

Adult Sports Leagues



Softball By-Laws

Frisco Athletic Center

5828 Nancy Jane Lane, Frisco, TX 75035

Rainout Line: 972.734.1411

City of Frisco Adult Sports Leagues

Games will be played under the USA Softball rules for game play with modified rule supplements with the City of Frisco athletics department. The adult sports leagues shall be governed by the City of Frisco Parks and Recreation Department. The department shall rule on protests, appeals, and extended disciplinary actions.

Adult Softball Rules

Team Rosters and Liability Waiver

- All players must be at least 18 years of age to participate.
- All players must present their ID on the first night of games and sign the City of Frisco's paper team roster liability waiver document prior to being permitted to play in any league games.
- Team Rosters are limited to 25 players.
- Rosters are locked upon the completion of the team's 4th game of the season.
 - Any player who hasn't signed the roster by week 4 is ineligible to play.
- A player changing to a different team roster must be made prior to game time with the Rec Aide.
- Players are only permitted to sign and be on one team roster per night of play.

Church League Confirmation Form

- Church league teams are required to have a pastor complete a confirmation form for their softball team. Forms need to be returned to the athletics department by the second week of games.
 - The pastor must approve the team playing in the league as well as the Church's name being used as the team's name.
- All players on the team must attend the church in which they are playing under.

Uniforms

- All team members must have matching jerseys or shirts with the same base color with numbers permanently attached in 6" letters or larger on the back of the jersey.
- Only whole numbers from 0-99 can be used.
 - No tape, permanent marker or duplicate numbers will be allowed.
- Metal cleats are not permitted.
- Players can wear shorts, athletic pants, or baseball/softball pants for league games.
- Caps and visors are permitted to be worn in the league.
- Jewelry of any kind is not permitted to be worn during league play for player safety.

Field of Play

- The field dimensions for play will be 70' bases with a 50' pitching distance.
- A double first base will be used at first.

Equipment

- Each team provides their own USA/ASA approved game balls with the USA/ASA stamp clearly visible for league games.
- All softball game balls must be optic yellow in color and verified by the umpires prior to use.
 - 12" ball with .52 core/300 compression for male batters in Men's and Coed divisions.
 - 11" ball with .52 core/ 300 compression for women batters in Women's and Coed divisions.

Mandatory Bat Testing (*City of Frisco Specific Rule*)

- All bats will be tested that are to be used in league play prior to the fourth week of games. With the start of the fourth week, all bats are required to have approved City of Frisco bat sticker.
- Only USA/ASA approved bats are permitted to be used in the league. Non-USA/ASA bats are not permitted to be used in the league and should not be in the dugout.
 - Bats should be free of burs, dents, cracks, sharp edges, rattles, and show no signs of excessive wear.
 - Senior softball bats are not permitted to be used in league play.
 - USSSA softball bats are not permitted to be used in league play.
- Any bat that fails testing will be reported by athletics staff to the owner.
- All bats are subject to testing at umpires' discretion, based on visual inspection.
- A protested bat will be up to the discretion of the umpire whether the bat gets tests from visual inspection. If the umpire declares that a bat needs to be tested it will be pulled from play and the game will continue.
 - Any bat that fails the bat test will be kept for the duration of the season and returned to the bat owner after the final game has been played.
- Softball bat testing is available onsite any night of league play.

Team Lineups

- Lineups must be exchanged at the home-plate meeting and every player must be on the official roster. Lineups must be ready at game time and include first and last names along with the number of each player.
- Teams must be able to always field at least 8 players at all times.
 - Any players arriving late must be added to the bottom of the roster.
- **Batting the Bench:** (A league only) Teams may opt to "bat the bench", but all other rules apply to a lineup. An ejected player must be subbed by a legal player on the roster that is currently not in the lineup. Any open spot in the lineup is an out.
- **Coed Teams:** must have an even number of players, and the lineup must be ½ male and ½ female.

- Teams can field 10 players five male and five females: Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9), and right fielder (F10).
- Teams must have two males and two females in both the infield and outfield and one male and one female as pitcher and catcher.

Extra Player (EPs)

- **10 players with Extra Player (EP):** 11 players with only 10 playing defense and all other rules apply to the lineup.
- **10 Players as follows:** Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9), and right fielder (F10).

Regulation Game Play

- The regulation games are 55 minutes or 7 innings with the umpire as the official timekeeper.
- The game start time is forfeit time except for 6:30/6:45p.m. games.
 - A grace period of 10 minutes will be allowed for teams to have 8 players to begin play under the shorthand rule.
- In the event of inclement weather or other unforeseen circumstances, games are considered complete after 40 minutes OR after 4 innings of play.
 - If the game is stopped and play cannot resume, the score shall revert back to the last completed inning of play.

Tie/Extra Innings

- If a game is tied when the clock runs out and the inning has been completed, teams will play an extra inning of 1 pitch with a 3:2 count with no foul.
- The extra inning will start with a runner at 2nd base. The runner will be the last batter from the previous inning.
- This will continue until a winner is determined.

Home Team

- Home team is pre-determined by the generated schedule.
- If the pre-determined Home Team does not have at least 9 players at game time, with approval from the visiting team, the game can begin with the home team becoming the visiting team and playing under the shorthand rule.
 - This does not apply to the 6:30/6:45 p.m. games.

Shorthand Rule

- Teams must be able to field at least 8 players to start a game.
 - **Coed Shorthanded:** if a team plays shorthanded with either three players in the infield or outfield, at least one must be male and at least one must be a female.

- The vacant position must be listed last in the batting order.
- An out will be recorded when the vacant position in the batting order is scheduled to bat.
- Teams must be ready at game time or when officials call for the pre-game coaches meeting, otherwise a forfeit will be declared.
 - If neither team has 8 players, then the team with the most players will win by forfeit.
 - If both teams have no players or the same number of players, then a double forfeit will be declared.
 - If this occurs during tournament play, a coin toss will determine the placement of teams in the bracket.

Ghost Outs

- Are placeholders for gaps in a lineup until they can be filled by a present player.
- Ghost Outs are placed in the lowest possible position in the lineup at 9th and 10th positions as needed or until the spots are filled, they are considered an automatic out in the batting order.
- In keeping with recreational sports, teams may finish with fewer players than they started with (to a minimum of 8 players). However, you may not drop in number due to an ejection. This rule will not be considered grounds for protest.
- If a team enters the International Tiebreaker with Ghost Outs and a ghost out causes the last out in the inning before the tie breaker or during the tie breaker, then there will be no runner on second base for that team.

Substitutes

- A substitute takes the place of a player whose name is in their team's batting order. The following regulations govern the player substitutions.
- The team captain of the team making the substitution shall notify the plate umpire at the time the substitute enters.
- A substitute shall be considered officially in the game when reported to the plate umpire.
- The player does not violate the unreported substitute rule until a pitch, legal or illegal, or a play has been made. The use of an unreported substitute is handled as a protest by the offended team while the player is in the game.
- A substitute who enters the game without reporting is considered an unreported substitute.

Courtesy Runner

- A courtesy runner is officially in the game when reported to the plate umpire.
- Any eligible player may be a courtesy runner once per inning for any player other than the pitchers. This player, or any other eligible player, may also be a courtesy runner for the pitcher whenever the pitcher is on base.
- If a courtesy runner is used, the courtesy runner cannot be replaced by a substitute.
- A courtesy runner may not run for an existing courtesy runner except for an injury.

- A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

Pitcher Courtesy Runner

- Courtesy runners may be any eligible player on the line-up card and may be used once per inning for a player other than the pitcher.
- In addition, the same courtesy runner or any other eligible player is allowed for the pitcher each time they reach base. This does not count towards the one (1) courtesy runner per inning rule.

Illegal Player

- **Illegal Runner:** An offensive player is placed in the line-up as a runner for another offensive player.
- **Illegal Re-Entry:** A starting player returns to the game a second time after being substituted for twice. A starting player returns to the game but is not in their original position in the batting order.

Run Rule

- The game is over if a team is ahead by the following number of runs:
 - 20 runs after 3 innings.
 - 15 runs after 4 innings.
 - 12 runs after 5 innings.
- The home team does not bat if they are ahead.

Flip Flop Rule

- In an inning where the run rule has been exceeded and the home team is losing, the home team will remain at bat and become the visiting team.
- If the new visiting team is not able to reduce the run differential below the run rule after 3 outs, then the game is over.
- If the new visiting team reduces the run differential below the run rule, then the new home team will bat.
- If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not the game will continue under the new format.

Homerun Rule

- The **1 Up Rule** is in effect once both teams have reached their respective home run limits.
- Either team may hit an additional home run. However, no team may ever go more than one home run "up" on the other team.
- Any additional home runs hit above the "one up" limit will be scored as an out.

Pitch Count

- All at-bats begin with a 1-1 count. Batters will have one courtesy foul and on a two (2) strike count per at bat. A second foul batted ball on a two (2) strike count will result in an out.

- If a game is tied when the clock runs out and the inning has been completed, or when 7 innings have been completed, ITB rules will apply with one pitch. Batters will start with 3-2 count starting with the next inning. Courtesy foul will not apply in ITB.

Pitching

- When a pitcher relieves another pitcher, not more than one minute may be used to deliver not more than five (5) pitchers.
- The pitching box is the width of the pitching rubber and extends five (5) feet behind the rubber base towards second base.
- The pitcher must release the ball after coming to a complete stop from the rubber or 5 feet behind it.
- One foot must remain in contact with the rubber or within the pitching box when the ball is released with an underhand motion. A step may be taken in any direction with the non-pivot foot.
- The pitcher must be facing the batter when delivering the ball.

Pitchers Protection Rule

- A pitcher that is hit by a line drive within the pitcher's box will result in the play being called a dead ball and batter will be called out. This includes a defensive move within the pitcher's box to knock the ball down. If the ball hits the ground first it is not an out. The team will also receive a warning regarding this rule.
 - A second occurrence by the same team in the same game will be grounds for a removal of the batter.
 - A third occurrence by the same team will result in a forfeit.
- This rule is at the discretion of the umpire and not able to be protested. In a close call the umpire will determine this by safety of players. If removal of a player causes a team to fall below the required 8 players, then the game will be ruled a forfeit.

Intentional Walk

- If the pitcher desires to intentionally walk a batter, all pitchers must be legally delivered.

Scoring Runs

- One run shall be scored each time a runner touches first, second, third base and home plate.
- No run shall be scored if a "fourth out" is the result of an appeal of a base missed or left too soon on a runner who has scored.

Coed Specific Rules

- The batting order for coed must alternate genders.
- Teams can field 10 players five male and five females: Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9), and right fielder (F10).
- Teams must have two males and two females in both the infield and outfield and one male and one female as pitcher and catcher.

Coed with Extra Players (12 players):

- Six (6) male and six (6) females as in 10 players with two (2) extra players (EPs).
- Defensive positions may be changed as long as the coed positioning is followed.
- The batting order must remain the same throughout the game.
- Two courtesy runners are allowed, one male and one female.
- All courtesy runners must be of the same gender as the players they replace.
- A walk to male batter will result in a two-base award. The next batter, a female, shall bat.
 - **Exception:** with two outs, the female batter has the option to walk or bat. Should the female batter choose to walk and pass the male batter-runner while advancing to first base, no out shall be called during this dead ball period.

Playoffs

The top teams in the division will be awarded a seed in the playoffs. Depending on the number of teams in each division the top four (4) or six (6) teams will make the playoffs. The winning team in each division will receive sport specific championship t-shirts. Championship games will follow regular season rules.

Adult Sports Code of Conduct

By participating in the City Of Frisco Adult Sports Leagues, all captains, players, and spectators agree to abide by the City of Frisco's Sports League Code of Conduct and Zero Tolerance Policy. Anyone exhibiting unsportsmanlike conduct will be held responsible for their actions. The Code of Conduct is available at [Frisco Parks and Recreation](#)

Inclement Weather

The athletics department will make the decision on playing fields by 3:00 p.m. during the week and will post field conditions on [Rainout Line - Extensions](#) or by calling the Rainout Line at 972.734.1411. Teams can also visit www.TeamSideline.com/Frisco for updates on field conditions. If weather conditions change during league games, the onsite Rec Aide will follow the City of Frisco's inclement weather protocol.

Incident Report

Any participant who is injured at any City of Frisco sports facility during adult sports league games are required to complete an Incident Report with the Rec Aide on duty.

Blood Rule

Any player who is bleeding, has an open wound, or has an excessive amount of blood on their jersey must leave the game immediately. Game play will be suspended for any player who is injured and bleeding. If a legal substitute is available, they can replace the injured player and play can continue. The player is permitted to return once the bleeding has stopped, the wound has been properly covered and bandaged, and the uniform has been changed.

Alcohol and Smoking Ordinance

Per City Ordinance, the consumption or possession of alcohol is prohibited in the parks, at City of Frisco facilities, or out at athletic complexes and parking lots. [Ordinance, § 58-92\(22\)a](#). Smoking or the use of

illegal drugs, or tobacco is prohibited in the parks, at City of Frisco facilities, or out at the athletic complexes. [Ordinance, § 58-92\(22\)a](#). All glass bottles are prohibited in the parks and athletic complexes.

Recreation Aides, Umpires, and Officials reserve the right to eject anyone suspected of being intoxicated during league games. Additional sanctions may be imposed by league administration depending on the severity of the violation.

Forfeits

All adult sports league captains will adhere to the forfeit policy and procedure when notifying the athletics department regarding a forfeit for their team. Forfeiting a game should be a last resort and captains should review the league rules to determine if a forfeit is necessary or if they can play under a shorthand rule.

24-hour advance notice of league game forfeit:

1. Captains needing to forfeit a game must contact the athletics department with a 24-hour notice to avoid a forfeit fee.
2. To avoid a forfeit fee captains should contact the following athletic staff:
 - a. **Athletics Coordinator** – Karinne Monn 972.292.6615 or KMonn@friscotexas.gov
 - b. **Athletics Supervisor** – Blake Grimmatt 972.292.6634 or BGrimmett@friscotexas.gov
3. Captains should review the sports league specific rules to determine if they need to forfeit or if they can play under a short-handed rule.

Under 24-hour notice of league game forfeit:

1. Captains who “no show” or contact the athletics department under the 24-hour notice will result in a forfeit fee of \$30.00.
2. The forfeit fee will be charged to the team captains’ account and must be paid before your team is permitted to play again. Failure to provide payment will result in an automatic forfeit for any future games scheduled until the fee has been paid.
3. Any team that forfeits twice in one season will be removed from the league with no refunds.

Tiebreakers for Standings

The following items will be used to determine standings for the adult sports leagues.

- Winning Percentage
- Head-to-head
- Head-to-head Differential
- Total Points/Runs for
- Total Points/Runs Against
- Total Points/Runs Differential
- Coin Flip

Suspension and Ejections

All captains and players are expected to abide by the City of Frisco’s Adult Sports League Behavioral policies. The athletics department reserves the right to increase or decrease the severity of the penalties based on previous history, unusual or special circumstances, or to protect the integrity of the league.

Removal

- The umpires and officials have the right to remove any player from the game for minor infractions, but this player does not have to leave the facility or park. There is no team penalty, and the players is not suspended.
- The use of profanity and insulting language towards other players, captains, umpires or City of Frisco athletics staff, or in general, will not be tolerated.
 - This will be a discretion of the umpire and athletics staff to determine the severity of the behavior.
- Excessive use of profanity will result in disciplinary action including game ejection, expulsion for the season, or permanent suspension from all City of Frisco adult sports leagues.

Ejections

Any situation that an umpire or official deems unsportsmanlike may be cause for a player being ejected. Anyone ejected from the game (player or fan) for inappropriate behavior must leave the City of Frisco property immediately. Game play will be suspended until the player leaves the facility. If the player or fan does not comply or if they leave and return, their team will forfeit their game for that evening (even if the game has already been played). If that game was played and lost, the next game on the league schedule will be forfeited.

- Ejected players will automatically be suspended for a minimum of 7 days. If a player is on multiple teams in different leagues, they will be suspended from their next scheduled league or playoff game that falls within the timeframe of the suspension.
- If league play does not occur within the 7-day suspension, an ejected player will be suspended at minimum one game for the league in which the offense occurred.
- It is the responsibility of both the team captain and the player who was ejected to comply with this policy.
- Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
- Any player who verbally abuses an umpire, official, or City of Frisco athletics staff at any time will be suspended under the ejection rule.

Player Removal – Shorthand Rule

- If a player removed from the game, the team can continue to play under the Shorthand Rule.
- If a player is ejected the position in the lineup must be substituted or the team will forfeit.
- During the game, if the available number of players falls to less than 8 players for any reason then the game will be forfeited. There is no exception to this rule.

Expulsion

- Physical abuse is defined as any unwanted contact by the person or object that does not fall into the natural play of the game. This is to include any initial or secondary contact.

- Physical abuse of a player, official, or City of Frisco staff member will result in expulsion of that player or players from all City of Frisco leagues and parks for at least a one-year period and possible legal action.

Contest an Expulsion Procedure

- Any player that would like to contest the ruling of any expulsion or suspension must notify the athletics department in writing within 10 days of being notified to request a hearing with the Parks and Recreation Director.
- After the hearings the Parks and Recreation Director will decide the length of the suspension or expulsion.
- Any length of suspension that is 90 days or less will be considered final.
- Any suspension or expulsion greater than 90 days will need to be reviewed and approved by the Parks and Recreation Board at their next scheduled meeting.

Protests

All protested rule interpretation for a league game must be submitted in writing and accompanied with a \$50 protest fee in the form of only a money order made out to the City of Frisco. This should be dropped off to the Frisco Athletic Center 5828 Nancy Jane Lane, within 24 hours of the completion of the protested game. The athletics department will review the protest and rule within 48 hours of receiving the protest. If the protest is upheld the protest fee will be returned to the team captain.

- Protest for uniform and equipment concerns will be ruled on as they occur during league play and do not require a protest fee.

Rule Interpretations Procedure

- The team captain must notify the Rec Aide after the play/call that they are protesting a rule interpretation. Captains must provide the rule that is being protested.
- Rec Aides will notify the umpires that the game is being played under protest.
- The game play will continue, and the athletics department will rule on all protests after the game following the protest process.
- Judgement calls are not up for protest or debate.

Illegal Player Procedure

- Player eligibility concerns must be challenged by the end of the 3rd inning of the game, or immediately when the player enters the game by the team captain by notifying the umpire.
 - Once the next pitch is thrown the player is no longer protestable.
- Teams can protest the eligibility of up to three (3) players on the opposing team.
- The player or players in question must provide a driver's license immediately upon request.
- The information on the driver's license will be used to compare the information provided on the team roster and liability waiver form.
 - If the player is unable to present the driver's license when asked, they will be considered an ineligible player for that game.

- If the player has not signed the team roster or liability waiver, they will be considered an illegal player and will not be eligible for that game.
- If the removal of the illegal player results in the team dropping below the minimum number of required players, the game will be forfeited.

Uniform Rule Procedure

- The uniform rule must be protested by the captain to the Homeplate umpire for enforcement.
- A uniform protest must take place in the first inning when the team takes the field or when a player enters the game.