

2026 P.A.S.O. ADULT SOFTBALL ORGANIZATION RULES

MANAGERS ARE RESPONSIBLE FOR HAVING THEIR PLAYERS & FANS BE FAMILIAR WITH AND OBEY LEAGUE RULES AND THE ACCOMPANYING “**CODE OF CONDUCT**” (AKA “THE PACKET”).

I. GOVERNANCE

- The Softball Director’s duties include, but are not limited to, serving as Director and shall have, save for exceptions noted elsewhere in this packet, final authority pertaining to all league rules. The Director has the authority to eject any manager, player, spectator or any other person from the facility for misconduct or any necessary reason. The director’s decisions are final.
- Any disciplinary appeal of our League Director’s decision can only be heard by and voted on by the Paso Adult Softball Organization Board of Directors (hereinafter, “The Board”).
- P.A.S.O. and our sanctioning body’s (AFA) rules govern league play.
- The rules herein can be changed **ONLY** by a vote of the Board; changing/waiving rules because “it is okay with us/the other team” is **NOT** permitted. The Board also has the authority to determine the number and type of divisions of play and the full authority to determine the eligibility of any team.
- The Board also may make or change rules in order to maintain or improve the health of the softball program. This includes making or changing rules during a season of play. Their interpretation of the rules is final.
- The Board has the full authority to suspend or remove players from playing in the Organization.

II. PARTICIPANTS’ RESPONSIBILITIES

Managers must ensure that their players and fans/spectators know, understand and follow P.A.S.O. rules or risk being disciplined as described elsewhere in this packet. Each player and spectator is responsible for following the Code of Conduct while at the facility.

1. Insurance: P.A.S.O. **DOES NOT** carry any insurance to cover individuals who are injured during play.

2. Park Guidelines:

Each team is responsible for cleaning its dugout following its game(s); this includes water bottles, trash, etc. Also, it is the manager’s responsibility to make sure his/her team’s spectators are cleaning their area in the stands. Failure to do so may result in forfeiting your game.

3. Glass Bottles:

No glass bottles/containers are allowed at the softball fields at Barney Schwartz Park! Any team found in possession of glass bottles/containers **WILL FORFEIT** their game automatically. **THIS IS YOUR WARNING!** No other warnings will be issued. If it is prior to your game, you will forfeit your game. If it is after your game, you will forfeit your next game. **NO EXCEPTIONS!**

4. Alcoholic Beverages:

Alcohol is prohibited at Barney Schwartz Park. This means that visible alcoholic beverages are not permitted in the park. Per a city ordinance from 1992, alcohol is strictly prohibited inside the dugout and playing field at all times. The team manager and any players found with alcohol in the dugout will automatically be suspended for seven days from all Organization events and be placed on probation for the remainder of the calendar year.

5. Smoking: Smoking is not permitted anywhere within the confines Barney Schwartz Park.

6. Children: For safety reasons, children are not allowed in the dugout during a game, without exception. **The league is not a babysitting service.**

7. Music:

- For safety reasons – participants must be able to hear the umpire and scorekeeper at all times! Music devices (including, but not limited to, audio equipment and Bluetooth speakers) **ARE NOT ALLOWED ON THE FIELD OR IN THE DUGOUT. VIOLATIONS WILL RESULT IN FORFEITS.**
- Any music being played at your field must be being played by the team at bat.
- Any music being played close to the field must have its volume maintained to where the music does not disrupt the play on the field. Any music that is offensive, disruptive or distracting will not be tolerated. If you are asked by a league official to address your music, please do so or you will be leaving the premises with it.

III. FORMAT AND SCHEDULING

- A. League fees **MUST** be paid by a team's third game of the season.
- B. Any team that pays after the league fee deadline will be charged a \$ 20 per day late fee.
- C. ***No refunds will be given once teams are placed into divisions.***
- D. In order for a division to be formed, there **MUST** be at least four teams in it. Divisions will not be combined unless it is determined by the Board to be in the best interest of the organization.
- E. The results of the ten game regular season determine seeding for the playoffs. The top four teams in the standings make the playoffs.
- F. Managers must inform the Director upon roster submission of special requests or possible conflicts (i.e. not being able to play on a specific night or specific game time or players playing on multiple teams) on their roster. Efforts will be made to accommodate all requests but requests may not be able to be honored.
- G. The Board may vote to move teams up or down division(s) during league play in order to provide for better play and competition. Any board member who plays in a division where a team may be moved will not be allowed to vote on any possible team movement. Said board member is entitled to give their opinion on the subject to the board of directors.
- H. Teams that won a division in the last season that they played may be moved up to the next highest division at the discretion of The Board.
- I. It is **MANDATORY** that a representative from each team in the league attends the preseason manager's meeting. Failure to do so will result in said team's 2nd game of the season being a forfeit and the fee for said forfeit will apply.

IV. ROSTER INFORMATION

- A. Rosters are available from our Director or on our website, www.pasosoftball.org.
- B. Players must be at least 16 years of age during 2026 to be eligible to play on a team.
- C. All players under the age of 18 must have a signed parental liability waiver on file **BEFORE** they are allowed to play. Waivers are available in each scorebooth and from our Director.
- D. Legal rosters must contain a minimum of eight players and a maximum of eighteen players.
- E. All players must sign their team's roster before being allowed to play in a game.
- F. **Once a team's roster has been turned in to the Director, only the team manager may add or drop a maximum of four (4) players from the roster for free. Adds or drops after four (4) players will cost an additional \$ 20 each AND are subject to Board approval.**
- G. To add a player after the roster has been submitted, managers must submit an add/drop slip to the Director at least **two days prior to their game**. If a player's add/drop slip is not submitted **AND approved by the Director**, at least two days prior to your scheduled game, said player will not play. Add/drop slips are available at the fields or from our Director.
- H. It is the manager's responsibility to ensure that player(s) being added to their team's roster are legal players. If it is verified at any time that a player is illegal, all games played with the illegal player will be forfeited and the manager will be suspended from their team's next game.
- I. All participants on the field must be listed on the official roster and, if a question of eligibility arises, must show photo ID immediately. Eligibility may only be challenged by the scorekeeper, the opposing manager or the umpire. The player will be asked to show photo ID; the game clock will not be affected should the player have to leave the field to get their ID. Failure to provide said ID will result in a forfeit unless the illegal player is detected before the game, in which case no forfeit will be assessed. Both the umpire and the scorekeeper must be notified when an illegal player is detected as only the umpire can forfeit the game. The Director can forfeit the game after the fact if he/she finds the cheating up to the time of that team's next game.
- J. The deadline for adding players is your team's third game. After the add/drop period concludes, only emergency adds will be considered by the Board.

V. TEAM AND PLAYER ELIGIBILITY

- A. If in the opinion of the Board, a player is too exceptional in ability to participate on a team in a specific division, said player will be removed from said team's roster. Any board member who plays in said division will not be allowed to vote on possible player removal from a team's roster. Said board member is entitled to give their opinion on the subject to the Board.
- B. No player may play more than one division below the highest division he/she plays in each night. For example, a player may play in the upper and middle division on Monday night. Said player cannot play in the upper and lower division on the same night.
- C. If a player plays more than one division below the highest division he/she plays in on a league night and is caught doing so during or after the game, said player will be immediately suspended from all P.A.S.O. sanctioned games for eleven (11) weeks in which we have games. Also, the game in which the rule violation occurred will be forfeited and the team manager of the player who violated the rules would be suspended for seven days, effective immediately.
- D. A game played with an illegal player will be forfeited **AND** both the manager and said illegal player will be suspended. The manager will be suspended for his/her team's next game. The illegal player will be suspended from all P.A.S.O. games for seven days.
- E. Players must play in a minimum of four (4) full games in order to be eligible to participate in the playoffs.
- F. Players may play on more than one team within the same division during the regular season, but not in the playoffs.

Note: *Players listed on multiple rosters in the same division will only play on one team in the playoffs. Any player who qualifies to play on more than one team in the same division will be asked by the Director to declare what team he/she will be playing for during said playoffs before the playoffs begin.*

All managers in said division will be informed of the player's declared team.

- G. The Director has the final authority to make exceptions regarding eligibility and roster procedures.
- H. ***Emergency Situation*** - After the add/drop period concludes, a written petition will be considered by the Board if a team loses multiple players due to injuries, work transfers or players moving out of the area. If the manager explains that the team roster is below twelve (12) players, the manager may be allowed to add players so that the number of players on the roster is twelve (12). Players added must be of equal or lesser ability. Final authority regarding the emergency situation rests with the Board.

VI. GAME RULES

- A. Players who pitch **MUST** wear a facemask.
- B. It is the manager's responsibility to turn in a copy of your team's lineup and make sure it is written properly with the player's names as listed on your roster. The lineup is checked to accurately account for a player's games played to determine playoff eligibility. You can write nicknames on the lineup; please write them next to the correct name listed on your roster. Failure to do so may result in player(s) not being eligible to play for your team in the playoffs.
- C. Each team is responsible for a \$ 15 umpire fee, due before the game starts, payable to their umpire. If the umpire fee is not paid before the game begins, the umpire may declare a forfeit.
- D. When a copy of a team's lineup has not been given to the scorekeeper by the **SCHEDULED** game time **AND** the umpire is ready to begin the game, the umpire will start the game and begin to call outs against the team without a lineup. Any outs called during the delay of the game will stand and; if a team's lineup is not turned in within five minutes of the scheduled game time, the game **WILL BE FORFEITED**. The \$30 forfeit fee applies.
- E. A grace period can be used **ONLY** if a team does not have at least eight (8) players to start a game. There is a ten (10) minute grace period for the 6:15 game, a five (5) minute grace period for the 7:30 game and **no** grace period for the 8:45 game. The grace period is part of game time.
- F. After sixty minutes of game time, the umpire will announce the following inning to be the open inning. Our games last for seven innings or sixty minutes and the open inning, whichever comes first.
- G. Game time starts when the umpire tells the home team to take the field. The scorekeeper will record and keep the official time the game begins and ends. The umpire will announce the time the game begins to both teams.
- H. All players, except the first and third base coaches, the batter, any runners and the on-deck batter, must remain in the dugout or off the field. Failure to do this could result in an out being called by the umpire for offensive interference.
- I. On deck batters must remain in or near the on deck circle, out of the way of live play until the umpire has called time. Failure to do this could result in an out being called by the umpire against the batter for offensive interference.
- J. Only the umpire may ask the scorekeeper for help in determining if a runner scored.
- K. Teams must bat at least eight (8) but, no more than 18 players.

- L. Granting “**TIME**” is at the sole discretion of the umpire and is not automatically given when asked for.
- M. No batter is allowed to make contact with the ball with any part of his/her body on the ground **COMPLETELY OUTSIDE OF THE BATTER’S BOX**. If contact is made, by rule, the umpire will automatically declare the play dead and the batter out. In the absence of visible batter’s box lines, the umpire’s decision is final. Continuous violations of this rule may result in the umpire invoking the travesty rule and forfeiting the game.
- N. Teams must have a minimum of eight players to begin and continue a game. If at any time during a game, a team fails to have at least eight eligible players, the game is forfeited immediately. If a team does not have the minimum of eight players before a game begins, the manager may ask the umpire **AND** the opposing team’s manager for approval to add non-rostered player(s) in order to make the minimum, and only the minimum, of eight players to avoid a forfeit. The player can play on another team in that specific division; however, **BOTH** the umpire and opposing manager **MUST** approve that player playing before they can play. Once another rostered player(s) arrive(s) to play, the player(s) added so the game could be played, **ARE** substituted out of the game. If a player is added to a team’s roster so that game can be played, the player needs the Board’s approval to remain on said team’s roster for the rest of the season.
- O. A team shall be awarded a win if they are ahead by twenty (20) runs after four (4) complete innings or fifteen (15) runs, after at least five (5) complete innings.
- P. Teams are only able to score a maximum of seven (7) runs per time at bat until the open inning.
- Q. In all divisions, leadoffs are allowed once the ball leaves the pitcher’s hand. Catchers may pick off a base runner before he/she returns to the base he/she is leading off from. Fielders may use the orange safety base to record the force out at first base to avoid contact with the runner. There is no base stealing.
- R. **HOME RUN RULE:** Any untouched, fair fly ball hit over the fence is a home run, regardless of how many runs score. The only situation where runs may not score is if the home run causes the run limit to be exceeded. All divisions have a **1-UP** home run limit. The mixed divisions have a **1-UP** home run limit **PER GENDER**. A team may not hit two home runs more than the opponent’s total of home runs; violation is an out each time.
- S. Scorekeepers will inform the umpire to end a game and/or call a forfeit based on a league rule violation. However, the umpire has the sole discretion on whether or not the game is forfeited.

- T. **EXTRA INNINGS:** If the game is tied after the open inning has been completed, the player to make the last out in the previous inning will be placed on 2nd base and the batting order will be continued from the previous inning. The inning will start with one out. If the game is still tied after the 2nd extra inning has been completed, the 3rd extra inning will start with the player to make the last out in the previous inning on 3rd base and the batting order will be continued from the previous inning. The inning will start with two outs.
- U. **COURTESY RUNNERS:**
- a) In our men's divisions, teams are allowed to have one courtesy runner per time at bat.
 - b) In our mixed divisions, teams get one courtesy runner per gender, per time at bat.
 - c) The same runner may not run for any player more than once per inning. The only exception to this rule is noted below in (d).
 - d) A team may have additional courtesy runner(s) during their time at bat if said team bats through their entire batting lineup, male or female, and the courtesy runner will be running for the same batter for a 2nd time during their team's time at bat.
 - e) A courtesy runner whose turn at bat comes while on base will be declared out, removed from the base and come up to bat.
 - f) In extra inning games, a courtesy runner may not be used until a pitch has been thrown and contacted, either fair or foul, or the leadoff batter has been walked.
- V. Any thrown ball which goes into the drains surrounding the backstop will be declared a **"DEAD BALL."** In the umpire's judgment, any base(s) that would have been reached will be awarded.
- W. **VERBAL INTERFERENCE:** Any distraction, vocal or otherwise, that may obstruct a fielder's attempt to complete a play is verbal interference. If this happens, the umpire will declare the ball dead and return all runners to their last occupied base. Also at their discretion, the umpire will declare either the offending player or runner closest to home **"OUT"** and, at their discretion, eject the offending player from the game.
- X. The umpire and scorekeeper will announce the number of runs scored after each team's time at bat has ended.

Y. **DEFENSE ONLY PLAYER (DEFO):**

- a) If a player plays on the field, he/she must bat; unless they are listed on the lineup turned into the scorekeeper before the game starts as a defense only player, or a DEFO.
- b) DEFO's **MUST** inform the umpire and scorekeeper of their status before the game begins so that the organization can monitor the player's injury status for insurance purposes.
- c) In order to use a DEFO, a team must have a legal batting lineup.
- d) DEFO's **MUST** play at least half of the game in order for the game played to count towards their playoff eligibility.
- e) A team can have only **ONE** DEFO per game, regardless of gender.
- f) You cannot substitute any player for a DEFO.
- g) Once the game begins, you cannot change DEFO's and you cannot add a DEFO to your lineup, even if you have one on the roster or if you didn't have one to begin the game.
- h) DEFO'S by definition are defense only players and therefore, cannot courtesy run.

Z. **PITCHING:**

- a) Home plate is used for calling strikes and fielding. The mat is only used for calling strikes.
- b) The catcher must let a pitch land. If the ball hits any part of the plate or mat, it is a strike.
- c) In the umpire's judgment, the ball must arc higher than six (6) feet and must not exceed a height of twelve (12) feet above the ground to be a legal pitch.
- d) No fake pitching, juking or quick pitching is allowed. The action will result in an illegal pitch being called and by rule; the umpire will give the pitcher a warning. A second violation will result in an ejection.
- e) A line will be chalked six feet behind the pitching rubber. A pitcher must deliver the pitch from between that line and the pitching rubber. The pitcher can take his/her fielding position behind the line after releasing a pitch. If there is no line, the six foot rule will be determined by the judgment of the umpire.
- f) For safety purposes, pitchers can pitch from behind the pitcher's rubber but, only within the width of and no more than six feet behind said pitching rubber when they release a pitch. If he/she does not, an illegal pitch will be called. Multiple violations of this rule will result in an ejection.
- g) If pitching from either side of the pitching rubber, a pitcher must have at least one foot **VISIBLE** on the rubber. If he/she does not, an illegal pitch will be called. Multiple violations of this rule will result in an ejection.

VII. OFFICIAL BATTING LINEUP/INJURED PLAYER(S)

- A. Managers must give a copy of their batting lineup to the scorekeeper, including all substitutes and DEFO's, before their scheduled game time. **It doesn't matter if the game before is running late; your lineup is due before your game is scheduled to start.**
- B. Any player who is not listed on the original batting lineup given to the scorekeeper may enter the game at any time once the game has started. The manager must inform the umpire, not the scorekeeper, and have their player added to the lineup in order to play. He/she will bat at the bottom of the batting order unless the team has not yet batted.
- C. An ejected player may only be substituted for by a player that was listed as a substitute on the team's original lineup turned into the scorekeeper.
- D. An injured player, leaving the game without a substitute, is an out in their first at bat after the injury. From that point on, the batter will be skipped in the lineup without penalty. The only exception to this rule is noted below.
- E. Any player that leaves the game by way of ejection or reasons other than injury, without a substitute on the lineup, is an out every time they come up in the batting order. In mixed divisions, this will result in back-to-back batters of the same gender.
- F. Any participant who is bleeding will not play in a game until they stop bleeding.
- G. When a player becomes injured during a live ball situation, and in the umpire's best judgment requires immediate attention, the umpire will **IMMEDIATELY** call "**DEAD BALL**" and get first aid for the injured player. In the umpire's best judgment, any bases that would have been reached by base runners during the play will be awarded.

Exception to Article VII, Section D: If a player is injured while on the field during play and leaves the game, the injured player will **NOT** be declared out for being unable to bat, even if no substitute is available. The umpire and scorekeeper must see the injury and be notified by the manager of the removal of their injured player from the game. Said injured player may not return to the game for any reason **AND** an injury report must be filled out the night of the injury by the manager or injured player.

VIII. MIXED DIVISIONS

- A. Offensively and defensively you must have **AT LEAST** three (3) men/women to start and finish a game.
- B. Courtesy runner(s) must be of the same gender as the runner(s) being run for.
- C. **Batting order:** Two batters of the same gender may not bat consecutively except as noted previously under the league exception in Section VII and rules E and F below.
- D. A male batter, who is walked on four (4) consecutive balls without any strikes received during his time at bat or who is intentionally walked, shall be awarded second base.
- E. Any male batter walked with two outs, **regardless of the count**, shall be awarded second base and the female batter hitting next has the option of taking first base or batting.
- F. If an injury out is taken for a player; the next batter up is the player of the opposite gender who would be up after the injured player.
- G. If a player is ejected, the next batter up is the player of the opposite gender who would be up after the ejected player.
- H. The mixed line is in effect for female batters. It is marked in the outfield. **With a female batting, no male player is allowed to be between the mixed line and the dirt of the infield until the ball is hit, fair or foul.** If any male player is in violation of this rule and it is seen by the umpire, said umpire will rule the ball dead and the female batter will be awarded first base. A team may have one female outfielder in front of the mixed line and behind the infield dirt while a female is batting. Said outfielder may not come in and play on the dirt until after the ball is hit, fair or foul.
- I. Mixed teams will use an alternating batting order. Defensively, teams may have **no more than six (6) males on the field of play.** Teams must have a minimum of three (3) males or three (3) females on defense. Teams using six (6) males and four (4) females in the field must have at least one female in the infield **AND** outfield at all times, plus a female at pitcher or catcher. If a mixed team plays with fewer than ten (10) players, at least one (1) infielder, one (1) outfielder and either the pitcher or the catcher must be female. If a mixed team plays with less than six (6) males in the field, the remainder of fielding positions may be female. By rule, the pitcher and catcher must be of the opposite gender.
- J. **NO SLIDING** is allowed near the safety scoring line near home plate. Any player who does this will be declared out on the play and ejected from the game.
- K. Commitment and safety scoring lines will be used to score.
- L. Runners must touch or run through the safety scoring line in order to score.

- M. Once a runner steps on or past the commitment line that is between 3rd base and the safety scoring line, defensive players can **ONLY** force the runner out by touching home plate while being in possession of the ball before the runner passes the safety scoring line.
- N. For safety, no defensive player can make contact with a runner once they have touched or passed the commitment line. If, in the judgment of the umpire, contact is made after the runner has passed the commitment line, the umpire will automatically rule the runner safe.
- O. If, in the judgment of the umpire, a player runs thru the safety scoring lane between home plate and the safety scoring line, he/she will be declared out for safety.
- P. If a runner touches home plate, for any reason, and the umpire sees it, the runner is out.
- Q. A defensive player must touch home plate, with control of the ball, before a runner touches or crosses the safety scoring line in order for the runner to be forced out at home.
- R. Only the umpire may ask the scorekeeper for help in determining if a runner scored.

X. PLAYOFFS

- A. ***NO PLAYER CAN BE ADDED TO A ROSTER FOR THE PLAYOFFS.***
- B. Playoff seeding is determined by a team's record, using our tiebreak system where necessary.
- C. In all playoff games, the run rule and time limit are in effect and all games must have a winner.
- D. All championship games will have their game time extended to 75 minutes before the open inning is called.
- E. The playoff format is as follows:
 - ❖ **Game # 1 (6:15): 4th Place v. 3rd Place (The 3rd place team is home team.)**
 - ❖ **Game # 2 (7:30): Game # 1 Winner v. 2nd Place (The 2nd place team is home team.)**
 - ❖ **Game # 3 (8:45): Game # 2 Winner v. 1st Place (The 1st place team is home team.)**
- F. Players must play in a **MINIMUM** of four complete games to be eligible to participate in the playoffs for the team that they played four games with.
- G. It is the manager's responsibility to make sure all of their players are eligible for the playoffs by verifying that information with the Director.
- H. The order of precedence to be used in breaking ties in total record is as follows:
 - a) Lowest Number of Forfeits
 - b) Head-to-Head Record
 - c) Head-to Head Run Differential
 - d) Total Runs Allowed
 - e) Coin Flip
- I. If possible, the championship game in each division will have two umpires to officiate, one as a base umpire and one as the home plate umpire.

XII. EJECTIONS/SUSPENSIONS/PROBATION/APPEALS PROCESS

- A. ***ANY PLAYER EJECTED TWICE FROM ANY P.A.S.O. LEAGUE GAME OR TOURNAMENT; OR COMBINATION THEREOF; IN A CALENDAR YEAR WILL NOT PLAY IN ANY P.A.S.O. LEAGUE OR TOURNAMENT GAME FOR A CALENDAR YEAR.***
- B. **PLAYER EJECTIONS:** Any player ejected from a game must immediately gather his/her belongings and leave the facility; this includes the team bench/dugout, field, stands **AND** parking lot. Said ejected player is suspended from all P.A.S.O. games immediately. The ejected player is, by rule, automatically suspended from their team's next game.
- C. In the event that an ejected player does not leave the facility as listed above in a timely manner, the Director has the full authority to forfeit the game and issue an additional suspension to the player and his/her team. An ejected player will serve at least an additional one week suspension (when games are held) for their unsportsmanlike conduct after said ejection.
- D. **PROBATION DEFINED:** Any player who violates the "Player's Code of Conduct" will be placed on probation for a time specified by the Director. During this period, said player's actions will be monitored for continued unsportsmanlike conduct. Any player exhibiting additional unsportsmanlike behavior while on probation will be subject to suspension.
- E. **SUSPENSION PERIOD:** Should a player(s) be placed on suspension, said player(s) may not participate in any P.A.S.O. event during their suspension. Suspended individuals must remain off the field or risk further suspension. The suspension may extend to participation in other organization events as well. Failure to comply will result in additional suspension as deemed by the Director. A suspended player who plays in a game during his/her suspension **WILL** cause his/her team to forfeit **ALL** games in which they played and will be subject to further discipline by the organization.
- F. **SUSPENSION APPEALS PROCESS:** Any player shall have the right to appeal a suspension greater than two weeks by notifying the Director, in writing, within three days of the suspension. The Director and Grievance Coordinator will review the written appeal within one week of receipt and confer with a Grievance Committee comprised of Organization Board Members and your League Representative. The player shall remain suspended until the appeal process has been completed. Once a decision has been made by the grievance committee, it is final.
- G. P.A.S.O. suspensions have no time boundaries. When a player is suspended or put on probation during a season, penalties may carry over to the next season(s).

XIII. PROTESTS/FORFEITS

- A. Only protests based on the interpretation of rules will be reviewed. Decisions involving the judgment of umpires are not subject to protest.
- B. Any protest of a game must be made by a team's manager or representative **BEFORE** the next pitch of said game to the umpire. The umpire and scorekeeper will document all information necessary for the protest before continuing the game.
- C. The protesting manager must complete the "Protest Form", supplied by the Organization in every scorebooth, and turn it in prior to leaving the facility. If that is not completed, then there is no protest.
- D. Protests must be clearly written and accompanied with a \$ 30 protest fee. If the protest is upheld, the fee will be refunded and the game will be replayed from the point of protest. If the protest is denied, the money is forfeited to the Organization and the result of the game stands.
- E. Forfeits count as a loss and $\frac{1}{2}$. A game day forfeit means the forfeiting team is responsible for the umpire fees for both teams. The forfeit fee (\$30) is due to the League Director at the field on the day of the game or the following day we play to avoid additional penalties. Two forfeits in a season may eliminate a team from the league.
- F. Any team that notifies the Director at least 48 hours in advance to forfeit a game will not have to pay the forfeit fee of \$ 30 as games may be able to be rescheduled. In the event of a double forfeit, both teams will receive a loss and a half and each team must pay the \$30 forfeit fee.

XIV. LEAGUE OFFICIALS

- A. Scorekeepers, umpires, league representatives & board members are P.A.S.O. league officials.
- B. The Director, P.A.S.O. President and Vice President each have the authority to eject players for misconduct when those persons are not playing in the game of the offending player.
- C. Umpires have the power to eject or otherwise discipline players, managers, spectators, or any other person at the facility for misconduct, making a travesty of the game, or any reason that they deem necessary. The umpire's decisions shall be final, with the exception of a misinterpretation of the rules. Said misinterpretation can only be protested, following the procedures previously listed.
- D. Whenever a participant has been disciplined, all league officials involved in said incident must submit a written report to the Director, prior to leaving the facility. League officials will also report the actions of player(s) who continue to direct derogatory remarks toward them after being disciplined. The Director has the full authority to increase the length of player(s) suspension based upon said player's conduct after being ejected.

XV. EQUIPMENT

- A. P.A.S.O. provides softballs & bats for all divisions. All softballs are the property of the league.
- B. Participants must have their own fielding equipment, including pitcher's masks.
- C. Players cannot play in metal cleats or spikes, open toed shoes, sandals or their bare feet for obvious safety reasons. Uniforms are not required.
- D. The bats provided are not to be taken into the dugout. Any player deemed by the umpire or Director to have *intentionally* taken a league bat into the dugout will be ejected and suspended for one additional game.
- E. All P.A.S.O. softball leagues are bat provided leagues. Use of a non-league bat is **not permitted** and will result in an out called against the batter, the bat being removed from the game and said player & team manager being ejected and suspended for at least the remainder of the season.
- F. Any player judged by the umpire or Director to have thrown a bat on purpose will be ejected and suspended for one additional game.
- G. Any player deemed by the umpire or Director to have damaged a bat on purpose will be ejected. Said player will buy the exact same make and model bat for P.A.S.O and said player will also be suspended from all organization activities until that bat is in P.A.S.O.'s possession and deemed ready for use in league play.