



City of Clearwater Parks & Recreation Department Softball Rules and Regulations 2014 Seasons

WELCOME

On behalf of the City of Clearwater, we would like to welcome you to the Clearwater Parks & Recreation Department Adult Softball program. We hope this program provides you and your teammates with opportunities to pursue your health, fitness, and competitive goals. We realize that individuals and teams have various levels of competitive desires and we trust that our program offers an outlet in which these desires can be fulfilled in a positive manner. We ask your assistance in helping us all to keep the program in proper perspective for the benefit of the players, spectators, and all league representatives. Persons who do not feel they can participate within this framework should re-examine their motives for wanting to participate in this program. Each participant should not let the competitive spirit and desire to win exceed the limits of common respect to all. Remember that sports activities are for FUN and recreation. Your suggestions and recommendations are always welcome so that we may continually work to improve your program.

CONTACT INFORMATION

Athletics Office
706 N. Missouri Ave
Clearwater, FL 33755
Fax: 562-4813

Athletics Supervisor: Bob Carpenter, 562-4802 ext. 3670
Recreation Specialist: Jere Gunderman, 562-4802 ext. 3813
Recreation Specialist: Lisa Bayly, 562-4802 ext. 3811
Recreation Programmer: Rick Ryals, 562-4802 ext.3839, richard.ryals@myclearwater.com

Rain Out Line: 562-4810
Twitter Feed: @ClearwaterAth

MANAGEMENT AND AUTHORITY

The City of Clearwater complies with the Americans with Disabilities Act of 1990, Public Law 101-336 (ADA), which prohibits discrimination on the basis of disability. The ADA, as applied to cities, counties, and other local governmental entities, requires that no qualified individual with a disability shall, on the basis of a disability, be denied the benefits of local government services, programs, or activities. All games will be governed by the Official Amateur Softball Association (ASA) Rule Book, in conjunction with the following supplemental league rules. If the following league rules contradict rules in the ASA Rule Book, City of Clearwater Parks & Recreation Department (CCPRD) rules will be used. Umpires will handle any situation not covered in these rules with their discretion during the game.

- A. The overall management and authority of the softball program and all teams involved in each league shall be the responsibility of the CCPRD Athletics Office.
- B. All matters relating to the softball program are the direct responsibility of the Athletics Office and any concerns regarding this program should be directed to the person directly responsible for the softball program.

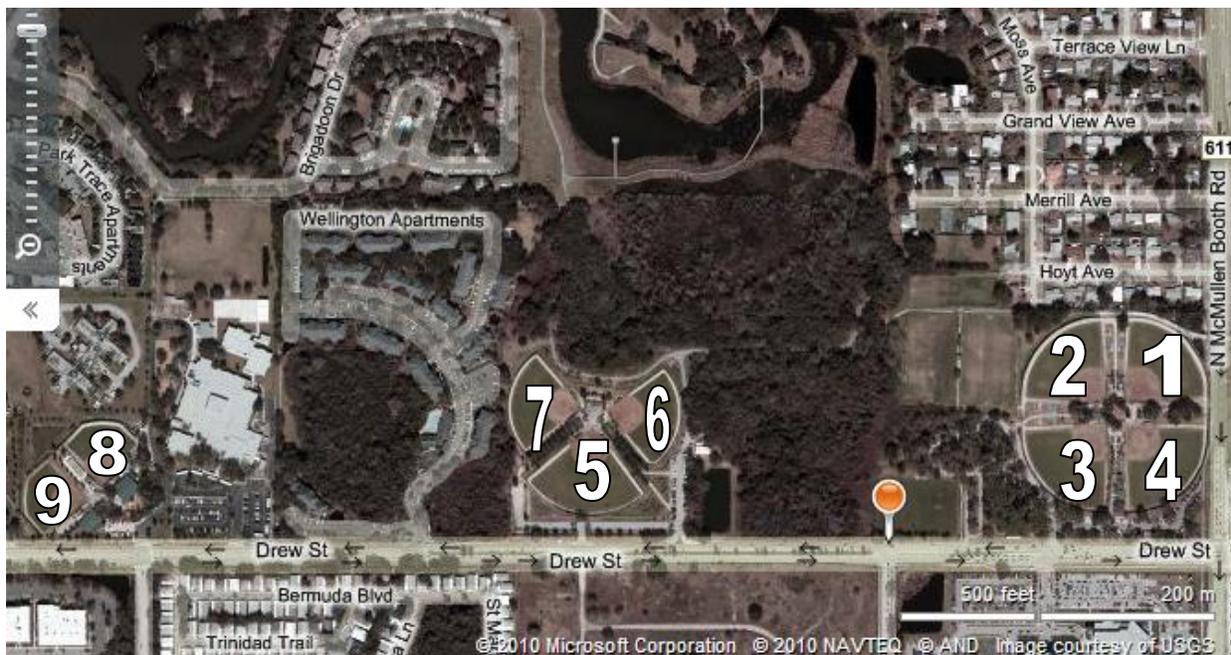
C. Upon entering a league, each team and all players agree to abide by the rules and regulations stated in this document. Failure to abide with the decision of the Athletics Office could result in forfeiture of games or removal from the league.

D. The Athletics Office will try to bracket teams to provide competitive leagues to the best of their ability. This may result in teams being placed in divisions that the Athletic Division deem competitive, (according to previous team records), for that team regardless of what they register for.

E. The Athletics Office reserves the right to place a team in a different division than requested in order to balance the number of teams within a division or if there are not enough teams to create a competitive balance.

FIELD LOCATIONS

1. EDDIE C. MOORE (1-4): 3050 Drew St. Clearwater, FL 33759
2. EDDIE C. MOORE (5-7): 2994 Drew St. Clearwater, FL 33759
3. EDDIE C. MOORE (8 & 9): 2780 Drew St. Clearwater, FL 33759



ROSTER INFORMATION

Age Requirements: The Men's, Women's, and Coed leagues players must be at least 16 years old by the date of the first game. All participants must satisfy the “resident roster” or “non-resident roster” requirements. Non-residents are defined as people who do not reside, or are not owners of record of real property within the City limits of Clearwater. The resident roster requires that each participant have a current City of Clearwater recreation card.

A. “Non-resident roster” league registration fee: This eliminates the need for players, resident or non-residents, to purchase any type of participant card and document whether or not they are a resident or non-resident of Clearwater. All players playing on a “resident roster” team must have an active City of Clearwater recreation card or Play Pass, (resident or non-resident), before playing the first regular season game. Failure to abide with this paragraph could result in a forfeiture of any game(s) that they have played in.

B. “Resident roster” league registration fee: Individual players must satisfy the City of Clearwater resident/non-resident requirements by purchasing a card choosing from the following options:

1. Non-resident participants purchase a non-resident card \$180.00 (\$192.60 with tax) valid for one year.
2. Resident participants purchase a resident card for \$7.00 (7.49 with tax) valid for one year.

Residents must provide two (2) original proofs of residency in Clearwater in order to purchase the card.

C. Rosters can have up to 20 players. Rosters will be frozen after the THIRD game. Any player(s) added after the cutoff must be approved by the Athletics Office.

D. The legality of all players is the manager's responsibility.

E. Players changing teams must sit out one playing date from the team they are joining before they are eligible to play for their new team.

F. Players may play in as many divisions as desired provided they only play in one division per night. EXCEPTION: A man or woman may play in a Men’s or Women’s league and a Coed league the same night. If a team is found to be using an ineligible player, a forfeit will be assessed for any applicable game(s).

G. Players listed and playing on more than one team’s roster in the same division (Men’s, Women’s or Coed) will be assigned to the team they play for first.

H. Because of some players playing under falsified names, we are requiring all players to have picture ID’s with them at the ball field. If questioned by the umpires to produce identification, the player must provide it within a reasonable amount of time, or be removed from the game until proper identification can be provided. However, it will be the plate umpire’s judgment as to question the player for identification. This will prevent unnecessary questioning of players identity.

I. The City of Clearwater offers Men’s leagues, Women’s leagues and Coed leagues. Women are not permitted to play in a Men’s league and, conversely, men are not allowed to play in a Women’s league.

J. All players must COMPLETELY sign their team's roster.

K. Teams playing non-rostered players will forfeit all games in which the non-rostered players participated. It is the manager’s responsibility to ensure that all players are listed on the roster.

LEAGUE SEASONS, FEES, AND REGISTRATION DATES

League participation is contingent upon fees being received by due dates. Late fees will be assessed to teams whose payment is received after the due date or once the schedules have been generated. One bye date request per season will be considered if the schedule allows.

The City of Clearwater offers 1 night per week leagues. Men's and Coed Leagues of various skill levels with a strong recreational emphasis are offered Monday-Friday. Below is a clarification of the various divisions:

- A Division: 8 home runs – very highly skilled
- B Division: 4 home runs – highly skilled
- C Division: 2 home runs – moderately skilled
- D Division: 1 home run – fairly skilled
- E Division: 0 home runs – church team / recreational

Hybrid leagues made of a combination of divisions will take the average of home runs allowed (unless it is not an even number, where the lower division allowance will be the rule. The Athletic Department reserves the right to place a team in a different division than requested in order to balance the number of teams within a division or if there are not enough teams to create a division. Practice times given to teams who have paid the entry fees, according to field availability.

Online registration is now available at <https://webtrac.myclearwater.com/>. This feature is available for current teams; new teams will have to register in person at the Athletics Office or any City of Clearwater Recreation center. For information on user name and password to register online for existing teams, please contact the Athletics Office.

We offer a new FUN Lower cost Sunday recreation league each season. The home team will be responsible to supply a scorekeeper and no prizes will be awarded. Enjoy the Healthy Choice of staying active while spending time with your friends and making new friends. This league will not be set up by divisions. Games scheduled at ECM 1-5 (300' fence) will have a 2 home run rule; games scheduled at ECM 6-7 (250' fence) will have a 0 home run rule. Any home runs hit over the limit, the batter is out. Men's teams, women's teams, or coed teams are welcome for mixed play.

SPRING Softball Season is 8 games, 1 night per week. Registration will be held from 2/14/14 through 3/7/14. The season will run from Monday 3/17/14 through Friday 5/16/14. No games will be scheduled on Sunday 4/31/13 (Easter).

Sunday Night (6 games): Open Divisions

Resident Roster Fee: \$175

Non-Resident Roster Fee: \$210

Monday Night: Men's and Senior Men's

Tuesday Night: Men's

Wednesday Night: Men's and Senior Women's

Thursday Night: Men's and Coed

Friday Night: Coed

Resident Roster Fee: \$350

Non-Resident Roster Fee: \$400

SUMMER Softball Season is 6 games, 1 night per week. Registration will be held from 4/14/14 through 5/9/14. The season will run from 5/18/14 through 7/13/14. No games will be scheduled on Friday 5/23, Sunday 5/25, Monday 5/26 (Memorial Day Weekend), and Thursday 7/4/14 (Independence Day).

Sunday Night: Open Divisions

Resident Roster Fee: \$175

Non-Resident Roster Fee: \$210

Monday Night: Men's and Senior Men's

Tuesday Night: Men's

Wednesday Night: Men's and Senior Women's

Thursday Night: Men's and Coed

Friday Night: Coed

Resident Roster Fee: \$250

Non-Resident Roster Fee: \$300

Registration for **FALL 1** will be held from 6/23/14 through 7/18/14. The season will run from 7/27/14 through Friday 10/3/14. No games will be scheduled on Friday 8/29, Sunday 8/31, and Monday 9/1 (Labor Day weekend).
Sunday Night (6 games): Open Divisions
Resident Roster Fee: \$175
Non-Resident Roster Fee: \$210
Monday Night: Men's
Tuesday Night: Men's
Wednesday Night: Men's and Senior Women's
Thursday Night: Men's and Coed
Friday Night: Coed
Resident Roster Fee: \$350
Non-Resident Roster Fee: \$400

FALL 2 registrations will be held from 8/18/14 through 9/19/14. The season will run from 10/6/14 through 12/5/14. No games will be scheduled on Friday, 10/31/14 (Halloween), Thursday, 11/27/14 and Friday, 11/28/14 (Thanksgiving Holiday)
Sunday Night (6 games): Open Divisions
Resident Roster Fee: \$175
Non-Resident Roster Fee: \$210
Monday Night: Men's and Senior Men's
Tuesday Night: Men's
Wednesday Night: Men's and Senior Women's
Thursday Night: Men's and Coed
Friday Night: Coed
Resident Roster Fee: \$250
Non-Resident Roster Fee: \$300

Once the schedules are produced a team wishing to drop from the league will not be eligible for a refund unless a replacement team is found for their division.

If a rain-out or cancellation of an originally scheduled game occurs, every effort will be made to try to reschedule that game, but CCPRD does not guarantee that all games will be made up. Time factors, field conditions, and field availability are some of the variables that affect make-up games. CCPRD reserves the right to change any of the above dates due to weather, or other circumstances.

UNIFORM AND EQUIPMENT

A. Teams are to supply their own equipment. Catcher's gear is optional. Protective helmets and face guards are allowed.

B. Shoes must be worn by all players. Sandals or open toed footwear are not to be considered as shoes. Rubber or turf shoes are recommended for all leagues. Metal spikes or hard plastic replaceable spikes are not allowed.

C. Uniforms for the 2014 season are STRONGLY ENCOURAGED and RECOMMENDED as it makes for a more professional look and feel to the league. It also helps scorekeepers and umpires. **However, The only requirement is that the shirts be of the same color and have a 6" number on the back of the shirt.** The number may be applied in any manner. Lighter and darker shades of a color will be deemed as the same color. A player whose shirt does not meet the above requirements will be ineligible to participate in that contest, unless or until they can obtain a shirt that does meet said requirements.

D. Beginning in the 2014 Spring season, use of the A.S.A. approved game ball marked COR52 and 300 compression will be used. Through the remainder of the 2014 calendar year may teams continue to use the COR44 and 375 compression A.S.A. approved ball. Any brand of softball can be used as long as the A.S.A. approved stamping is on the ball. The home team will furnish 1 new and 1 used, but good, playable, ball with the above specifications. A limited supply of new balls may be available at the Eddie C. Moore Complex East concession stand. Each team will furnish back-up balls, which do not have to be new, but should be in good playable condition. If the COR, compression, or A.S.A. stamp on the ball is not legible, it will not be deemed playable.

E. Bats will be checked before each game. The approved bats will be determined by the latest list from the A.S.A. Individuals can go on line to the A.S.A. web site to get an update of banned bats. Go to www.asasoftball.com click on "Certified Equipment". Near the bottom of the following page, scroll to "Bats" and click on the "GO" button. You may continue on to see the list of all approved and legal bats, as well as lists that will only show banned bats that have previously received the A.S.A. 2000, 2004, or 2013 stamp. Use of these bats or any bat not showing a legible A.S.A. 2000, 2004, or 2013 stamp will not be permitted. The lists will be updated by A.S.A. periodically as needed. It is the responsibility of the team manager to make sure that any bat(s) that are determined to be illegal are not used in league play. If a batter comes to the plate with an illegal bat, he will be disqualified from playing in that game. If during the same game another illegal bat is used, the manager and batter will be ejected.

STARTING TIMES, TIME LIMITS, TIES, STANDINGS, AND RESCHEDULES

A. City league starting times are 6:45, 8:00, & 9:15 p.m. unless noted on the game schedule. There could be industrial leagues or individual leagues that have special needs for different times. These game times will be arranged with the CCPRD to accommodate these leagues.

B. A regular game consists of one (1) hour and ten (10) minutes from the time the umpires say, "Play ball". No new inning will be started once the time limit has been reached, but any inning in progress will be completed unless the home team is at bat and is ahead in the game. A new inning is considered started when the last out of the proceeding inning has been made. Keeping track of the time is a shared responsibility between the umpire and scorekeeper.

C. The batter will commence an at-bat with a count of one (1) ball and one (1) strike. There will be one "courtesy" foul granted, per batter, when a batter has a two strike count.

D. Infield practice before any game is available only if time allows prior to scheduled game time.

E. In the event that there is a tie for 1st place and 2nd place or 2nd place and 3rd place at the end of the season, the winner will be determined by head to head competition during that season. If there is a further tie, then the winner will be determined by the run differential in games played between the teams that are tied. Step three is run differential in games between similar opponents in the division. The final tie breaker will be a coin toss performed by the League Administrator.

F. A team award will be given to the 1st and 2nd place finishers in all leagues. Additionally, the 1st place finisher will receive a gift certificate as determined by the League Administrator.

G. In the event your team must have a game rescheduled due to church or company business, you must request this change 2 weeks in advance; we will try to make the necessary changes. Any request for a bye at the time of registration will try to be honored. Note: Teams may only request 1 bye per season.

H. Initial schedules and revised schedules will be e-mailed to the manager of record from the registration form. Please make sure that e-mails from this office are not filtered to your junk mail folder. Updated schedules and standings will also be online at <https://webtrac.myclearwater.com/>.
Search→Leagues→League/Team Schedules

FORFEITS

- A. It is the responsibility of each team to be on time. A forfeit will be called if a team does not have the minimum required players present at game time, or if they reduce the number of players below the required minimum any time during the game.
- B. The scoreboard clock is the official timepiece. If the scoreboard clock is not operating, the home plate umpire's watch will be the official time unless designated otherwise.
- C. If you know that your team will not be able to attend, please advise the Athletic Section, so that the other team, scorekeepers, and umpires may be notified. Team captains knowing in advance they are unable to field a team are responsible for notifying the Athletic Division so we may contact the opposing teams and umpires.
- D. Teams forfeiting 3 games in a season will be dropped for the remainder of the season. A refund will not be issued.
- E. Not having enough players at game time will constitute a forfeit, which will be strictly enforced. If a proceeding game runs over into the next schedule time slot, teams will be allowed up to the final out of the previous game in order to field the required number of players. There is no grace period.
- F. In the event a forfeit occurs, umpires will work a 45-minute ballgame for those wishing to participate.

PARTICIPANT CONDUCT RULES

A. Only managers or team captains shall converse with the umpires over rulings or decisions made concerning a particular play. The manager or team captain is defined as the person who attends the “pre-game” meeting with the umpires.

B. Home teams will use the third base dugout and anyone not associated with the team will not be permitted on the player’s bench or dugout during the game. Only players, manager, coach, team scorekeeper, bat person or sponsor will be allowed on the player’s bench.

C. Ejection rule: Three things occur when a player is ejected during a game:

1. The player is ejected from the game and cannot be substituted for.
2. Every time the ejected player’s turn at bat comes there is a recorded out.
3. The player cannot play in City sponsored league play in their next scheduled game for that division. If the suspended player is on more than one roster, he/she will not be eligible to play until the criterion of the original suspension is met.

D. Drinking of alcoholic beverages is prohibited in City parks before, during and after games as per City Ordinance Chapter 6.31. If there is any confirmed instance of alcohol consumption at any City of Clearwater parks and/or facilities, to include the parking lot, the team will forfeit the game just played or to be played and could also be suspended from the league without refund.

E. If any of the staff of the City of Clearwater Softball program suspect that a player has been drinking prior to their game, that player will not be eligible to play that evening.

F. No player shall use insulting language or threaten an umpire, scorekeeper, or player during or after the game. The player shall immediately be ejected. If a player uses the “f” word directed to the umpire, that player is ejected immediately. If a player uses the “f” word in disgust to themselves, or to another player, then the play stands and the next batter is out (North Dakota Rule).

1. Exception to North Dakota Rule Penalty: Any intentional violation of this rule, in an attempt to prolong the game, will result in a forfeit for the offending team.
2. As determined by the umpires, any excessive or loud outbursts of profanity will result in a warning. Further violations may result in an ejection.

G. Halo Area: A marked area to include the length of the pitching rubber, and extending two feet on each side of it. The height of the area will reach that of one foot above the pitcher when standing.

Halo Rule: Any sharply batted ball (line drive or grounded) deemed to be intentionally hit through the Halo Area will be an automatic “dead ball” out and a player ejection. (All sharply hit balls through the Halo Area will be presumed by the umpire to be intentional, unless he/she is convinced otherwise by the batter’s apologies, body language, and/or known skill level.) At their discretion, the umpires may warn each team that all shots within the ‘halo’ will be ruled as automatic outs, regardless of perceived intent. Upon a dead ball out being called, all runners will return to the base last legally touched prior to the last pitch. Any player making a threatening remark towards the pitcher will cause the next batter to be out. If a batter makes a threatening remark, his turn at bat will be an out. These remarks are to include, but not be limited to, statements of “Middle’s Open!” Repeat offenders may face league suspension. This rule is for the safety of our program participants, and is not protestable.

1. This rule will remain in affect even if the pitcher has vacated the Halo Area.

H. No player shall shove, push, lay a hand upon, or physically attack a player, spectator, or City staff before, during or after a game. Because of the seriousness of this infraction the player shall immediately be ejected from the game, suspended from further league play without recourse, and subject to arrest.

I. No player shall refuse to abide by the umpire's decision or use tactics or show demonstrations, which show disapproval. Any player doing so may be ejected.

J. Any player who initiates a swing or physically attacks another player will be suspended from further league play, as determined by the Athletic Section.

K. Any player who has been ejected from the game must not heckle the umpires. If, after a warning to the team manager/captain, the offender continues, then the game will stop and a win awarded to the opposing team.

L. There is no smoking at any of the City of Clearwater parks and/or facilities.

LEAGUE GAME RULES

A. A team may start the game with eight (8) players without constituting forfeiture. If a team has 7 players or less anytime during the game that team will forfeit the game.

B. A 12 run rule is in effect after 4-1/2 or 5 innings regardless of the number of players playing.

C. Maximum runs per inning: the D division is 10, the E division is 7. The fielding team is automatically up to bat after the seventh (E) or tenth (D) run ahead has scored. **This rule does not apply in the seventh inning, if a team is trailing, or if there is less than 15 minutes remaining in the game.** In the seventh inning, or with less than 15 minutes remaining in the game, both teams can score as many runs as possible. **If a team goes into their half of the inning down a certain number of runs, they may score that many to catch-up, then up until the maximum runs per inning (i.e. down 3 in D division, the team can score a total of 13 runs in 1 inning).**

D. The following home run limits will be imposed in each of the following divisions. An out will be recorded to the batter for any home run hit in excess of the limit:

- A Division: 8 home runs
- B Division: 4 home runs
- C Division: 2 home runs
- D Division: 1 home run
- E Division: 0 home runs

E. Late players may enter the game upon arrival after checking in with the scorekeeper and umpire. **Teams may add players until their lineup reaches twelve (12) only up until the time the batting order has been completed once for their team.** After the batting order has been completed once, players may only be added until their lineup reaches ten (10).

F. The highest number of players reached by a team may not be reduced by more than one (1) player for men's and women's divisions during the course of the game for any reason. Only after the 5th inning, anytime a player is dropped from the batting order, an out will occur every time that player was due to bat provided that player was not substituted for (Toummia Rule).

G. City of Clearwater's Lightning Procedure is the "30-30 Rule." When you see lightning, if you can count 30 seconds or fewer before you hear thunder, the storm is within six mile and poses a hazard. Seek shelter immediately away from windows, doors or metal objects that can conduct electricity. Wait at least 30 minutes after the last lightning flash before leaving shelter. Don't be fooled by sunshine or blue sky!

H. Team managers may play 10 players defensively and bat 12 players. Any of the 12 batters may go in and fill the 10 defensive spots. Defensive players may be rotated each inning provided they are part of the current 12 legal batters.

I. There is a re-entry rule which allows any player, (including substitutes), the ability to re-enter the game 1 time. Re-entered players must re-enter the game in the same batting position in the line-up. Defensive positioning may be changed without penalty. All substitutions and re-entries must be reported to the scorekeeper and/or umpire.

J. Both teams are responsible for retrieving foul balls along their respective foul lines. If a home run ball may be safely retrieved, please make the effort to do so. The team hitting the home run will be responsible for putting in a back-up ball.

K. A pitcher shall receive five (5) pitches prior to the start of the game and three (3) pitches, or 1 minute, between innings.

L. In all divisions of play, players hitting a home run may return directly to the dugout without “rounding the bases”. Any or all base runners may go straight to the dugout without touching the next base(s). Batters choosing to “round the bases” may do so without penalty.

M. A game will be considered complete after 4 ½ innings if the home team is ahead or, after 5 innings if the visiting team is ahead. There must be less than 15 minutes remaining on the game clock for a game to be considered complete if the game is delayed.

N. A Courtesy runner is a substitute runner. A batter must reach first base before a courtesy runner may be substituted. A team at bat may use a courtesy runner once each inning. The courtesy runner must be the player who was last called out. The courtesy runner may be taken at any time during the inning. If a runner needs a courtesy runner in the first inning of a game, and there are no outs, the substitute runner will be the last batter in the line up. If a runner needs a courtesy runner in an inning in which no outs have yet been recorded, the substitute runner will be the player who was last called out in the previous inning. If a team goes through the batting order and the player who was replaced in that inning needs a courtesy runner again, he/she may have one. The substitute runner must be of the same gender as the batter-runner, and have made the last out. EXCEPTION: Any eligible player on the official line-up including available substitutes may be used as a courtesy runner for an ADA player. Unlimited courtesy runners are allowed each inning to meet the special accommodation requirement.

O. A legal pitch must be a six to ten foot arc. (*Umpire's judgment*).

COED RULES

A. Teams may start a game with a minimum of eight players, however some restrictions do apply. A team may have more women than men to start a game, but may have only four men when starting a game with the eight-player minimum. IF a team has nine players to start a game, they may start with 5 men and four women, but an automatic out will be recorded between the two men batting back-to-back. The automatic out provision will not apply when two women bat back-to-back in the nine player scenario (starting with five women and 4 men). In situations where a team begins a game with less than ten players, the additional players (up to the maximum of 12 if the team has not yet batted around, up to 10 if they have) may be added to the lineup at any time, subject to the restrictions indicated in the first three sentences of this rule.

B. Players may play any defensive position, providing that there are an equal or greater number of female fielders. Exception: the scenario in Section A where a team is playing with 9 players, and is being subjected to the offensive penalty.

C. With less than two outs, if a male batter is walked (intentionally or not), he is awarded second base, (he must touch first base before going to second), the next batter, (female), must bat. If there are two outs the male batter is still awarded second base, and the next batter, (female), has the option to bat or walk to first base. This option is given before the next legal or illegal pitch to the female batter. Once a pitch is made, there is no option and the batter must hit.

D. A 12" ball will be used for both male and female batters. 200' outfield arc/markers will be utilized. The 200' line is an arc 200' from home plate that runs from foul line to foul line. When a female player is at bat, no outfielder may be within that arc until the ball is hit. Infielders must play normal depth (on the clay) and only four infielders in addition to the pitcher and catcher are allowed. Penalty for not staying outside the 200' line will be a single base award to the batter, or the result of the play, whichever is greater.

EXAMPLE: Player at bat, outfielder is within 200' arc, player hits the ball. Ball gets past fielder, runners on base score and batter ends up on second. Play stands, result of play is greater than the within arc penalty.

EXAMPLE: Player at bat, outfielder is within arc. Player hits ball and outfielder makes a catch. Dead ball, batter is awarded first base; all other base runners advance one base if forced.

E. A second home plate and commitment line will be used in all coed games. Defensive players can only use the original home plate, and offensive players can only use the second home plate. Runners must touch the second home plate, adjacent to the right-handed batter's box, in order to be safe. Runners tagged by a defensive player between the commitment line and the second home plate, instead of touching the original home plate, will not be out. A runner that crosses the commitment line must continue on to the second home plate, and may not return to third base. Any runner that re-crosses the commitment line and returns to third base will be out. A dead ball out will be called on any runner that remains along the foul line after crossing the commitment line, if they are judged to have interfered with a fielder taking a throw or in contact with home plate.

FIELD ASSIGNMENTS FOR LEAGUE PLAY

The Parks and Recreation Department will not guarantee that a team will play on any particular field. Any team registering to play in Clearwater softball leagues is subject to the fact that the Recreation Department reserves the right to place individual leagues/divisions at any site appropriate for that level of play. Best efforts will be made to ensure safety of surrounding areas by placing HR hitting divisions on appropriately protected fields.

RAIN-OUTS

A. A decision on “Rained out games” will be made by the CCPRD by 5:00 p.m. the day of the game. If conditions are questionable, a game time decision could be made.

B. Team managers may call 562-4810 (recorded message), after 5:00pm, for information on the evening games. Updated messages will be made on this line whenever possible for up to the minute decisions on play. Game time decisions will be updated on this line to make later games aware of play. The twitter feed, @ClearwaterAth, may also be followed for updates on playability of fields.

SCOREKEEPERS AND LINE-UPS

A. Lineups are due to the scorekeeper 5 minutes before game. Please use the score card sheets from the scorebook provided.

B. Scorecards will be used as lineup cards and are to be filled out completely with players Full First and Last Name - NO ABBREVIATIONS.

C. City provided scorekeepers will be used. If for some reason a scorekeeper is not available, then the home team will provide a scorekeeper.

UMPIRES

Umpires have the final decision during game. The umpire has full authority to take any action or remove any player or spectators from the playing area when, in his/her judgment, such action is necessary to maintain proper playing conditions. Umpires have authority ½ hour before each game until ½ hour after the game is completed. There will be 2 umpires assigned to each game with an exception of certain industrial leagues and their agreement with the City. Occasionally, 1 umpire may be used in a game when, beyond the control of the City, an umpire does not show up for an assigned game.

PROTESTS

Notification of intent to protest must be made by the coach or captain immediately before the next pitch. All details concerning the protest must be written on the back of the scorecard at that time, (runners on base, out's etc.), the game continues under the protest. The manager must file a written protest the next business day in the Athletic Office with a \$50.00 protest fee which is refundable if the protest is upheld.

INSURANCE

All players are responsible for their own personal insurance. Players also understand that there are inherent risks in softball and they must assume those risks. The City does not provide accident insurance for participants.