

BOISE PARKS & RECREATION DEPARTMENT SLOW PITCH SOFTBALL TWILIGHT LEAGUE RULES

PHILOSOPHY

The goal of Boise Parks & Recreation Adult Sports Programs is to provide opportunities for physical exercise and socialization through healthy, constructive use of leisure time.

Please remember that regardless of the league or caliber of competition, the main objectives of the program are fun and good sportsmanship.

The Boise Parks & Recreation Slow Pitch Softball rules will govern the sport in conjunction with the Amateur Softball Association (ASA), **including any and all subsequent amendments and additions.**

CONTACT INFORMATION

BOISE PARKS & RECREATION DICK EARDLEY SENIOR CENTER – 608-7651, 690 ROBBINS ROAD, FOR ALL SPORTS REGISTRATION AND INFORMATION.

Websites

Boise Parks & Recreation website: www.cityofboise.org/parks

USA website: www.idahosoftball.com or www.usasoftball.com.

USSSA website: www.ussa.com

Phone Number

Boise Parks & Recreation Dick Eardley Senior Center (208) 608-7651

Status of field conditions after 4:30 p.m. (208) 608-7650

IMPORTANT DATES AND DEADLINES

- The last day to add players to league rosters is the final league game.
- Fall Softball registration is **June 11-22**. Games are played end of July – September (8 games in 10 weeks).
- Invitational Tournament registration deadlines are 10 days **prior to the tournament start date**, unless otherwise stated.

LEAGUE STRUCTURE

1. The Gold, Silver and Sunday Coed leagues are sanctioned by ASA.
2. The league fee covers the officials, field equipment, facilities, maintenance and operation costs, administrative costs, and awards. Gold, Silver and Sunday Coed league player fees are deposited into a capital fund for field improvements and acquisitions.
3. The ASA and USSSA sanctioning fee provides the City with field liability insurance and allows teams to play in sanctioned tournaments, among other benefits. ASA and USSSA offer optional insurance that covers all players and coaches. Teams are encouraged to check into the insurance and other benefits on each respective website.
4. By participating, all players agree to release Boise Parks & Recreation, the Softball Advisory Board and all cooperating agencies, employees, officials or managers thereof from all liability for damages to persons or property that may be sustained as a result of participation in the program.
5. Payments returned due to insufficient funds are the entire team's responsibility. Team and players will be suspended from further participation in all Boise Parks & Recreation Programs until all fees are paid.

REFUND POLICY

1. Team and player fees will not be refunded to teams which drop from the league after the registration deadline. A full refund will be given to teams who drop out of the league prior to the completion of registration, minus a \$15.00 processing fee.
2. Player fees are non-refundable after the registration deadline.
3. Players may transfer teams up until the **second Monday** of league play without an additional fee being assessed.
4. If a team disbands during the season, the players may move to other teams without a fee being assessed.

LEAGUE CLASSIFICATION

1. Teams are classified by the Program Coordinators and the Softball Advisory Board. Classifications are based on the following criteria: League standings from previous years, teams registering in each division, number of teams returning and the caliber of the players on the team. Mid - lower teams that have upper division men on their roster may be moved up one or more divisions. Teams are not guaranteed the division they request.
2. Changing divisions can only be done by switching with another team. The manager is responsible to find a team that is willing to switch by contacting Boise Parks & Recreation. Teams with a winning record may be moved up at the discretion of the Softball Advisory Board.

FACILITY GUIDELINES

1. Hitting into the fences is not allowed at any time due to extensive damage it causes.
2. No children will be allowed in the dugouts or playing area. Only the players, coaches, and scorekeepers will be allowed in the dugouts (liability and safety reasons).
3. No pets are allowed in the softball playing area of Willow Lane. This includes warm-up areas and spectator areas due to safety and sanitary reasons. Violators will be required to put the pet in their car or remove it from the park.
4. Problems that occur with teams that practice at schools or private facilities may result in a possible suspension from the league. No alcohol is permitted on school grounds.
5. Please use trash and recycling receptacles.
6. No glass containers are allowed at any park or school facility.
7. Field lighting will be turned off no later than 10:55 p.m. due to City Ordinance.
8. No non-motorized scooters, skateboards, bicycles or roller blades are allowed at Willow Lane Athletic Complex due to safety concerns.
9. Do not park in the No Parking zones. Cars will be towed at the owner's expense.
10. Music shall not be played in the dugout or the vicinity of playing fields.
11. Smoking is prohibited, except in specified areas.

EQUIPMENT/UNIFORMS

1. No metal cleats are allowed, including hard plastic or polyurethane spikes similar to metal or sole & heel plates, in any league or invitational tournaments.
2. Each team must present a new or QUALITY softball for each game. (Coed – one 11” and one 12”). The umpire will attempt to have each team hit the ball it provides. Any infraction of this rule cannot be protested. No at-bats will be replayed due to violations of the rule. When the error is discovered the ball shall be exchanged and play shall resume.
3. Softballs must be ASA certified and yellow optic in color.
4. **The 11 & 12-inch ball must have a Ball COR of .52 and a Ball Compression of 300 lbs.**

5. Uniforms are not required for league play or league tournaments.

5a. Official Approved Bats for Boise Parks & Recreation League & ASA Championship Play

1. If a bat is not marked OFFICIAL SOFTBALL but has an ASA Certification Mark, meets Rule 3 Section 1 of the ASA Rules, is included on a list of approved models published by the ASA, and is not listed on the Non-Approved Bat List then it is allowed in ASA Championship Play and League/Tournament play.



5b. Non-Approved Bats

1. The official reference will be lists of approved and non-approved bats on the ASA and USSSA websites: http://www.asasoftball.com/about/certified_equipment.asp. ASA's lists will be printed and kept for reference at the Boise Parks & Recreation Dick Eardley Senior Center *one month prior* to the start of each annual softball season and will serve as the official reference until the start of the next annual season. For updated lists of illegal bats, use the ASA and USSSA websites. The lists may change.
2. A player who enters the batter's box with a non-approved bat will immediately be called out and subject to a "Level Two Violation" penalty. Ownership of the bat is irrelevant.
3. A second offense of using a non-approved bat will result in indefinite suspension from Boise City softball leagues. The player may request reinstatement by appearing in front of the Softball Advisory Board or at the discretion of the director. The Softball Advisory Board and/or the director will determine what, if any, further suspension may be merited for second offenses.

5c. Altered/Doctored Bats

1. Umpires may examine a bat at any time if they have reasonable suspicion to believe the bat to be altered, based on appearance or performance.
2. If, upon examination, the bat is suspected to have been modified, the umpire shall identify both the user and the owner of the bat. Umpires have the authority to immediately take the bat into their possession for testing.

5d. Testing Process

1. The umpire will turn the bat into Boise Parks & Recreation Dick Eardley Senior Center for testing. If the bat passes Boise City's test, it will be made available to the player within two (2) business days.
2. If the bat fails Boise Parks & Recreation Dick Eardley Senior Center testing, it will be sent to the ASA Office to undergo further testing.
3. A player who refuses to submit a bat to the umpire for examination and/or testing will be immediately called out, ejected from the game and suspended for a minimum of 1 year.
4. Article 510 N 06 Altered Bat. Any person discovered in possession of an altered bat at or near the facility or grounds of a softball competition in which such equipment is not permitted to be used shall be subject to discipline pursuant to Article 505. ASA shall have the right to take possession of a bat that is, in the sole discretion of the official, reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and determined to be an altered bat, then the person shall surrender ownership of the altered bat to ASA. If the bat is found not to be altered, a bat of equal or greater value, or a monetary equivalent, in the sole discretion of ASA, shall be returned to the owner of the subject bat. In addition, a player found in possession of an Altered Bat and found guilty according to Article 505 shall be suspended from ASA play for a minimum of five (5) years. A team that is discovered to have within its possession or control an Altered Bat may be

suspended from further tournament competition and from ASA play.

5. Players can have their bats examined and tested upon appointment Monday - Friday at the Boise Parks & Recreation Dick Eardley Senior Center located behind Fort Boise softball field # 1. Additionally, umpires can be asked to examine bats prior to the start of a game. Buying used bats or bats from unknown vendors (especially web-based) presents a risk to the buyer – the bat may have been modified or altered. *Play it safe - if you're unsure, have your bat tested!*

THE GAME

1. Teams with fewer than eight (8) players at game time automatically become the visiting team. If they do not get their 8th player there before they go on defense, they will forfeit the game, or they may choose to use a 10-minute grace period to get their 8th person there. The team will then be penalized 2 runs. The 10-minute grace period will not be added on to the end of the game.
2. No new inning will start after 1 hour 10 minutes or 7 completed innings. Exception: If the game is tied after 7 innings and there is time remaining in the game, the game will continue using the ASA tie breaker rule. If the time limit is up and the game is tied, it will not be played out. All started innings must be completed. It is the manager's responsibility to note the starting time with the official.
 - a. Game start time will be announced by the umpire at the conclusion of the pre-game meeting which will be current time plus 2 minutes, UNLESS scheduled game time is later (i.e., scheduled game time is 6:30 p.m. and the pre-game meeting is occurring at 6:15 p.m., game time will be 6:30 p.m.).
3. Batters will start with a 1-1 ball-strike count with one courtesy foul ball allowed for all Gold leagues. This rule does not apply to Silver or Sunday Coed leagues which use a 0-0 ball-strike count with no courtesy foul ball allowed.
4. Pitching Arc follows the ASA National Rule: 6-10 feet.
5. A pitcher's box is part of the playing field for the safety of the pitcher. The box should be **2 x 6** feet starting at the front edge of the pitcher's plate and extending back toward 2nd base **6** feet. The pitcher is allowed to pitch from anywhere within the box.
6. One courtesy runner (per sex) per inning is allowed for each team. The runner must be the same gender in Coed. The courtesy runner shall be the player who most recently finished a turn at bat. Finishing a turn at bat includes making an out or scoring a run. (For example, after a sacrifice fly the next courtesy runner would be the runner who scored since that occurred after the catch was made.) Any discrepancy will be resolved by the umpire.
7. In an effort to speed up the game so that a full seven innings can be completed, no warm-up pitches or infield practice will be allowed after the first inning. A new pitcher coming into the game will be allowed to warm up.
8. Base stealing is allowed in all Men's leagues. Runners can advance once the pitched ball reaches the front edge of home plate. If the pitched ball hits the batter or home plate, or touches the ground prior to reaching the front edge of the plate, the ball is dead and runners may not advance.

The ball remains live until the pitcher has possession of the ball in the infield and completion of all immediate play is apparent. The ball is live and runners may advance when:

- a. A play is made on a runner.
 - b. The pitcher fails to catch the ball.
 - c. The catcher hits the batter on a throw to the pitcher or to a base during a play.
9. Completed games:
 - a. 7 innings, or 6½ if the home team is ahead.
 - b. Weather Related - 5 innings, or 4½ if the home team is ahead.
 - c. Time Limit – there will be no minimum inning requirement, although an inning must be completed unless the home team is ahead.
 - d. Run Rule – If a team is ahead by 12 runs after 5 innings of play, it will constitute an official game.

- e. Flip Rule – If the home team is behind by 12 runs or more when entering the 5th inning, they will bat first and the visiting team will become home team.
 - f. Games not declared official (not completing 5 innings or not meeting the time limit) will be continued later from the exact point where they left off. Roster substitutions may be used.
10. Home run rule: (over the fence home run, the batter has the option to run the bases)
- a. **Gold Men's (M1-3) and Gold Coed (C1-3) are allowed 3 anytime, then progressive.** (e.g., a team cannot hit its 4th home run until the opponent has hit 3.)
 - b. **All other leagues are progressive.** (e.g., once a team hits the 1st home run, the opponent would be allowed to hit 2.)
 - c. Home runs in excess will result in an out.
 - d. If divisions are combined or crossover games are being played, the lower division home run rule will be applied.
Note: Progressive indicates that a team's home run total can be only 1 greater than the opponent's home run total.

Women's League:

Women's Softball Upper Gold Team versus Lower Gold Team Equalizer Guidelines and Rules:

The upper level offensive team can score a maximum of 5 runs per inning except for the last inning which is unlimited. The lower level team can score an unlimited number of runs every inning. The higher- level team is automatically the home team. The umpire must notify both teams of the last/unlimited inning.

The last inning is determined by the following:

- a. **After completion of the sixth inning**
- b. **Once 60 minutes have elapsed from the start of the game according to the umpire's official time, then the current inning will be completed and the unlimited inning will be played. There must be an unlimited inning.**
- c. **If the home team is trailing by 8 or more runs, the teams will "flip" and the visiting team will become the home team and the home team will bat first in the unlimited inning. The bottom half will only be played if there is a tie or lead change.**
- d. **If the game is tied after the open inning, the game shall be declared a tie. If there is still game time left, a new unlimited inning can be played. Once the time limit is reached, the game is final and may end in a tie.**

PROTESTING A GAME OR PLAYER

1. Decisions involving an umpire's judgment may **NOT** be protested.
2. Illegal Player: The protest must be made before the umpires leave the playing field after the game is completed. If the player's name is in the book and the first pitch has been thrown, a player can be protested. It is strongly recommended that protests be made at this time instead of waiting until after part of the game has been played. (See page 7 for penalty). Please do not allow the outcome of the game to influence your decision to protest.
3. Rule Protest: If a team feels a rule was misinterpreted, the team must use the word "Protest" before the next pitch for the protest to be valid. When the protest of a game is upheld, the game shall be resumed from the point at which it was protested.
4. The manager, acting manager or coach of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall notify the opposing manager and official scorekeeper. The umpire must make a notation of the protest and/or illegal player in the home team score book, on the score sheet, and sign both. The protesting manager must make sure these procedures are followed.

- a. The game will be completed. The protesting team must verbally notify the Boise Parks & Recreation Dick Eardley Senior Center within 24 hours from the time of the game. The protest must also be put in writing to the Boise Parks & Recreation Dick Eardley Senior Center no later than two working days from the day of the game protested.
5. The protest must contain the following information:
- a. The date, time and place of the game.
 - b. The names of the umpires.
 - c. The rule and section of the official rules or local rules under which the protest is made and/or the names of the illegal players.
 - d. The information, details and conditions pertinent to the decision to protest. The protest will be reviewed and determined if valid or if a hearing needs to be held.
 - e. The situation of the game (inning, outs, team at bat, runners on base, etc.).

Note: If proper procedures are not followed or the protest does not include the above information, it will not be considered and will be invalid.

PLAYER/TEAM REQUIREMENTS

1. MINIMUM AGE REQUIREMENT:

- a. Gold leagues – 16 years of age
- b. Silver and Sunday Coed leagues – 14 years of age

2. ELIGIBILITY

- a. All players' names and signatures must be on the roster before they play their first game. Players can only switch teams one time during the season. There is no maximum for the number of players on a league roster.
- b. Rosters will remain open for player additions for league until the last league game. All additions to the roster must be made in person at the Boise Parks & Recreation Dick Eardley Senior Center, 690 Robbins Rd. It is the manager's responsibility to make sure the roster addition has been made. No player additions may be made by phone unless the player is already on a current roster. Only the manager or departing player may remove a name from the roster and they must initial the name removal.
- c. Teams **SHOULD** carry an updated copy of their roster to each game. Players should have photo IDs available at the game.
- d. A player may be on more than one team's roster in league only, with the following requirements:
 - i. Players must be signed on each team's roster and have paid their player fees **for each team**.
 - ii. Players must not play more than three divisions below their highest level of play. For example, an M1 player may participate on teams in M2, M3 and M4 leagues only.

ILLEGAL PLAYER PENALTIES

1. Team forfeits the game.
2. Team suspended from tournament where applicable.
3. Player is ineligible to play in their next scheduled league game. (This affects any team the player is registered on if they play on more than one team.)

LEAGUE PICK-UP PLAYER GUIDELINES

1. Pick-Up Player Cards: Each team will receive 10 pick-up player cards in the team packet. A team can pick up a maximum of two players for a game. The pick-up player must be on a registered, signed Boise Parks & Recreation Dick Eardley Senior Center roster and must be a caliber equal to or lower than the team they are being picked up by. Pick-up player cards should be used for hardship only. Players must list their highest level of play/participation on the card.
2. When using the pick-up player cards, teams can still bat more than 10 (Coed) in league. Any legal pick-up player must bat at the last batting position (see #4 for exceptions).
3. GAME PROCEDURES: The manager will report to the umpire and the opposing manager that a pick-up player(s) will be used. At the pre-game meeting, the manager must present the pick-up player card/waiver. The player must have signed the waiver. The waiver then remains in the possession of the umpire and will be turned in with the game score card.
4. In case of hardship (injury, emergency or unavailable players at game time for pick up, etc.) a pick-up player may be obtained after the start of the game. This player would bat in the place of the hardship player.

GAME LINE UP

1. GOLD & SILVER LEAGUES

- a. A team may start and finish the game with a minimum of eight players. The missing players will be listed in the lowest possible position(s) in the batting order. An out will result in all missing player's batting positions. If additional players arrive after the game has started, the short team may add players up to a maximum of ten. The added players will bat in the appropriate batting order. A team can play shorthanded in any position they choose, other than pitcher and catcher. Teams starting with nine or more players will not forfeit if they drop to eight players due to an ejection or other circumstances. A team not having a minimum of eight players on or within sight of the field at game time, or anytime during the game will forfeit the game. Exception: See page 4.
- b. Games forfeited at game time will still be played and officiated as a practice game if both managers agree, provided there are eight players or more for each team. (A team will have 10 minutes from game time to put a team together. Players must be on a Twilight League roster). The same rules as an official game apply to the practice game.
- c. Substitutes will follow the ASA Rules, except that a player may re-enter as many times as he/she wishes in the same place in the batting order. All teams may bat the entire league roster; however, Coed teams must bat an equal number of male and female players.

2. COED REGULATIONS

- a. Playing with ten (10) players, teams must have 2 males and 2 females in the outfield, and 3 males and 3 females in the infield, with a pitcher/catcher combination of male/female.
- b. Coed teams playing short can have no more than 5 players of one gender on the field. No more than 3 players of one gender shall be in the infield and no more than 2 players of one gender in the outfield. The catcher/pitcher must be male/female combination.
- c. Player positioning: The player's defensive position on the field is determined by their position when they take the field. Infielders generally play on the dirt part of the field although they may be allowed to move into the grass area of the field to take a defensive position. Infielders cannot be even with or behind any of the outfielders before the ball is hit.
- d. There must be a visual separation between the players in the infield and those in the outfield. Outfielders generally play on the grass area of the field although they may be allowed to move onto the dirt area provided they are not even with or in front of any infielder when the ball is hit.
- e. The batting order must alternate between male and female batters throughout.

- f. Any walk to a male player sends the male batter to 2nd base and the female batter hits. Exception: If there are 2 outs the female has her choice to hit or walk to 1st base (see ASA Rules).
- g. **Silver and Sunday Coed Only: A scoring line that is offset from home plate shall be used by base runners to score runs. Home plate is to be used only by the defense in making a force out. The runner who touches home plate will be called out. The runner cannot be tagged out, only forced out. The ball remains live.**

A commitment line is to be drawn perpendicular to the 3rd base line, 30 feet from 3rd base. Once runners from 3rd base touch or cross the commitment line, they cannot return safely to 3rd base. The ball remains live.

Sliding is legal in all normal respects, except at the scoring line. Sliding into the scoring line will be an out.

PLAYER CONDUCT

1. Teams and team managers will be held responsible for the action of their players and spectators.
2. If team managers are dissatisfied with the performance of an umpire, the manager is requested to file, in writing, complaints or suggestions to the sports@cityofboise.org. These comments will then be reviewed by the Recreation Program Coordinator and the Softball Advisory Board. If the comments require review, such actions as needed will be taken by the Recreation Program Coordinator, Boise Softball Umpire Association and the Softball Advisory Board. Concerns not put in writing will not be addressed.
3. If, in the opinion of the umpire(s), the game cannot be continued in a sportsmanlike manner, the game shall be forfeited by the offending team.
4. Only the team manager may speak to the umpire. Whoever the manager is from the pre-game meeting, that's the person the umpire is going to be looking to speak to if something comes up during the game. The umpire will direct all conduct warnings to the managers and/or players in question. It is the manager's responsibility to control all player conduct.
5. Officials are not required to warn a player or manager prior to ejection. When a player is ejected from a game, if asked, he/she must leave the park immediately or the team will forfeit the game and the police may be called.

VIOLATIONS AND PENALTIES

1. Any violation not included below shall be at the discretion of the League Coordinator and/or Softball Advisory Board.
2. The following penalties will be assessed for each specific act that occurs before, during or after a game. Automatic penalties may be increased based on severity.
3. Any Boise Parks & Recreation sports program participant who is suspended or placed on probation for conduct violation shall serve the same penalty in all Boise Parks & Recreation sports programs they may be participating in, or registered for, during the specified time period.
4. Once a player has been suspended they are not allowed to coach or be engaged in play, be near the dugout, or be present inside the fence lines. When a player is serving a suspension, the player will be notified they are not to be involved in play with any recreational team, regardless of multiple rosters and teams. All affected team managers will also be notified. This rule applies to ALL Player Conduct – Level 1, 2, and 3 Violations.

Minimal Violation

1. Possession or consumption of alcohol on the field or in the dugout.
2. Casual profanity and unsportsmanlike conduct rule: Any team member in a game using profanity or unsportsmanlike language, expletives not directed at umpires or opposing players, and loud enough to be heard by spectators will result in an out being called against the offending team.
 - a) If a team is at bat and unsportsmanlike words are used, the next batter will be declared out.
 - b) If the act is committed by a player remaining at bat, that player will be called out.
 - c) If the act is committed by the defensive team, then their first batter up once they are on offense will be declared out.

- d) The outs will be treated as a delayed dead ball situation.
 - e) If the violation occurs in the bottom of the last inning, where the fielding team may not bat again, the ejection rule will apply. If the team goes below eight (8) players it will constitute a forfeit.
3. Continued hitting of balls against the fence after a warning.

Minimum automatic penalty: Player will accrue an (out) or an (out) will be given to the team in which the violation occurs.

Level One Violation

1. Possession or consumption of alcohol on the field or in the dugout. (After minimal out.)
2. Intentional throwing of bat (not directed at an individual).
3. Excessive disrespectful behavior directed at another player, umpire, spectator or Recreation staff. Abusive language, continued swearing, taunting, or using gestures to provoke another player, umpire, spectator, or Recreation staff.
4. Attempting to arouse spectators against an official.
5. Not leaving the park when asked to by the umpire or Recreation staff.
6. Unsportsmanlike conduct.
7. Kicking or throwing dirt at an umpire.
8. Harassing players, spectators or Recreation staff.

Minimum automatic penalty: Ejection from the game and suspension for all other league games for 7 days, to include a minimum of one game, as well as probation for the remainder of the year.

Level Two Violation (Police may be called.)

1. Verbal or physical threats to a player, umpire, spectator or Recreation staff.
2. Fighting, whether initiated or done in retaliation.
3. Making physical contact with the intent to do harm to a player, umpire, spectator or Recreation staff.
4. Throwing or kicking an object at a player, umpire, spectator or Recreation staff with intent to do harm.
5. Causing, aiding, or assisting to the damage or destruction of property of Boise Parks & Recreation or individuals associated with the program.
6. Approaching or following an umpire or staff member off the field after the game is complete with the intent of verbal harassment or physical harm.
7. Any photographing and video recording of an umpire with intent to disseminate publicly (including social media) in an attempt shame, ridicule, or defame an umpire.

Minimum Automatic Penalty: Ejection from that game, suspension from the next four weeks of league play, and player probation for two years from the date of the incident. If there are fewer than four league games remaining in the season, the suspension will be extended to the league tournament and/or the next softball season. This includes all league teams the player is registered on. (ASA & USSSA sanctioned tournaments are at the discretion of each respective Commissioner/Director.)

Probation

A player that has been placed on probation and then is ejected from a game will be given an automatic suspension without the right to appeal. The suspension will be based on a repeat offense and the severity of the violation.

ALL PENALTIES

At the discretion of the Program Coordinator and/or Softball Advisory Board, a hearing may be held to increase or decrease the penalty according to the degree of the violations. A player appealing a conduct penalty will be suspended from play until a formal hearing.

FOR APPEALS SEE APPLICABLE CITY CODE.

RESCHEDULED/CANCELED/RAINOUT GAMES

1. If no official umpire arrives for a game, the game may be played if both managers agree and there is a volunteer to umpire the game, or it will be rescheduled. If the game is started with a volunteer umpire, it must be completed. Both coaches are required to sign the score book as proof of agreement. (Refunds will not be given.) Complaints against a volunteer umpire will not be considered. Home team is responsible to call the score into the Boise Parks & Recreation Dick Eardley Senior Center the next day.
2. All games which are declared a No Game because of poor weather conditions, unplayable field (umpire's decision), or umpires not showing up will be rescheduled the next working day. Teams must notify the Boise Parks & Recreation Dick Eardley Senior Center– 608-7651 or e-mail sports@cityofboise.org before 10:00 a.m. the next working day as to any dates that could be a conflict for future reschedule dates. The league coordinator may cancel games at his/her discretion. Messages can be left at (208) 608-7654 or 208-608-7653.
3. Rained out games will be replayed the next available day and time. Teams should be prepared to play that same week.
4. If it has been raining for a few days prior but has stopped, be sure to call and double-check that the fields are playable.
5. A decision will be made at 3:00 p.m. as to whether the games will be canceled. It is the team manager's responsibility to call in at (208) 608-7653 and (208) 608-7654 to see if the games are canceled.
6. If rain occurs after 3:00 p.m. and the games are canceled, a message will be left at (208) 608-7653 and (208) 608- 7654 and on the Internet when possible; otherwise, your team must show up ready to play. Game cancellations will be at the umpire's discretion.

OPTIONS FOR RESCHEDULING GAMES (NOT WEATHER RELATED)

1. Reschedule with another game (doesn't have to be in the same division). Parks & Recreation provides phone numbers of other managers on the website.
2. Reschedule the game to a different date or a weekend (if dates are available). Umpires and field preparation will not be provided.
3. Teams must notify the sports@cityofboise.org of their intent to reschedule and they will be responsible to call all teams involved in the reschedule to get their approval. Each team must verify with the Boise Parks & Recreation Dick Eardley Senior Center and confirm that they have received the correct information.
4. Each team will be allowed only two (2) schedule changes throughout the season. **Note:** Changes not only affect your team, but your opponents, spectators, and the umpires scheduled to work the game.

LEAGUE STANDINGS AND AWARDS

1. League standings are posted on the website.
2. Awards will be given for **1st place** in league play. The contact person listed on the registration form will be notified of the awards pick-up date.
3. League standings will be determined in the following manner:
 - a. Points – The team with the highest number of points wins. Points will be as follows: Win = 3 points, Tie = 1 point, Loss= 0 points.
 - b. Tie breaking criteria:

- i. Head to Head: Games played between the teams that are tied will be compared and the team winning the most games will take the higher place.
- ii. If still tied, a team having forfeited a game will take the lower place. If no forfeits, awards will be given to the tied teams. Any extra award will be given based on points scored, sportsmanship record, etc.

SENIOR REGULATIONS: Men's 50+ & Women's 38+

To follow "Softball League Rules and Regulations" for Gold Division with the following exceptions:

THE GAME

1. The offensive team can score a limit of 5 runs in its half inning, except for the last inning. In the last inning, as determined and announced by the umpire, an unlimited number of runs can be scored by either team.
2. The umpire must announce the last inning to both team managers and/or benches before play continues. The last inning is determined as follows:
 - a. At the completion of the 6th inning, OR
 - b. Once 60 minutes have elapsed from the start of the game, the current inning in progress shall be completed and then one additional (last) inning will be played.

Notes: For the last inning, the team trailing by 8 runs or more will bat first. If the trailing team fails to tie or go ahead, the game is over. The bottom half will be played only if there is a tie or lead change.

If the game is tied after the bottom half of the last inning, the game shall be declared a tie unless the 1 hour 10 minute time limit has not passed. Any extra innings will be unlimited runs.

3. A game cannot be completed without allowing for an unlimited-run inning.
4. Batters will start with a 0-0 ball-strike count. No courtesy foul balls are allowed. If a foul ball is hit after 2 strikes, the batter will be called out.
5. A strike mat is used at home plate, along with an offset scoring line for base runners.
 - a. The rectangular strike mat covers home plate. Any legally pitched ball not swung at that lands on (first touches) any part of the mat will be ruled a strike. The shoulder to knee strike zone has been eliminated.
 - b. The scoring line is used only by base runners. A runner who touches the strike mat will be called out. The strike mat is used only by the defense in making a force out. Runners coming home cannot be tagged out, only forced out.
 - c. A commitment line is to be drawn perpendicular to the 3rd base line, **40 feet** from 3rd base. Once runners from 3rd base touch or cross the commitment line, they cannot return safely to 3rd base. The ball remains live.

6. Sliding is legal in all normal respects, except at the scoring line. Sliding into the scoring line will be an out.

7. Pitching Arc is 6-12 feet.

8. Home Run Policy:

Senior Men's home runs are **unlimited**. Exception: Senior Men's Silver League (Mondays) shall have a limit of **3 home runs per team**, allowed anytime.

Senior Women's home runs are **progressive**. A team's home run total must always be within 1 of the opponent's home run total. (Once a team hits the 1st home run, the opponent would be allowed to hit 2.)

Notes: Home runs in excess will result in an out.

A home run will be charged for any ball hit over the fence whether a run scores or not. This will be used in conjunction with the 5-run limit.

9. In an effort to speed up the game so that a full 7 innings can be completed, no warm-up pitches or infield practice will be allowed after the 1st inning. **Exception:** A new pitcher coming into the game will be allowed to warm up.
10. Teams shall be allowed to have an unlimited number of players in the batting lineup. **Exception:** Senior Men's teams are limited to 10 batters when using shorthanded players.
11. The 12-run rule is not in effect.
12. Base stealing is not allowed.

OFFICIAL SOFTBALL

1. All Senior Softball games will be played utilizing an ASA-sanctioned senior softball. The balls are required to have a Ball COR of .44 or under and a Ball Compression of 375 lbs or under, and be yellow optic in color. There will be no exceptions. It is recommended that each team provide one new ball to the umpire and have a suitable "like new" back-up ball available.
2. Senior Men's will use the 12-inch ball. Senior Women's will use the 11-inch ball.
3. **Senior Women's will use the 11-inch ball and must have a Ball COR of .52 and a Ball Compression of 300 lbs.**

PITCHERS MANDATED SAFETY EQUIPMENT

1. All Senior Men's Silver, Bronze and Gold League pitchers SHALL wear a protective face mask in order to pitch in league games. Monday League pitchers are strongly encouraged for their safety, but not required, to also wear protective safety equipment to protect the head, chest/heart and shins. There are no exceptions to this SAFETY rule which is adopted to protect pitchers and to bring the league in compliance with Senior Softball USA safety rules.
2. Pitchers in the Senior Women's League, though not required, are also strongly encouraged to comply with this rule.

PITCHER'S BOX

1. For the safety of the pitcher, a pitcher's box is part of the playing field. The box should be 2 x 10 feet starting at the front edge of the pitcher's plate and extending back toward 2nd base 10 feet.
2. At the beginning and end of all pitches, the pitcher must have both feet firmly on the ground and one or both feet must be within the pitcher's box or in contact with the boundary lines of the pitcher's box.

BATS

All bats used in the Senior Women's League and in the Senior Men's Draft Leagues (Tuesdays and Wednesdays) will follow Gold Division requirements. Bats must have the ASA Certification Mark, meet Rule 3 Section 1 of the ASA Rules, and be included on the list of approved models published by ASA. Any bat listed on the ASA Non-Approved Bat List cannot be used in league or tournament play. The ASA website maintains current lists.

All bats used in Senior Men's Silver League (Mondays) must be Official Softball Bats certified by ASA and/or marked BPF 1.21 or less. Bats must have their original paint markings for complete identification. These bats must meet all other provisions of Rule 3, Section 1 of the ASA Rules, and pass all bat inspections performed by the National Championship Finals Tournament Official. The Miken Ultra is not allowed. The Miken Ultra II and other so called "hot bats" are allowed. These Senior ASA-approved bats must also meet the rest of the ASA bat standards – no cracks, dents or rattles.

SENIOR COURTESY RUNNER

1. An unlimited number of courtesy runners are allowed each inning.
2. A courtesy runner must be on the team's roster but does not have to be in the batting order. A team cannot use a shorthanded player as a courtesy runner.
3. A courtesy runner may be used for a base runner at any time.

4. A courtesy runner is in the game when announced by the offensive team representative.
5. A player may be a courtesy runner only once an inning.
6. A courtesy runner whose turn at bat comes while on base will be called out and will then bat.
7. A courtesy runner may not run for an existing courtesy runner, except for an injury.
8. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
9. Courtesy runners from home plate are allowed in Senior Men's 60-over Draft Leagues (Tuesdays). Individuals needing courtesy runners must apply with and receive approval from the Boise Senior Softball Association board. The courtesy runner will start from the point established by extending a line from 3rd base line through home plate as close to the backstop as possible without interfering with the umpire. The courtesy runner must be the player who most recently finished their turn at bat. The courtesy runner may advance toward 1st base once the bat contacts the ball, but cannot advance beyond 1st base until the next batter. Other runners may advance as normal. In the event the batter making the last out also required a courtesy runner, the courtesy runner duties then fall to the next player who most recently finished their turn at bat. Note: Courtesy runner violations will result in an out and the courtesy runner is removed from the bases.

AGE REQUIREMENTS

1. All Senior Men's teams will not be allowed to have players under the age of 50 on the roster or on the field.
2. All Senior Women's teams will not be allowed to have players under the age of 38 on the roster or on the field.
3. The age a player attains on his or her birthday during the calendar year is considered league age for that entire year.

AGE VERIFICATION POLICY

1. The team manager shall be responsible for ensuring each player is age compliant.
2. Each season the managers will provide a list of players and a copy of their driver's licenses, or any other legal proof of age, to the Senior Softball Board.
3. The Senior Softball Board is responsible for age verification of all players and will sign and verify all rosters in the Senior Softball League.
4. The Senior Softball Board will maintain current signed rosters.

AGE IDENTIFICATION CHECK

A manager may request a player age identification check before or during any Senior game. A player who cannot provide age identification will be allowed to play or continue to play in the game. However, the player must provide age identification to the Senior Softball Board the next working day. If the player does not produce the necessary age confirmation, the Senior Softball Board will notify the Parks & Recreation Coordinator that the game should be forfeited.

SENIOR SHORTHAND RULE

1. The intent of the Shorthand Rule is to allow teams to adjust for temporary roster player shortages before the game begins. After the game begins, only roster players can be added to a team's batting order or to defensive positions. Teams should use the Shorthand Rule only in emergencies. Constant use of the rule will be considered abuse of the rule and will be addressed by the Senior Softball Board and Boise Parks & Recreation.
2. If a team has less than 10 roster players available at the beginning of a league game, the manager may recruit a player(s) from any team within the same league. Up to 2 players may be added to complete the team's 10-batter lineup. The added player(s) may only play the catcher and/or right field positions and must be placed at the bottom of the batting order. Pick-up player cards will not be used.

Or, as an alternative, the team may play shorthanded and may bat a minimum of 8 batters. Outs **will not be assessed** for the missing batters.

Exceptions for Senior Women's League Only: A shorthanded player may be recruited before or during a game and may play defense in any position. The player does not have to be from the same league, as long as age requirements are met. Batting at the end of the batting order is still required. The batting lineup is not limited to 10 batters.

3. Outs **will not be assessed** if a team becomes short of player(s) after the game begins. The team may close up the batting order and bat with as few as 8 batters. If a roster player arrives after the game begins, the player must bat at the end of the batting order.
4. The team manager will inform the other team manager and the umpire before the game begins when a team plans to use a player from another Senior roster to field 10 players, or plans to start the game with less than 10 players.
5. A player may not fill in as a shorthanded player for more than one game per evening. **Exception:** In the last game of the evening if no other players are available to play and if the opposing team manager agrees, playing a second game as a fill-in shall be allowed.

ILLEGAL PLAYER PENALTIES

1. Teams will forfeit all games in which an illegal player participated.
2. Illegal, underage players may not participate in any Senior game for the remainder of the season.
3. The Senior Softball Board must approve an illegal player's reinstatement. The Senior Softball Board shall reserve judgment over the involvement or non-involvement of the manager.

Women's League:

1. When a higher level team plays against a lower level team, the 5-run limit per inning shall apply only to the higher level team. The lower level team is allowed to score unlimited runs every inning. In the last inning, an unlimited number of runs can be scored by both teams.
2. The higher level team automatically becomes the home team.

PLAYER ADVISORY BOARD REPRESENTATIVES

Program/Tournament Director, Mike Altieri 608-7654 maltieri@cityofboise.org
Program/Tournament Director, Travis James 608-7653 trjames@cityofboise.org

PLAYER ADVISORY BOARD

BOARD PRESIDENT

ANDREW PARKER

371-1813

BOARD PRESIDENT

COED - GOLD

ANDREW PARKER – Upper/Middle
KATHY ROYSTER – LOWER

PHONE
371-1813
863-8519

BOARD VICE PRESIDENT

COED - SILVER

SHELLY LENHART

340-2141

COED -SUNDAY

JIM MELIZA

473-1856

MEN'S

DAN ROMERO – USSSA
AARON BALBAS -UPPER
JOE JASZEWSKI- MIDDLE
LOWER

880-8307
949-5065
890-0142

SENIOR'S

JEFF KELLY

860-0913

WOMEN'S

LISA STAUDT
OSHANA SAMPSON
BRENDA THOMASSON (40 & OVER)

867-1275
(509) 540-8751
869-0737

ADDITIONAL RESOURCES

BOISE SOFTBALL UMPIRES ASSOCIATION

JOHN LLOYD, PRESIDENT

440-0736

ASA DISTRICT COMMISSIONER

BILL PARKS

995-1208

ASA DISTRICT UIC

GLENN SLOCUM

440-1288

USSSA UMPIRES ASSOCIATION (UIC)

DAN SEVERSON

376-7741

USSSA STATE COMMISSIONER

DAN ROMERO

880-8307

For league schedules, tournaments and information updates check on our website at <http://parks.cityofboise.org/activities.-classes-and-sports/>
or email sports@cityofboise.org