

City of Kirkland Parks and Community Services

Men's Softball Handbook



GENERAL POLICY

The objectives of the Kirkland Parks and Community Services Softball League shall be to foster, develop, promote, and regulate amateur softball; to provide proper safeguards in accordance with the spirit of true sportsmanship; to encourage the unification of all amateur teams; to advance the cause of amateur softball; and to promote and conduct annual softball programs.

The Kirkland Parks and Community Services Department will make decisions on any points not specifically covered in the rules; or revise any rule that is impractical or, if the intent of the rule is being misused.

General Information

Phone Numbers and Contact Information

League Supervisor: Adam Quaintance , 425-587-3331

Email (report scores): aquaintance@kirklandwa.gov

League websites and game schedules: www.teamsideline.com/kirklandwa

City website: www.kirklandwa.gov

Inherent Risk

By participating in our league you confirm that you understand that there is an inherent risk to physical activity that could lead to injury or death. For more information review the indemnification clause on your team roster.

Organization

- Kirkland Parks and Community Services (KPCS) Softball League rules will be consistent with current USSSA rules except for the following modifications and clarifications. Any situations that arise during a game that are not covered in the League rules are at the discretion of the **game umpire**.
- All players registering with the KPCS Softball Program will be registered with the City of Kirkland.
- The City of Kirkland does not provide insurance coverage for league participants nor accept responsibility for injuries. Medical bills incurred will be the responsibility of the individual. The City of Kirkland and Lake Washington School District and its employees assume no responsibility of injuries incurred.
- For adult athletic leagues, a refund (less a \$10 withdrawal fee) will be granted if the withdrawal is received **two weeks before** the current season's scheduled Team Manager meeting.
- There will be no refund of player's fees for any players dropped from a team's roster (preliminary or final) for any reason.

Player Eligibility

- All players registered on a team must be 18 years of age.
- League officials can restrict an individual from participating due to an injury that could become worse with further play.

Player Roster

- The number of players on a team must not exceed 20 registered players, including the team manager. There must be a minimum of 8 players on each team roster.
- Managers must submit an official roster on the first game day. Rosters changes including player signatures need to be finalized by week 3.
- Teams must have eight (8) or more players to begin a game.
- Penalty for any rule violation of team roster and/or player eligibility will result in game(s) forfeiture, upon proper written protest by the violated team's TM.
- Responsibility for correcting a roster and player eligibility shall rest with the TM.
- Players must be able to prove their identity at any time to the officials or a representative of the City. Rosters will be made available for inspection upon request. Players unable to provide identification will be automatically suspended for the remainder of the game in question.
- ***Players must play in a minimum of 50% of the league games to be eligible to participate in the playoff tournament.***
-

League Structure

- A regulation game shall consist of seven (7) innings or one hour and 15 minutes of play, whichever comes first. No new innings shall begin after one hour and 10 minutes from the SCHEDULED start time.
- There is a 10-minute grace period. Teams not ready to begin play 10 minutes after their scheduled start time will forfeit the game.
- In the event an umpire fails to show up for a scheduled league game, the Team Managers may agree to play the game for the record using a person that is acceptable to both teams.
- A game called by the umpire shall be regulation if five or more completed innings have been played, or if the team second at bat has scored more runs in four innings than the other team has scored in five. If the game is halted by the umpire after five (5) innings, the final score will be the score recorded at the completion of the last full inning.
- Incomplete games of less than 4 innings will be rescheduled and must start from the beginning of the game.
- In the event a game cannot be completed for proper cause (events outside the team's control, i.e. Rain, injury, etc.) four and one-half innings if the home team is ahead or five innings if the visiting team is ahead, both team managers must contact the KCPS office within 24 hours to request a make-up game. The game will be replayed from the point it was stopped.
- In inclement weather, games will be called, and most likely rescheduled, by 3pm the day of. Team Managers would be notified via email if a rainout occurs.

Game Forfeit Procedures

- Forfeited games shall be declared in the following cases:
 - Forfeits will be called by the umpire on the field.
 - If a team fails to appear on the field within 10 minutes after the scheduled game time.
 - A forfeit will be called by the umpire if both teams don't have the minimum numbers of players at least 10 minutes past the scheduled start time. The team with at least the minimum amount of players will be declared the winner. The second game of the double header between the same teams will be

declared a forfeit if both teams don't have the minimum number of players at 30 minutes past the scheduled starting time of the FIRST game.

- A team has players that are not officially on the roster.
- Teams are encouraged to notify the league coordinator and opposing team manager in advance of game time if they need to forfeit (due to lack of players, etc.). Games will not be rescheduled. The score will be officially entered as 0-10 for the opposing team.

Standings and Playoffs

- The top four teams in each division will advance to the playoffs.
- Playoff qualifiers and seeding will be determined by:
 - Season Record
 - Tie Breaker
 - Head-to-head record
 - Margin of victory in head-to-head
 - Margin of victory between common opponents
 - Coin toss
- Winning percentages (not points) will be used to determine the standings in the event an unequal amount of games are played. Teams with the same percentage will be considered tied for a position in the standings.

Field Conditions

- Most rainouts will be called on the playing field by the umpire. Some games may be cancelled by the parks coordinator by 4:00pm on weeknights and/or by 10:00 am on Sundays. You can also call the **Field Conditions Line 425-587-3300 option 7** to confirm cancelations. You can also go to <https://rainoutline.com/search/dnis/4258830227/> to check field conditions.
- *Games cancelled due to weather will be rescheduled by the league coordinator.*

Equipment

The league coordinator has the authority to ban any bat or other equipment deemed unsafe or inappropriate.

- **Balls:**
 - **USSSA certified-** Men's softball size: 12', Core rating of .40
- **Bats:** Each team must provide its own bats. A list of banned bats will be posted on the league website. In addition Titanium bats that are marked "exceeds 1.2" are not allowed.
 - Home team manager is responsible for bringing two balls to each doubleheader as well as the official scorebook.
- **Footwear:** No metal or detachable cleats allowed. Rubber cleated shoes are strongly recommended.

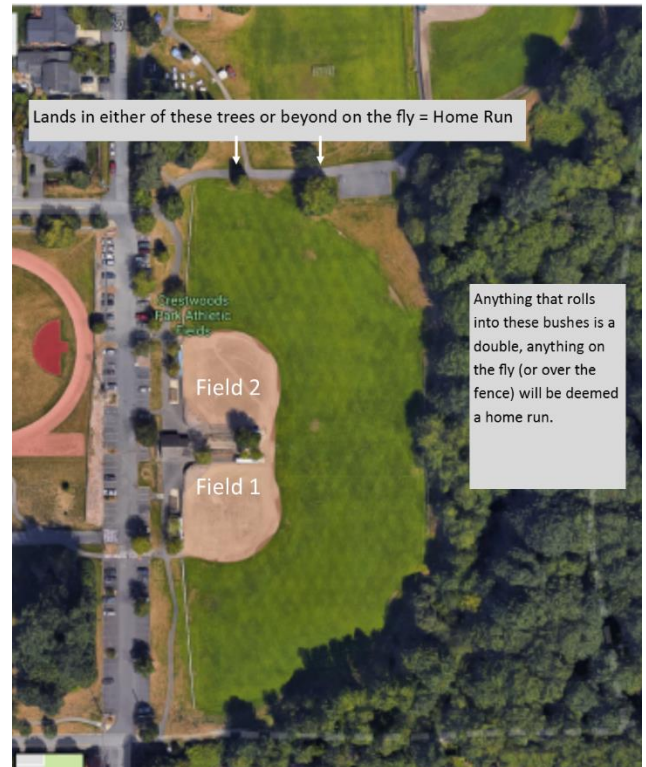
Rules and Regulations

The official USSSA and KPCS shall govern all league play and league sponsored tournaments. The league coordinator has the authority to arbitrate and make final decisions and to act on policy questions not covered by these rules.

- **Players.** Teams must have at least 8 players to begin a game. A legal game can be played entirely with the minimum number of players. If a team begins with 8 players or less and the 9th or 10th player arrives, they may be added to the bottom of the batting order. There will be no "automatic out" for teams with fewer than 10 players present.
- **Line up:** Prior to the start of the game, teams must either elect to bat 10 players or to bat through all players present. Please let the opposing TM know which line up you choose.

- If a team is only batting 10 players, any player that starts a game may re-enter the game once but must retain their original spot in the order.
- If a player suffers an injury or needs to leave during a game, they may be dropped from the order without penalty.
- If a player is ejected from a game leaving a team with fewer than 10 players, an automatic out will be charged when it is that person's turn in the batting order.
- Courtesy runners are allowed with the consent from the umpire.
- Once the fourth inning has started, no new players can be added to the batting line-up, unless there are less than 10 players.
- **Substitution.** Unlimited substitution is allowed and must be agreed upon prior to the start of the game. In addition, players must remain out of the game (but remain in their original batting order) for one (1) full inning.
- **Fifteen (15) Run Rule.** If, after four (4) complete innings of play any team is ahead of its opponent by fifteen (15) or more runs, the game shall be considered complete.
- **Ground Rules.** Ground or special rules establishing limits of the playing field may be agreed upon by teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area.
- **Base Obstruction.** The baseperson may NOT block the base when a runner is approaching them UNLESS they have the ball in their mitt and are making a tag.
- **Base Distance.** All leagues at 65'
- **Pitching distance for slow pitch.** For safety purposes, a pitcher may elect to pitch from a distance up to 10' behind the standard 50' pitching rubber. The pitcher will establish the pitching distance on the first pitch of each at-bat. The pitcher must remain at that distance throughout the entire at-bat.
- **Progressive Home Run Rule.** No team can be more than one home run ahead of their opponent. If a team hits a home run such that they are two home runs ahead of their opponent; that "second" home run shall be ruled an OUT
- **1-1 Count.** Batters will start with a 1 ball 1 strike count. Batters will receive one courtesy foul if they have 2 strikes. If a second foul ball is hit, the batter will be out.
- **Tie games.** During regular season play, tie games are allowed. During the playoff tournament, games tied at the end of the allotted time will be determined by the International Rule (the last out from the previous inning starts at 2nd base). At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until a victor emerges (one team scores more runs than the other at the end of a complete inning).

- **Crestwoods Field Rules:** Due to these fields being near a neighborhood the home run and ground rule double has been adapted. Subject to umpires call:
 - **North Field, Field #2.** If the ball lands in either of the tree in center or left field or beyond on the flyer it is a home run. To the right of the center field tree, anything that rolls into the bushes is a ground rule double and anything on the fly is a home run. This is because it is dangerous to have players fielding balls over an asphalt path. Balls that roll between or through the trees and beyond will be deemed a ground rule double.
 - **South Field, Field #1.** Anything that rolls into the bushes is a double, anything on the fly (or over the fence) will be deemed a home run.



Scoring

- Each team must supply a scorekeeper. Scorekeepers should double check with each other after each inning of play.
- Winning teams are required to email scores to the league coordinator's inbox by noon the following day: aquaintance@kirklandwa.gov

Additional Rules

- **Umpire notification:** League Coordinator shall inform the umpire of league rules which differ from USSSA and our rules regarding behavior of players and spectators and other pertinent regulations.
- **Noisemakers and Heckling:** Artificial noisemakers and heckling opposing teams are prohibited.
- **Removal of Players:** TMs are responsible for removing members of their team who use abusive language, etc.

Definitions of Violations/Penalties

- **Interference:** It is the responsibility of the base runner to avoid contact with the ball and/or defensive player and not interfere in any way with the completion of the play. Contact is not always necessary- arm waving may be interference. Penalty: Base runner called out.
- **Roll/Block:** All base runners must slide directly to the base and/or attempt to avoid all contact with the defensive player.
- **Bat Throwing:** Any player that deliberately throws a bat will be ejected from the game.

Player Conduct

This Player Code of Conduct applies to all participants including players, team managers/coaches, spectators and sponsors involved in KPCS sponsored or co-sponsored adult leagues and tournament. This Code will be strictly enforced and applies to all participants conduct before, during and after all league and/or tournament games and practices. Participants will be held liable for damages caused by willful and destructive conduct.

- **Casual Profanity.** Pertains to expletives and verbal unsportsmanlike language, which is NOT directed at umpires or opposing players, but rather is uttered by a player out of frustration. This type of behavior is penalized by “outs” being declared against the offending team.
- **Unnecessary Roughness.** Intentional rough tactics in the play of the game directed toward another participant shall be defined as unnecessary roughness. This shall be judged to be “unsportsmanlike conduct” and is subject to the penalties described below.
- **Unsportsmanlike Conduct.** Any verbal abuse directed at an umpire or participant, or any other objectionable behavior, including demonstrations of disagreement with an umpire’s decision, shall be defined as *unsportsmanlike conduct*.
- **Physical Violence.** At any time lay a hand upon, push, or strike an official. The use physical attacks upon any staff, official, player or spectator.
 - **Penalty: Physical Violence.** Any player, TM or team official who commits physical abuse toward an umpire, staff, or player shall be suspended for a **minimum** of one (1) year and the team placed on probation for the remainder of the season. In the event the team has a second player, manager or team official disqualified due to physical abuse within the probationary period, the team itself shall be suspended indefinitely.
- An ejected player is ineligible to participate until meeting with the league coordinator. It is the manager’s responsibility to make sure the player meets with the league coordinator. The TM must attend the meeting as well.

Probation

- Any team or individual may be placed on probation for a maximum of one (1) season.
- The league coordinator will be responsible for assessing the probationary period. Any further judgments upon the assessed team will result in permanent removal from the league.
- Teams or individuals will be notified, in writing, as to their probationary status.
- Teams may appeal a probationary judgment by submitting a statement, in writing, to the league coordinator.

Protests

- Any protests of a game must be declared by the team manager to the umpire immediately after the protested incident has occurred or before the next pitch is made.
- For a protest, after the game has ended, written notification must be given to the League Coordinator by 5pm the next business day following the game.