence homeruns per game
  - **Division C:** 1 over-the-fence homerun per game
- NOTE:** For any over-the-fence homeruns hit in excess, the ball is dead, the batter is out, and no runners can advance.
- F.** Batter and runner(s) must legally tag all bases on an over the fence homerun. Proper appeal will result in an out(s) if a base is missed by a runner(s).
- G.** Courtesy runners are not allowed, except for situations that fall under ADA rules.
- H. Pitching:** The pitcher must face the plate and come to a complete stop prior to beginning the pitching motion. The pitcher must deliver the ball to the batter with the first forward motion past the hip. The pitcher is not allowed any motion prior to the delivery that resembles a pitching motion. Please refer to ASA pitching regulations for detailed descriptions.

- I. **Intentional Walk:** If the defensive team desires to walk a batter intentionally, they may do so by notifying the plate umpire who shall award the batter first base. When two consecutive batters are to be walked intentionally, the second walk may not be administered until the first batter reaches first base. If the umpire mistakenly allows two walks at one time, and the first batter fails to touch first base, an appeal shall not be honored on the first batter.
- J. **15 Foot Line (All Church/COED Open/45 & Over):** When a runner is within 15 feet of home plate, the defensive team has the option to tag home plate for a force-out, or tag the runner for the out. Once the runner crossed the commitment line, they cannot go back to 3<sup>rd</sup> base. Sliding at home plate is legal.
- K. **Re-Entry:** Any player may be substituted or replaced and re-entered **ONCE**, provided the players occupy their same batting position in the batting order.  
**NOTE:** The starting player and their substitute may not be in the line-up at the same time.
- L. **Extra Player Rule (Church, Open, and Industrial League):** An extra player, referred to as an “EP” is optional. If a team chooses to use the “EP” they must declare so prior to the start of game and that position must be used for games duration. The “EP” must remain in the same position in the batting order for the entire game. If an “EP” is used, all eleven must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same. The “EP” may be substituted for at any time, and then that player becomes the “EP”. The substitute must be a player who has not yet been in the game. The starting “EP” can re-enter only once.  
**Note:** This rule is different for the COED extra player [SEE COED RULE C].
- M. Players/coaches are not allowed to smoke in the playing area (this includes the dug-outs).
- N. Alcoholic beverages will not be allowed at anytime on City property or properties used by the City of Greenville (this includes the parking lots of the softball fields).
- O. If in the opinion of the umpire, League Director, or any GRPD Staff, a player has been drinking, they will be ejected from the game. If they do not leave sight and sound of the facility within 2 minutes the game will be forfeited.  
**NOTE:** If any team is caught drinking alcohol on City property before their game, that night’s game will be forfeited. If any team is caught drinking alcohol on City property after their game, their next scheduled game will be forfeited.
- P. Any person using profane or vulgar language will be removed from the field. If a player is removed from the field for unsportsmanlike conduct, he/she shall be automatically suspended for the next game played, as well as being in jeopardy of being banished from the league, pending review by the Athletic Staff.
- Q. **Thrown Bat:** When a player throws the bat intentionally in anger, the player should be ejected. Should the bat slip from the batters hands, there is no penalty unless the discarded bat prevents the defense from making a play on the ball.
- R. **Ejections:** A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers, see that the ejected player(s) leaves promptly.

**In addition to the game rules, COED rules are below:**

- A. **COED Line-up:** A line-up shall consist of 5 women and 5 men. To avoid forfeiting when a full complement is not present at the scheduled time, a team may begin and continue play with a minimum of 9 players (example: a team could play 5 women & 4 men OR 5 men & 4 women). Coed teams do not have to adhere to the 2 male, 2 female outfield rule, and must have a minimum of 3 outfielders behind the coed line. If a team chooses to play with only 3 outfielders the extra fielder must play inside the dirt area as an extra infielder.

- B. Any team playing using the shorthanded rule (i.e. playing with 9 players will be forced to take an out for the 10<sup>th</sup> batter in the lineup.)
- C. **COED Batting Order:** The batting order must alternate between genders. However, the following shorthanded rule applies when playing with 9 players:
  - a. A game may begin or finish with no less than 9 players.
  - b. The vacant position for the missing sex must be listed last in the batting order.
  - c. An out will be recorded when the vacant position in the batting order is scheduled to bat.
- D. **COED Extra Player Rule:** An extra player (“EP”) is optional. If a team chooses to use an “EP”, twelve players must bat and any ten can play defense (batting eleven and taking an “out” in the twelve spot is not allowed). If a team chooses to use an “EP” they must declare so prior to the start of game, and all twelve players must be on the field prior to the first pitch. The “EP” must remain in the same position in the batting order for the entire game. Defensive positions may change but the batting order must remain the same. The “EP” may be substituted for at any time, and then that player becomes the “EP.” The substitute must be a player who has not yet been in the game. The starting “EP” can re-enter only once.
- E. **COED Only:** Any player that hits a fair untouched fly ball over the fence in a game is ruled out. A touched ball will be considered a four base error resulting in a score by the batter and any other players on base.
- F. **COED Outfield Restraining Line:** Penalty for outfielders crossing the line prior to the batter hitting the pitch will be the advancement of all runners to their next base. If the ball of the person who is batting is caught because of the outfielder crossing the line, he/she will advance to first base (this will be a judgment call from the umpire).
- G. **COED Walk Rule:** Any walk to a male batter will result in a two base award. The ball is dead. The next batter (a female) will bat.  
**EXCEPTION:** With two outs, the female batter has the option to walk or bat.  
**NOTE:** Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base, shall be called out if properly appealed.

**In addition to the game rules, 45 & Over rules are below:**

- A. **No Slide, No Crash Rule:** In effect at all bases; Violation results in an “out”.
- B. **Courtesy Runner:** Each team is allowed a courtesy runner **ONCE** per inning for any reason. It may be any player on the team, however; if a courtesy runner is on base when their turn at bat comes up, they are declared “out” as a batter and will remain on the base to run unless that was the team’s 3<sup>rd</sup> out of the inning.
- C. Teams may field eleven players (5 outfielders) on defense.
- D. **Homerun Limits:** A limit of 3 over-the-fence homeruns per game will be  
**NOTE:** For any over-the-fence homeruns hit in excess, the ball is dead, the batter is out, and no runners can advance.

**VI. Protests**

- A. Umpires must be told of protests immediately before the next legal or illegal pitch is thrown so he/she can tell the other manager and scorekeeper.  
**NOTE:** Written protests must be in the hands of the League Director within 24 hours after the game is completed. A twenty-dollar (\$20) fee must accompany each protest. If the protest is upheld, the money is refunded, if not, the money goes to the treasury. The written protest must contain the situation, the reason for protesting, and reference to the rule that was violated. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire (Judgment Call).

## VII. Tournament

- A. Each division of a league will have a post-season tournament that will begin at the conclusion of the regular season/ rain make-up games. It is the manager's responsibility to pick up schedules or call the Athletic Office following the regular season and/rain make-up games.
- B. Seeding in the tournament will be determined by the regular season standings in the division. In case of a tie for the regular season, tournament seeding will be based on (ranking order):
  1. Head to head match-ups between the tied teams; if still tied
  2. Run differentials will be used; if still tied
  3. Defensive runs allowed will be used; if still tied
  4. There will be a coin toss by GRPD staff to determine seedings.

**NOTE:** Should there be a three-way tie or more at the end of the regular season and the schedule is not a perfect round robin, then Number 1 will be skipped and we will start with Number 2. Once one team is seeded, the process will start over until there are only two teams left, in which we will start over at Number 1 to determine seedings.

**NOTE:** Run differentials will have a maximum of ten runs.

**NOTE:** Forfeits will be recorded as 7-0.

- C. Tournament rules will be the same as regular season games EXCEPT:

1. All protests must be announced on the field, before the next legal or illegal pitch. The protest will be handled on the field. Once the game is over, all results stand.

2. Higher seeds are the home team throughout the tournament.

**NOTE:** In the Championship games of a double-elimination tournament, no matter what the seed, the team coming out of the winner's bracket will be the home team during Game 1. If a team forces the "if needed" game, then home/away will be flipped during Game 2.

3. There is no time limit during the Championship games.

## VIII. Awards

- A. Regular Season Division Champions and Runner-Up will receive a team plaque. In the case of a tie for regular season, co-champions will be declared with each team receiving a team plaque.
- B. Post-Season Tournament Champions will receive a team plaque as well as championship t-shirts for all registered players.
- C. Post-Season Runner-up will receive a team plaque.

## IX. Ejections

- A. A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly.
- B. If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

**NOTE:** If the player is registered to play on more than one team, they may not play for any other team until they have served their suspension for the league in which they were ejected from.

Possible actions include:

One game suspension

Multiple game suspensions and a meeting with the Athletic Staff

Season suspension and a meeting with the Athletic Staff

Indefinite suspension

- C. If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

Factors that may suggest a more lenient penalty include:	Factors that may suggest a harsher penalty include:
<ul style="list-style-type: none"> <li>- First offense</li> <li>- Apparent desire to reform</li> <li>- Leaving sight and sound of facility within 2 minutes</li> </ul>	<ul style="list-style-type: none"> <li>- Personal attack on GRPD staff</li> <li>- Failure to leave sight &amp; sound of facility within 2 minutes</li> <li>- Violation of law</li> </ul>

- D. **Ejection Review Process:** Within 48 hours of a player being ejected, the Athletic Staff will initiate a review process consisting of:

1. Gather written reports and document eyewitness accounts of the event(s) that took place from individuals involved. This may include the site supervisor, game officials, and other players.
2. After all information is gathered, the Athletic Staff will review all documentation. Once all documentation is reviewed, severity of the penalty will be determined as outlined in this manual. GRPD has the authority to decide the severity of the situation.
3. The player will be informed by the Athletic Staff of the penalty and at this time, a meeting with the involved player, their team manager and Athletic Staff may be scheduled.

**NOTE:** Ejections CANNOT be protested; this review process is used only for staff to determine if the ejected player should serve more than a one game suspension.

## X. Inclement Weather

- A. Games shall be postponed when GRPD determines the field to be unplayable. **Managers** should contact the Recreation & Parks Department AFTER 4pm, and players should contact their managers. Game status updates will be available by calling the weather hotline at (252) 329-4299.
- B. Teams will be handed out a Rainedout.com informational sheet. Team managers and players are encouraged to sign up for this service that will notify them when games are canceled (standard text messaging rates will apply).
- C. Once a game has begun, under most conditions, a game will not be canceled until 30 minutes have passed, especially in the case of lightening. Managers need to make sure they have the official word from the umpire at the field or athletic staff that a game has been canceled. The original schedule will not be changed. Rained out games will be made up at the end of the regular season play, as much as possible.
- D. All suspended games will resume at the exact point where they were stopped unless a complete game (5 complete innings or 4 ½ if home team is ahead) has been played.



**Team Classification Determination Form**

**RECREATION AND PARKS**

Team Name \_\_\_\_\_

<b>MANAGER:</b>	
<b>ADDRESS:</b>	<b>CITY:</b>
<b>PHONE NUMBER:</b>	<b>ZIP:</b>
<b>E-MAIL:</b>	

**These questions, staff knowledge, along with the pre-season tournament games will be used to help determine league and team divisioning. Please provide candid answers to all questions.**

- Did your team participate in last year's softball program?  
 Yes      What was the name of your team? \_\_\_\_\_      What season? Fall/Spring  
 No
- Does your current team have a total of six (6) or more players who participated on the same team last year?  
 Yes       No      Team Name \_\_\_\_\_
- Does your current team have a total of six (6) or more players who participated in last year's program on two (2) or more teams?  
 Yes      State Number of Players: \_\_\_\_\_  
 No
- Does your current team desire to play in the most competitive league (highest classification of play) which will be offered?  
 Yes       No
- What does your team see as the MAIN reason you play in this softball program:  
 Fellowship and Recreation       Tough, Competitive Softball
- Rate the overall ability of your team as you see it.  
 Low end      0      1      2      3      4      5      6      7      8      9      10      High end
- Rate the overall interest you and your players have in the sport of softball as you see it.  
 Low end      0      1      2      3      4      5      6      7      8      9      10      High end

Based on the above questions place your team in the league and division you feel is most appropriate.	
League	Division
<input type="checkbox"/> 30 & Over	<input type="checkbox"/> A (Serious environment; high level of competition)
<input type="checkbox"/> Church Coed	<input type="checkbox"/> B (Moderately competitive)
<input type="checkbox"/> Church Open	<input type="checkbox"/> C (Strictly a fun, recreational atmosphere)
<input type="checkbox"/> City Open	*If you are signing up for a CHURCH LEAGUE, can your team play on Wednesday nights? * <b>YES    NO</b>
<input type="checkbox"/> Coed Open	
<input type="checkbox"/> USSSA	
<input type="checkbox"/> Women's	
* Team placement will ultimately be determined by GRPD staff*	

DO NOT WRITE HERE	
Date Received:	
Amount Received:	
Check No:	Cash:
Packet Received:	Yes      No
Team Status:	New      Repeat
Received By:	

I understand the divisioning process used by the Greenville Recreation and Parks Department. I have answered these questions truthfully and to the best of my knowledge. In the event I feel my team is not divisioned with equitable teams, I understand I have the right to follow GRPD's procedure for switching divisions but understand this is not guaranteed.

MANAGER SIGNATURE \_\_\_\_\_ DATE \_\_\_\_\_

**GREENVILLE RECREATION & PARKS DEPARTMENT**  
**"CODE OF CONDUCT CONTRACT"**  
**ADULT SOFTBALL LEAGUE**

All softball players and coaches shall be guided by the following:

1. No player or manager shall refuse to abide by an official's decision.
2. No player or manager shall be guilty of objectionable demonstrations of dissent at an official's decision.
3. No player, other than the manager shall, discuss with an official in any manner, the decision reached by an official.
4. No player shall be guilty of using unnecessary rough tactics in the play of the game against the opposing team.
5. No player or manager shall at any time, lay a hand, push, shove, strike, or threaten to strike an official.
6. No player or manager shall be guilty of verbal abuse upon any official for any real or imaginary wrong decision or judgment.
7. No player or manager shall be guilty of aggressive behavior or physical attack as an aggressor upon any player, official, or spectator.
8. No player or manager shall be guilty of allowing team spectators to heckle any official, scorekeeper, or facility supervisor. It will be the manager's responsibility to control team spectators. If the manager cannot control their spectators, he/she may obtain assistance from GRPD staff.

A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly.

If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

**This contract MUST BE signed by the player and manager.**

**PLAYER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**MANAGER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_