

**REGISTRATION FOR CITY SPONSORED SOFTBALL LEAGUES
OAK RIDGE RECREATION AND PARKS DEPARTMENT**

(This form must be accompanied by roster and release form)

League Name: Fall Co-ed Softball - 2007

\$265.00 League Registration Fee. Deadline July 27, 2007
\$295.00 Late League Registration Fee. Deadline August 3, 2007
\$ 20.00 Non-Resident Fee (Per Non-Resident Player – Maximum of \$35.00 per year per person)
8/20/07 League Play Begins

Please make checks payable to: City of Oak Ridge

A complete registration packet includes:

- Roster signed by all players
- Total registration fee
- All non-resident fees and/or proof of residency for Oak Ridge residents

Name of Team: _____

Preferred Division: A B

Note: Divisions dependent on # of teams.

Contact Person: _____

Phone: (h)_____ (w)_____

Address: _____

Zip: _____

Email Address _____

Alternate Contact: _____

Phone: (h)_____ (w)_____

Email Address _____

To Be Completed By Recreation And Parks Staff

Date Paid: _____

Total Amount Paid: _____

League Fees: _____

Non-Resident fees: _____

Receipt/check #: _____

Received by: _____

Please deposit in the following accounts:

League Fees Acct. # 1.2640.310

Non-Resident Fees Acct. # 975.5611.25

Staff:

- Roster and medical release form must be attached.
- All non-resident fees must be included in total amount paid. See roster for non-residents.
- Partial payment will not be accepted.
- Deposit immediately with next deposit – Do not hold checks

City of Oak Ridge Fall Softball Organizational Meeting

July 11, 2007

Upcoming Dates to Remember:

July 27	Early Softball Registrations Due
August 3	Late Softball Registrations Due (\$30.00 Late Fee)
August 13	COACHES' MEETING – SCHEDULES AVAILABLE 6:30 PM AT YEARWOOD SOFTBALL FIELD (IF RAINING, CRAFT ROOM AT CIVIC CENTER)
August 20	Co-ed League Play Begins
August 23	Men's League Play Begins
September 3	Labor Day – No Games

Practices:

1. Call 425-3450 to schedule a field. (Non-league teams must submit a roster, \$50 deposit and pay rental fees.)
2. Practice fields available will be Jefferson, Yearwood and Big Turtle. Teams may call a week and a day in advance to reserve a field.
3. A second practice in a week may only be reserved by calling the day of the desired practice.
4. You must pick up permits and pay light fees at the Civic Center front desk. If your team fails to pick up a permit, reservations will no longer be taken over the phone. You must take your permit to the field!
5. Credits will be given for rainouts.
6. Lights are not to be used without a permit. Please shut off the lights when you leave!

2007 New or Revised Rules

Participation: No player will be allowed to play on more than one team within a league. Ex. Players in Co-ed A cannot play in Co-ed B. Men's Division A players cannot play in Division B (if we have enough teams to split). No "competitive level" players will be allowed to play down in a lower division.

Rule 5.t.1: Any team whose player(s) is found inside the ballparks and /or dugouts and the surrounding area with alcohol will forfeit the game. Any alcoholic containers (empty or full) found in a dugout will also be cause for forfeit. Check your dugout before your game! Reminder: Spectators found with alcohol will be asked to leave. Do not allow them in or around your dugout!!!

Coaches will be held responsible for the behavior of their players. "Impaired" players are a liability not only to themselves but other players as well. Please do not put players on your roster that cannot be trusted to act (and drink) responsibly.

Special rules for Co-ed #3: A "removed" player will be any player unable to come to bat or play his/her defensive position at any point in the game. If a player is removed and no substitute is available, then an additional corresponding male or female must also be removed. Although any player may be removed, the batting order must continue to alternate between males and females.

Scheduling: It was decided at the summer preseason coaches' meeting that all games in a season should count equally towards league standings regardless of the number of times each team played an individual competitor as compared to others in the league. The perception was that the number of forfeited games would be reduced if all games counted equally. This format will continue until there are requests that the policy be reconsidered.

2006 New or Revised Rules

Rule 5.f: Players not in the game must remain in the dugout.

Rule 5.k: All leagues will be playing with a starting one and one (ball and strike) count.

Rule 5.p: If a bat is in question, it must be approved **before** game time or not used.

Rule 5.q: Any player found coming to bat with an illegal bat will be ejected from the game and the next scheduled game.

Rule 5.r: Play stops immediately if medical attention is required. Official's judgment re: advancement

SEAA Rules re: Double first base (Also listed on page 5 of league rules)

At facilities that use the double base at first base:

1. A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
2. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion.

3. On any force out attempt from the foul side of first base, or an errant or missed throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or colored portion. NOTE: This includes overthrows.
4. On extra base hits or balls hit into the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion.
5. When tagging up on a fly ball, the white portion must be used.

Preseason Reminders:

1. **Completed roster forms should be turned in at the time of registration. After team commitments are made, new players must be added at least one day in advance of the game in which they are to play. No late sign-ups will be taken at the ball field, nor will roster forms be available at the field. The league will take no responsibility for teams who forfeit due to lack of eligible players. The deadline to add is September 1. No player will be allowed to play without first signing the team's roster/medical release form and either submitting proof of residency or paying a non-resident fee. Fees can only be paid at the Civic Center; they cannot be paid at the field.**
2. Coaches and players must all sign the team roster form. No one should be in a team dugout or on the field if they are not on the official roster. All players and coaches are to be in uniform.
3. Non-Resident Fees - \$35.00 maximum per year (July 1, 2007 – June 30, 2008)
4. Team jerseys must be worn with unduplicated, one or two digit numbers (No symbols). If a team does not have jerseys, same colored shirts with unduplicated numbers will be the requirement. Coaches, please have additional shirts available for those without a jersey! **This rule will be enforced beginning September 3.**
5. Jerseys, as well as other clothing, cannot display profane or sexually explicit language or graphics. Taping over inappropriate words or graphics will no longer be allowed due to the poor adhesion of some tapes. The shirt goes!
6. Division B coaches must respect their responsibility to see that only recreational players are allowed onto their team. Every player needs to play in the division appropriate for his/her skill level
7. The last team named on the schedule is the home team. The home team of the first game is responsible for the lining of the field. The combination on the storage building is **1868**.
8. The home team is responsible for supplying one new white .44 cor ball (maximum compression of 400) per game. The visitors must supply a good used .44 cor ball. Both teams will hit the same ball.
9. For reasons of safety, City leagues will be using single wall bats only. An official must approve any questionable bat **before game time**. If a bat is in doubt, do not use it. Please see the list of approved bats. This list has been compiled by the Bomani Sports Research Softball Association as a reference for leagues such as ours. New bats may be added to this list during the course of the season. Because there are so many new bats hitting the market each season, there is no way we can keep up with all of them. For this reason, we will stay with those bats identified as single wall by Bomani. We have found that information offered by manufacturers is not always reliable.
10. Reminder: Players found coming to the plate or hitting the ball with an illegal bat will be ejected from the current game as well as the next scheduled game for unsportsmanlike conduct. See rule implications for each league.
11. Coaches, please make sure all of your players are eligible. The scorekeeper will have a list of eligible players at game time so make sure your rosters are in agreement. It would be wise to keep a copy of all submitted team paperwork. **Any game played with ineligible players will be a forfeit.** When submitting line-ups, coaches must include first and last names as listed on the team roster form. No nicknames please. Please list substitutes also. All players' names, including substitutes, must be submitted to the scorekeeper prior to game time. The opposing coach, the scorekeeper or an official may question the eligibility of a player. All players must be prepared to provide proper identification if their eligibility is in question. Because of strict enforcement of this rule, rosters may include up to 25 players. **Coaches Note: There are also legal implications with ineligible players.**
12. Game time is forfeit time. There will be no grace period. Late arrivals are a team issue, not a league issue. Coaches should compare watches with the umpire well in advance of game time to avoid any confusion.
13. Forfeits: If you know ahead of game time that you will not be able to field enough players for your game, please notify Paula at 425-3440. The opposing team will then be notified.
14. A team must have at least 9 players to start a game. A 10th player may be added at any time during the game. At no time will the 11th player be added once the game has begun. **If a 10th player is not added, there will be an automatic out recorded in that batting slot.** (Note: Do not put players in your line-up if they are not present.)
15. Co-ed: If your team is short one man or woman, forcing you to play with only eight players on the field, you are then only allowed to bat 8 players even though your ninth player may be present. **Outs will be charged to the two missing players in the batting order.** You may add the ninth and tenth batters (together) at any time during the game. If you want 12 players in your batting order, you must start the game with them. The eleventh and twelfth batters may not be added once the game has begun. (Note: Do not put players in your line-up if they are not present.)

16. Co-ed: If a woman pitches, a man must catch. If a man pitches, a woman must catch. There are no restrictions for placing players in the field.
17. Co-ed: There will be no switching between infielders and outfielders during an inning, other than the pitcher.
18. Courtesy runner: One per inning. May be any player on the roster. Co-ed: Man for man and woman for woman.
19. League Champion will be determined by total number of games won. In the event of a tie, head to head scores, total points in head to head competition and performance against common competitors will determine the league champion. There will be no league play-off games.
20. Poor sportsmanship – Coaches will be responsible for the conduct of their team.
21. Alcohol – **Alcohol is not allowed at the ball field! Games will be forfeited.** Players found in possession of alcohol will cause their team to forfeit. Alcoholic containers (empty or full) found in a dugout (with or without an owner) will be cause for forfeit. Reminder: Spectators found with alcohol will be asked to leave. Do not allow them in or around your dugout!
22. Report any injuries, vandalism or field damage to the Civic Center Front Desk (425-3450) or Paula (425-3440).
23. Call **425-3453** after 4:00 PM for rainout information.
24. In the event of rain after 4:00 PM, report to the field where the umpire will make the decision as to whether the field is playable. It is each team's responsibility to make sure that the umpire officially calls the game before leaving the park. If games are cancelled, the field is closed. Any team taking the field for practice and causing damage will be responsible for the cost of repair.
25. Please clean up your dugout and social area in the parking lot before leaving for the evening.

SEAA Web Site for official rules: www.seaasoftball.com



**City of Oak Ridge
Recreation and Parks Department
Athletics**

Eligible Single-Wall Bats – Fall 2007

Updated July 10, 2007

**Anderson Flextech
Anderson Pyrotech
Bombat J14
Bombat Johnny Ice
Catapult C405
DeBeer Clincher Silver
DeBeer Icon
Demarini Bruiser
Demarini Destroyer
DeMarini Nitro
DeMarini Ultimate Weapon
DeMarini Venum
DeMarini Vexxum
DeMarini White Steel
Dudley Assault
Dudley Assault II
Easton Cyclone
Easton Diamond Pro
Easton Edge
Easton Hammer
Easton Havoc
Easton Impact
Easton SZ77
Easton ConneXion Gold (No C/Z/Ti Core!)
Easton CXN ConneXion*
Easton ST10 ConneXion
Easton Rebel Sc888
Easton Redline Sunbelt
Easton Reflex
Easton Reflex C405
Easton Stealth (Note Stealth Comp. Illegal)
Easton Triple 7 (SC777)
Easton X-treme
Grover MVP
Grover Silver
Grover Gold
Kelly Mach 10
Nike Battaboom
Nike Black Powder
Nike Bomber Show
Nike Hawk
Nike Ignitor
Nike Kaos
Nike Keystone
Nike Storm**

Nike Venom
One Cryo Equalizer
Power Flight Aerodyne
Powerhouse Xtreme
Powerhouse Troy Brumbalow
Rawlings Powerforged
Steele's Blue
Steele's Laserflex
Steele's Storm
Toledo Buzzsaw
Toledo Inferno BL
Toledo Inferno EL
Toledo Nitroglycerin
TPS Advanced Player
TPS C405/C405 Plus
TPS C555
TPS Dynasty Power Dome
TPS Gamer
TPS Gen 1X Power Dome (Not Gen 1X !)
TPS Gold
TPS Powerdome (All Models)
TPS Response Powerdome
TPS Samuri
TPS Slash
TPS Silver Slugger
TPS Warrior Powerdome
Wilson Beast
Worth Clincher
Worth Excaliber
Worth Flame*
Worth Insanity Blue ASA (Insanity Gold Illegal!)
Worth Insanity (W4SB7) *
Worth MG46 (SSMG)
Worth Powercell
Worth Powerzone (WSBR)
Worth Silencer
Worth Supercell
Worth Supercell VT
Worth Ultraflex
Worth WhiplashW3SB

*** Newest Additions**

Note: Balls labeled USSSA "Elite" are .44 cor & 400 compression



City of Oak Ridge Recreation and Parks Department Athletics

Illegal Bats for the Fall 2007 Season

For reasons of safety, City leagues will be using single wall bats only. Double and Triple walled bats are not allowed. Bats are considered illegal based on several categories, which include but are not limited to: multi-walled or similar construction, exceeds 120 bpf, contain titanium, or pose a potential significant risk for injury. Although a bat may be ASA or SEAA approved, it may not be legal in our leagues. **The umpires will make the final decision. All bats in question must be approved before game time!** Please read the provided list of illegal bats as a reference. This list is a guideline and may not be limited to only these bats. New bats may be added to this list during the course of the season.

Akadema Xtension

Anderson RocketTech
Anderson RocketTech Composite Killer
Anderson RocketTech Reloaded
Anderson Techzilla
Anderson Techzilla Composite Killer
Anderson Techzilla Reborn
Anderson Techwrap
Anderson Wraptech
Bombat TD2
Combat B1 DaBomb
Combat B1 98
Combat C4
Combat SX3 (All Models)*
Combat Throttle*
Combat Virus (All Models)*
DeBeer Clincher EST
DeBeer Shockwave
DeMarini B-52
DeMarini Classic
DeMarini Dark
DeMarini Demolition
DeMarini Distance (All)
Demarini Double Wall
DeMarini EVO (All)
DeMarini FatBoy
DeMarini F2 and F3
DeMarini Juggernaut*
DeMarini Juice (All)
DeMarini Rayzr
DeMarini 375

Dudley Fusion
Dudley Fusion 2
Easton C-Core
**Easton ConneXion w/
C/Z/Ti-Core (All)**
Easton Redline
Easton Reflex C-Core
Easton Stealth Comp (All Models)
Easton Stealth CNT Sc900
Easton Synergy (All)
Easton Synthesis (All Models)
Easton Ti-Core
Easton Titanium ConneXion
Easton Tri-Shell
Easton Tri-Shell ConneXion
Easton Z-Core
Grover Platinum
Grover Platinum II
Hale Halestorm
Kelley Wraptech
Miken Camo (All)
Miken Edge
Miken Freak
Miken Freak 98
Miken Freak Plus
Miken Maniac (All Models)
Miken NRG (All Models)*
Miken T22C6
Miken Ultra (Bal. & Maxload)
Miken Ultra II
Miken Velocit-E
Miken Velocit-E II

Miken Viper
Mizuno Blur
Mizuno Crush (All Models)*
Mizuno Envy
Mizuno Fury
Mizuno Rage
Mizuno Techfire
Mizuno Wrath (All Models)
Nick Air Max Thrust
Nike Air Storm
Nike GPT
Nike Air Storm GPT
Nike Surge
Nokona Renegade*
Nokona Tomahawk*
One Cryo Equalizer 2
Powerflite JA-7 ERC
Powerhouse Ozone
Powerhouse Ozone II
Rawlings Plasma (All Models)
Rawlings Liquid Metal Plasma
Rawlings Silverback
Rawlings ACL Silverback
Rip-It Elite (All Models) *
Steele's Alien
Steele's C555
Steele's Impact 2
Steele's Laserflex 2-wall
Steele's 7178 XLT
Steele's 7178 XLTG
Steele's Triple X
Steele's Turboflex
TNT Power
Toledo Katana
TPS A1
TPS Air Attack
TPS Air Attack II
TPS Air Attack 3

TPS Air Inertia (All Models)
TPS Catalyst
TPS Double Action
TPS Double Threat
TPS Dynasty XXL
TPS Gen1X
TPS Genesis
TPS Genesis SB34
TPS Inertia
TPS Nexus (All Models)
TPS Response XXL
TPS SpringSteel
TPS Voltage*
TPS XXL
TPS Warrior XXL
TPS Response Ti XXL
Worth EST Hybrid
Worth EST/EST MAX (All)
Worth GX4 Dimension
Worth Insanity Gold ASA
Worth Max 120
Worth Max 120 Wicked
Worth Mayhem (All)
Worth Prodigy ASA
Worth Mutant*
Worth PST & PST xtra (All)
Worth SBWK
Worth 3DX
Worth Wicked Whiplash
Worth Wicked / Wicked EST
Worth Wicked Composite
Worth Wicked Insanity
Worth Wicked xtra
Worth WS23 EST (All)

Updated 7/10/07

CITY OF OAK RIDGE SOFTBALL LEAGUE RULES

Recreation and Parks Department – Fall 2007

1. **ROSTERS:**

Player rosters are limited to 25 active members per team.

- a. The manager does not count unless he plays.
- b. All players **MUST** personally sign the Roster & Medical Release form.
- c. Additional players – Additions to rosters will not be allowed after **September 1**. Only the coach or manager may add names to rosters. The following are due 24 hours in advance of their participation.
 1. Roster & Medical Release form must be signed, completed and returned to the Recreation and Parks Department.
 2. Non-resident fee, if applicable, must be paid or resident verification submitted.

2. **RELEASE FORMS:**

Everyone who participates in league play, including non-playing managers, must sign a Roster & Medical Release Form to release the Recreation and Parks Department and any other person connected with league softball of any responsibility in case of an accident. This form must be turned in by the league deadline with the league fees, non-resident fees and proofs of residency for Oak Ridge residents.

3. **ELIGIBILITY:**

Coaches of teams are responsible for the eligibility of their players and shall be held accountable by the Recreation and Parks Department to furnish proof of eligibility. To be eligible, players:

- a. Must be 18 years of age.
- b. Must be on official roster.
- c. Must be able to verify identity.
 1. ALL players utilized by a team are required to produce, upon request, verification of identity, which exhibits their picture or signature. **IF A PLAYER REFUSES TO SHOW HIS OR HER I.D., THE GAME CAN BE PROTESTED AND, IF UPHELD, WILL BE DECLARED A FORFEIT.** If the issues can be resolved on the field, the umpires should attempt to do so. If the issue is not resolved, a protest must be filed and normal review followed.
 2. Any player in question regarding his or her identity will be required to place his/her signature on the game sheet.

4. **UNIFORMS: (Enforced beginning September 3)**

- a. Uniform jerseys with at least 6" numbers are encouraged.
- b. No two (2) players may use the same number during a game.
- c. It is suggested that players conform to the SEAA rule on uniforms; however, the league requirement will be:
 1. **Team jerseys must be worn with unduplicated numbers.**
 2. **If a team does not have jerseys, the same color shirts with unduplicated numbers will be the requirement.**
 3. **Legal numbers will be of no more than two digits. Symbols are not considered legal numbers.**
 4. **Clothing may not display profane or sexually explicit language or graphics.**
- d. SHOES
 1. **NO METAL SPIKES OR FOOTBALL CLEATS WILL BE ALLOWED.**
 2. Players must wear molded sole shoes, tennis shoes or softball shoes.
 3. No bare feet will be allowed.

5. **LEAGUE RULES:**

- a. Leagues will be governed by the playing rules of the current SEAA Softball Guide.

- Exception: Local league rules shall supersede SEAA rules. (www.seaasoftball.com)
- b. No infield or "pepper" will be permitted before any game.
 - c. No one is to be on the fields after they have been floated and/or lined for the games that day.
 - d. The home team is responsible for supplying one new **white** 12", top grade, stamped maximum **.44 cor ball**. Maximum compression will be 400. The visitors must supply a good used .44 cor ball. Both teams will hit the same ball.
 - e. If a team hits a ball out of play and it does not come back in or is ruled unplayable by the umpire, it is that team's responsibility to throw in another playable ball which conforms to standards stated in 5d. Both teams will hit the same ball.
 - f. No more than two coaches per team shall be on the field and only one manager and designated team captain may confer with the umpire. **Players not in the game must remain in the dugout!**
 - g. **Game time is forfeit time. A team must have at least 9 players to start the game.** A 10th player may be added at any time during the game. At no time will the 11th player be added once the game has started. **If a 10th player is not added, there will be an automatic out recorded in that batting slot.**
 - h. All players, managers or coaches planning to be utilized during a regular league or tournament game must be seated on the team bench in uniform.
 - i. Only managers or coaches whose names are on the official roster are to be on the field or in the dugout at any time during or after a game. Anyone who is not on the roster and is on the field or in the dugout could cause your team to forfeit.
 - j. Games will be scheduled 60 minutes (one hour) apart. After one hour of actual playing time, no new inning can be started. Exception: In case of a tie, the game will continue until one team is one or more runs ahead at the end of a complete inning of play.
 - k. All leagues will be playing with a starting one and one (ball and strike) count.
 - l. In the first inning, pitchers will be allowed 5 warm-up pitches; after the 1st inning, the pitcher shall be allowed one (1) warm-up pitch. Any time a team changes pitchers, he or she will be allowed 5 warm-up pitches their first inning.
 - m. The game will be called if a team is ahead by 20 runs at the end of the 3rd inning, 12 runs after the 5th inning or 10 runs after the 6th and beyond. This rule includes tournament play.
 - n. A written, legible line-up must be given to the official scorekeeper prior to game time along with a designated captain. **Names of additional players will also be submitted at this time.** Changes in line-up are permitted until game time. A player is considered officially in the game if his/her name is on the scoresheet at game time.
 - o. Home Run Rule: Each team will be allowed 3 "out of the park" homeruns (homeruns inside the park are not included). Each homerun after that will count as a single.
 - p. For the safety of players, double and multi-walled bats are not allowed. These include any bats listed as a "double sleeve", "multi-walled", "exterior shell", or cryogenic bats with a double sleeve. Although a bat may be ASA or SEAA approved, it may not be legal in the City leagues. See the list of approved single wall bats for the current season. **The officials must approve any questionable bat before game time. If a bat is in question and has not been approved, do not use it!**
 - q. Any player found coming up to bat or found hitting the ball with an illegal bat will be ejected from the current game as well as the next scheduled game for unsportsmanlike conduct. (See City rule 6.a)
 - Co-ed Leagues – If there is no substitute available for the ejected player, a corresponding male or female must also be removed from the game. There

will be an out for each missing player in the batting order. If the offending team is only playing with 8 players and drops down to six, the game is a forfeit.

- Men's, Women's and Master's Leagues – If there is no substitute available, the missing player in the batting order will become an out. If the ejection forces a team down to a number less than that required to start a game, then the game is a forfeit.
- r. If in the official's judgment an injury has occurred requiring medical attention, play will stop immediately. Before resuming the game, runners will then be placed **at the officials' discretion** on base where they would likely have advanced should play have continued.
- s. League Champion will be determined by total number of games won. In the event of a tie, head-to-head scores, total points in head to head competition and performance against common competitors will determine the league champion, in that order. There will be no league play-off games.
- t. Forfeits –
1. **Any team whose player(s) is found inside the ballparks and/or dugouts and the surrounding area with alcohol will forfeit the game.** Any alcoholic containers (empty or full) found in a dugout will also be cause for forfeit. Reminder: Alcohol is not allowed on school property.
 2. Failure of an ejected player to leave the premises within 5 minutes (out of sight and sound) will result in his/her team forfeiting the ball game. The premises includes the general area: playing field, parking lot, bleacher, 100 ft. radius of the fences.
 3. A team must have 9 players to start a game. If a team of 9 eligible players cannot be fielded at the scheduled starting time, the team ready to play shall win by forfeit. **There will be no grace period.**
 4. Any team using an ineligible player shall forfeit all games in which that player has played.
 5. Any team found to be playing with an illegal player after game play has begun will forfeit that game. The offending player will be suspended for one week per violation from all play in leagues and tournaments organized by the Oak Ridge Recreation & Parks Dept.
 6. An official, scorekeeper or the opposing team's coach, manager or captain, may request verification of the eligibility of a player. See Rule 3c.
 7. Any league team to forfeit 3 games during their regularly scheduled league play will not be allowed to participate in the league tournament.
 8. Games forfeited on make-up dates will not be counted against teams with regard to disqualification.

6. **SUSPENSIONS AND PROTESTS:**

a. **SUSPENSIONS:**

Players, managers, coaches, etc., who are guilty of unsportsmanlike conduct will incur the following penalties:

1. Ejection from remainder of the current game plus the next scheduled game.
2. The second ejection will be an automatic suspension of from four (4) games up to a maximum of 12 months suspension.
3. Any participant ejected must leave the premises within 5 minutes. The premises include the general area: playing field, parking lot, bleachers, and 100 ft. radius of the fences.
4. Failure to leave will result in the ejected player's team forfeiting the game.

5. Any person receiving a suspension has the right to appeal, in writing, within a forty-eight (48) hour period. Appeals are to be directed to the athletic office of the Recreation and Parks Department.
6. Cursing or any type of profanity will not be permitted at any time.
7. Any verbal or physical abuse of an official or player is an automatic one-year suspension.

b. **PROTESTS:**

1. When making a protest in a league game, you must notify the plate umpire and official scorekeeper before the next pitch. A written protest will be submitted to the Athletic Office of the Recreation and Parks Department by 5:00 PM of the next working day after a protested game. A \$25 protest fee must accompany the written protest. No protest money will be necessary in tournament play.
2. In all tournaments sponsored by the Recreation and Parks Department, the protest must be resolved prior to the next pitch of the game.
3. The only type of protest that may be filed is a rule interpretation.
4. **A judgment call made by an official cannot be protested.**
5. All protests will be handled by the Recreation and Parks Department.

7. **RAIN-OUTS:**

In the event of bad weather, teams may call the Recreation and Parks Department Information Line at 425-3453 after 4:00 PM to find out if games are canceled. If the line has not been updated by 4:00 PM, call the Recreation and Parks Department at 425-3453. **DO NOT CALL BEFORE 4:00 PM.** If rain occurs after 4:00 PM, report to the field where the umpire will make the decision. It is each team's responsibility to make sure the umpire officially calls the game before leaving the park. When games are called because of inclement weather, the fields will be closed and unavailable for practice. Teams who do not comply with this policy could lose practice privileges for the remainder of the season.

9. **SCHEDULING:**

Games shall be scheduled at the discretion of the Recreation and Parks Department. **NO games will be rescheduled because of individual team conflicts.** The only games that will be rescheduled will be those cancelled due to weather, field conditions and City scheduling conflicts as determined by the Recreation and Parks Department.

Although softball is a non-contact sport, participants are warned that the possibility for injury does exist.

Last Revision: March 2, 2007

SEAA RULE 10--BASE RUNNING

At facilities that use the double base at first base:

1. A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
6. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there

- is a play being made at first base and the batter-runner touches only the white portion.
7. On any force out attempt from the foul side of first base, or an errant or missed throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or colored portion. **NOTE: This includes overthrows.**
 8. On extra base hits or balls hit into the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion.
 9. When tagging up on a fly ball, the white portion must be used.

SPECIAL RULES FOR CO-ED LEAGUE

BASES DISTANCE	65'
PITCHING DISTANCE	50'
PLAYERS	10 (5 males, 5 females)

1. Defense - If a man pitches then a woman must catch. If a woman pitches then a man must catch. There are no restrictions for placing players in the field for positions other than the pitcher and catcher.
2. A team may start the game with 8 players, four men and four women, and may add the 9th and 10th players at the end of the line up at any time during the game. The 9th and 10th players must be added at the same time so there will always be the same number of men and women playing at all times. **If the 9th and 10th players are not added, there will be automatic outs recorded in those batting slots.** At no time will the 11th and 12th players be added to the line-up after the game has started.
3. If a player is removed from the game for any reason and a substitute is not available, then an additional male or female player must be removed to maintain an equal number of male and female players. A player in any position of the line-up may be removed but batting order must alternate between males and females. If removal leaves less than 8 players, the game will be forfeited. **When a removed player's position comes to bat an out will be recorded.** Note: In this circumstance a "removed" player will be any player unable to come to bat or play his/her defensive position at any point in the game.
4. **There will be no switching of infield and outfield positions during an inning, with the exception of the pitcher (effecting only two players). Outfielders must stay in the outfield and infielders must remain in the infield throughout the inning.**
5. Batting order shall alternate sexes. If a man is walked, the woman who follows will have the choice to walk or hit, regardless of the number of outs.
6. The Championship game for the tournaments will be played to the full 7 innings regardless of time with the run rule in effect.
7. Courtesy runner. A team may use only one courtesy runner per inning. The courtesy runner for a woman will be a woman. The courtesy runner for a man will be a man.

Although softball is a non-contact sport, participants are warned that the possibility for injury does exist.

Last Revision: March 8, 2005

OAK RIDGE RECREATION & PARKS ROSTER FORM AND MEDICAL RELEASE – Softball

TEAM:	COACH:	PHONE (h):
ASS'T. COACH:	PHONE (h):	ADDRESS:
ADDRESS:	PHONE (w):	LEAGUE:

I, whose name is listed on the same line with my signature below, fully understand the risk of injury arising from my or my child's participation in softball. I hereby assume all risks and hazards incidental to such participation, including transportation to and from all activities; and do hereby waive, release, absolve, and indemnify and agree to hold harmless the City of Oak Ridge, organizers, sponsors, supervisors, and participants, for any claim or injury or liability that may hereafter arise as a result of participating in softball. I make this agreement on behalf of myself, my heirs, and my estate. I also grant permission to managing and/or coaching personnel or other department representatives to authorize and obtain medical care and treatment from any licensed physician, hospital or medical clinic, including minor surgery, deemed necessary by a duly licensed physician should I become ill or injured while participating in softball. For youth sports (under age 18), a parent or guardian's signature is required for participation.

PLAYER NAME	BIRTHDATE	ADDRESS	SIGNATURE
1.			
2.			
3.			
4.			
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