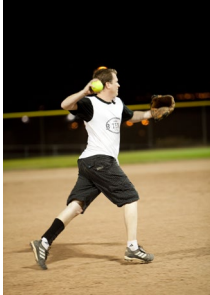




# ADULT SPORTS HANDBOOK



# COACHES, PLAYERS AND SPECTATORS

Welcome to another season of the Carlsbad Adult Sports Leagues!

This handbook is designed to educate you on the Rules, Regulations, Philosophies and Procedures of the Recreation Department's Adult Sports Leagues.

Please read the information provided, in its entirety, to help familiarize yourself with the program.

*Enjoy!* and thanks for participating!

—Adult Sports Staff

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# GENERAL INFORMATION

The City of Carlsbad Adult Sports Department has implemented the TRUST Program to bring sportsmanship philosophies to the forefront. The TRUST Program is dedicated to improving sportsmanship in all of the City of Carlsbad Adult Sports Leagues. All team managers must sign the TRUST Code of Ethics and attend a preseason team managers meeting. In addition to this, all coaches, parents, players and staff will take a pledge promising to promote sportsmanship. With program guidance and commitment from all parties, we will make the season fulfilling and fun.

## ROLES AND BEHAVIOR

### Adult Sports Administrators:

I hereby pledge to provide positive support to all adult sports programs in my community, to administer adult sports programs with professionalism and in the best interests of the participants.

### Coaches Role and Conduct

The coaches behavior in relation to officials should obey the following guidelines:

- :: The official should be treated with respect.
- :: Judgement calls made by officials should not be questioned. In cases of suspected rules misinterpretation, the official should be addressed in a courteous manner during a period of time out, and he / she will reply in a courteous manner.
- :: Players are not allowed to question judgment calls.

Education of the players and spectators is one of the coach's basic responsibilities. These individuals should be reminded that the philosophy of the program is to enjoy themselves and learn the importance of teamwork, sportsmanship, and acquire the ability to cope with competitive situations.

## Coaches Code of Conduct

All coaches shall abstain from the following actions at all times. Any violation of these rules will result in disciplinary action.

- :: Foul or obscene language
- :: Indecent gestures
- :: Fighting (physical contact of any type)
- :: Officials abuse
- :: Substance abuse
- :: Object throwing
- :: Arguing with the opposing team's coaches or players for any reason
- :: Harassing own or opposing team's players, coaches, or spectators
- :: Violating written division rules or safety rules
- :: Any display of unsportsmanlike conduct

## Players Code of Conduct

All players shall abstain from the following activities at all times. Any violation of these rules will result in disciplinary action.

- :: Fighting
- :: Foul or obscene language
- :: Indecent gestures
- :: Arguing with Officials and/or City Staff for any reason
- :: Substance abuse
- :: Object thrown in anger
- :: Showing disrespect or arguing with coaches
- :: Harassing opposing team's players, coaches or spectators
- :: Any display of unsportsmanlike conduct.

## Gym and Field Supervisors

Gym and field Supervisors are responsible for providing direction and organization for the Adult Sports Program. A Supervisor is expected to maintain exemplary behavior and sportsmanship at all times. All coaches / players who have concerns or questions should seek out a supervisor who will be able to assist them.

# Softball, Soccer & Basketball

1. The TEAM MANAGER will be suspended one game, if a team player is ejected from any game. (Softball, Basketball, & Soccer)
2. If the TEAM MANAGER is ejected from any game he will be suspended for two games. (Softball, Basketball, & Soccer)
3. ANY player that receives a technical foul will be required to sit out the remainder of the game (Direct Technicals Only). (Basketball)
4. ANY player that receives two technical fouls will not be allowed to play the next game. Direct technicals only (Basketball).
5. ANY player that receives three technical fouls throughout the season will be suspended for a minimum of one game. (Basketball)
6. ANY bench clearing or physical altercations from teams, will be reviewed by City of Carlsbad staff to determine appropriate action. (Softball, Basketball, & Soccer)
7. Judgment calls by league officials cannot be protested. (Basketball, Softball, Soccer)
8. ANY player who does not have a permanent number on their game jersey will not be allowed to participate in any scheduled game. (Basketball & Soccer)
9. Teams who forfeit two games during the season may/will be dropped from the league and no refunds will be issued. No post-season (Softball, Soccer, & Basketball)
10. All incidents will be reviewed on a case-by-case basis.
11. Suspensions cannot be appealed. (Basketball, Soccer, & Softball)



## T · R · U · S · T Program

*Teaching Respect, Unity, and Sportsmanship through Teamwork*

### Vision of Trust

#### Mission Statement

In our continuing effort to create community through people, parks and programs, the Recreation Department will strive to provide quality activities that are safe, fair and enriching for all of its participants, spectators and administrators. This philosophy will be implemented through the T.R.U.S.T. Program, which focuses on teaching respect, unity and sportsmanship through teamwork.

#### Community Expectations

The Carlsbad Recreation Department requires its staff, participants, spectators and neighbors to recognize the following expectations in order to maintain a healthy community.

We T.R.U.S.T. that you will maintain a safe and positive environment.

We T.R.U.S.T. that you will treat every individual with courtesy and respect.

We T.R.U.S.T. that you will honor the rules established for each activity.

We T.R.U.S.T. that you will demonstrate fair play and sportsmanship at all time.

# BASKETBALL

## Rules and Regulations

Games will be played utilizing Federation basketball rules with the following modifications:



## League Format

:: Once placed in a league, a team will remain there for the entire season. There will be no movement of teams after league play has started. The decision to move teams is at the discretion of the Adult Sports Office.

## Schedules

- :: Schedules will be played as published unless modified by the Adult Sports office. If your team cannot make a regularly scheduled game, please inform the Adult Sports office at least 24 hours prior to game time. A loss will be recorded in the standings, but no forfeit fee will be required.
- :: The Adult Sports office is unable to accept requests from teams as it relates to game times and date changes. Schedules can not be altered due to a teams inability to make a scheduled game.

## Tie-breakers

- :: Head to head record in league play (2 way ties only).
- :: If teams split head to head competition, head to head point differential will be the deciding factor.
- :: For 3 way ties, head to head between teams, then total point differential (offensive-defensive points) through league play.

## Awards

- :: Individual awards for 1<sup>st</sup> place team in league play.
- :: Awards will be based solely on league play.
- :: Sponsor award for post-season tournament winner.

## Player Eligibility

- :: All players must be eighteen (18) years of age.
- :: Players attempting to play under an assumed name or age, or a player who is not on the original roster or has not been added properly may cause their team to forfeit the game and a suspension may be imposed.
- :: After game time, only roster players are eligible to play. There will be no adding players after the scheduled game time.
- :: All players must provide Identification at the request of the Adult Sports office.



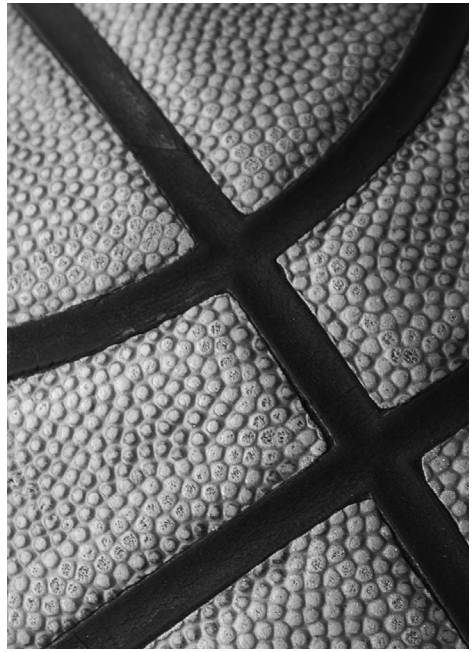
## Addition / Deletion of Players

Players can be added to the team roster from the first game through the last (10th) league game by completing and signing the team roster form provided by the scorekeeper prior to game time.

- :: Do not at any time allow a player to participate in a game who is not on the original roster or has not been added properly and completely. The use of players that are not on the original roster or who have not been added properly and completely prior to game time may cause your team to forfeit the game.
- :: No players may be added during the grace period or after the game has started.

## Player Conduct

- :: Good sportsmanship is expected, to be maintained at all times.
- :: Profanity, derogatory remarks and taunting will not be tolerated. Players who engage in the previous mentioned acts may be warned (the referee, or league officials are not required to warn players and may eject any player on the first offense). If warned and the behavior continues, the player will be ejected from game.
- :: Fighting and physical abuse of any type is inexcusable and will not be tolerated. Players involved in any type of physical confrontation will be suspended for at least one game up to expulsion from the league depending on the severity of the situation. Decisions on punishment for fighting, is solely at the discretion of the Adult Sports Section and is not subject to appeal.
- :: Please be aware that fans/spectators are considered part of a team for player conduct purposes. Therefore, they are bound by the same code of conduct as participants and teams are responsible for their actions. Players who become spectators must abide by the same code



of conduct. Any player who becomes a spectator before, during or after a game is still considered a player.

- :: ANY PLAYER WHO ACCOSTS OR THREATENS A REFEREE, LEAGUE OFFICIAL, OR ANY CITY OF CARLSBAD EMPLOYEE WILL BE BANNED FROM ANY CITY OF CARLSBAD SPORTS LEAGUE. THE PENALTY FOR SUCH ACTS IS AT THE DISCRETION OF THE ADULT SPORTS OFFICE OR THE CITY OF CARLSBAD RECREATION DEPARTMENT AND IS NOT SUBJECT TO APPEAL. (NOTE: Criminal charges may also be filed against a player who threatens or physically accosts any referee, league official, or City of Carlsbad employee.)
- :: PLAYERS RECEIVING A DIRECT TECHNICAL WILL BE REQUIRED TO SIT OUT THE REMAINDER OF THE GAME.



## Ejections

- :: Any player ejected from a game may be suspended for a minimum of one (1) game (the next scheduled game). Upon a second ejection, that player may be suspended for the remainder of the season or longer.
- :: League officials may eject a player from the game and, if deemed necessary, the gym. If ejected from the gym, that player has two (2) minutes to leave the premises or the game will be ruled a forfeit.
- :: League Officials may eject any player, coach or manager without prior warning for any player conduct situation regardless of the severity of the situation.
- :: No appeals will be considered for players that have been ejected from a game.

## Forfeits

- :: A game will be ruled a forfeit and a forfeit fee will be required if any of the following apply:
- :: A team fails to field the required number of players (4 roster players) by the end of the grace period.
- :: If neither team is ready to play, it will result in a double forfeit.
- :: A team fails to provide 24 hours notice prior to canceling a scheduled game.
- :: A team fails to provide the official or scorekeeper fee at game time.
- :: Any player or manager consumes alcoholic beverages during/before the game.
- :: Any team that forfeits a game for one of the above reasons will be billed for payment of official and scorekeeper. The amount billed for each forfeit is \$72.00.
- :: A team uses an ineligible player or players, including unregistered or suspended players, or any player who is deemed ineligible according to rules for tournament and championship games.
- :: Continued delay of game.:: Continued harassment of officials, players,



managers, city personnel or spectators.

- :: In the opinion of the official, a manager does not control the actions of his/her team.
- :: All forfeit fee payments must be received by the Adult Sports Office 24 hours prior to the next regularly schedule game. Failure to pay the required forfeit fee could result in the Adult Sports Section forfeiting the next scheduled game.

## Protests

- :: Managers should be thoroughly familiar with the procedures listed below to file a formal protest. All protests must be made before the next live ball.
- :: At the time of the incident, the manager must immediately notify the official, scorekeeper and the manager of the opposing team that the game is continuing under protest.
- :: The protesting manager must submit (in writing) a detailed statement of facts including all rules which were misinterpreted and a \$25.00 deposit to the City within 24 hours of the protested game.
- :: Deposits will be returned if the protest is upheld.
- :: Judgment calls are not protested, only misinterpretations of the rules and player eligibility can be protested.
- :: Player eligibility may not be protested after the first ten minutes of the game.
- :: All protested games will be completed from the point of protest at the end of the season and only if first or second place standings are affected.

## Grace Periods

- :: There is a ten (10) minute grace period beyond game time for teams who are unable to field at least 4 players. Ten minute grace time will come off the game time.
- :: The grace period is not to be used for chronically late teams/players. If at game time a team has four (4) players,

they will be required to start the game with four, and play the game with four until a fifth roster player shows up, or for the duration of the game (see line-ups).

## Line-ups

- :: The team manager must either submit a line-up to the scorekeeper or write their team line-up in the score book for the score-keeper five (5) minutes prior to game time.
- :: Line-ups must have first and last names and numbers of all players participating in that game.
- :: More roster players may enter the game at anytime throughout the game. If a team has no substitutes to replace disqualified or injured players, it must continue with fewer than five players, and if the game officials believe that the team has an opportunity to win the game, it will continue until the referee deems that the team no longer has a chance to win.

## Time Limits

- :: Games will be played in two (2), twenty (20) minute halves with running clock.
- :: The last two minutes of the second half will be regulation clock.
- :: Please be aware that with the exception of the last two minutes of the last half the clock will not stop except for injuries or extenuating circumstances beyond the control of the teams. If a teams wants to stop the clock, it is their responsibility to call a time out.
- :: Half-time is two to five minutes. Based on time.
- :: The clock will continue to run in the last two minutes of the second half if a team is ahead by 15 or more points.



## Overtime Periods

- :: Overtime periods are 3 minutes.
- :: Regulation clock will be in effect during the last 2 minutes.
- :: No game will end in a tie. Therefore, overtime periods will be played until there is a winner.

## Time Outs

- :: Three (3) time outs per game.
- :: One time out for each overtime period, per team.
- :: Time outs are not carried over from the first to second half, from regulation to overtime periods, or from overtime to overtime.

## Uniforms

- :: All teams must have shirts of the same (or very similar) color with permanently attached numbers on the front and/or back of the shirt.
- :: Each player who does not have a permanently attached jersey number will be deemed ineligible to play until the problem is rectified. The jersey number must be an iron on number or permanent ink, but **NO TAPE**.
- :: Each player must have a unique number for their team. There will be no duplicate numbers allowed.
- :: Players may not wear any kind of jewelry during the game. Please remove any jewelry prior to the start of the game. Players may not wear hats or bandannas during the game.

## Dunking

- :: Dunking is strictly prohibited. Any player that dunks before or during a game will be ejected from the game and suspended for at least one additional game. If a player dunks after a game, that player will be suspended for the next two league games. If that same player dunks a second time (at any point of the season), they will be suspended from the league up to expulsion from the league depending on the severity of the situation.
- :: Dunking is defined as any shot thrown or dropped in the basket from above the rim in which the player makes contact with the rim. Therefore, if a player is able to “dunk” the ball without touching the rim, it is a legal basket. The decision on whether a player touched the rim is up to the referees.
- :: Intentional “Show Boat” dunking may result in expulsion from the league.
- :: You dunk it, you break it, you bought it.

## Foul Shots / Fouls

- :: Players stationed on the lane during a free throw can enter the lane when the ball is released.
- :: Bonus is in effect on the 7th team foul of each half.
- :: After the 10th team foul of each half, every foul shot will be a two (2) shot foul.
- :: A player fouls out of the game upon obtaining a 5th personal foul.
- :: A technical foul counts as a personal foul as well as a team foul.
- :: All technical fouls are two (2) shot fouls.
- :: A team may finish the game with less than five players if there are no substitutes to replace disqualified or injured players, and if the referee decides that your team still has a chance to win the game.

## Substitutions

- :: Any player wishing to enter the game must check in at the scorekeeper table, wait at the table and be waived into the game by the referee.
- :: Your courtesy is appreciated in giving the scorekeeper adequate notice when substituting. In addition, please do not inhibit the view of the scorekeeper when waiting to enter the game.

## Blood Rule

- :: Any player who sustains an injury that results in bleeding or blood on them must exit the court immediately. The player will not be allowed back onto the court until the bleeding has been stopped and the area of the bleeding is covered to the satisfaction of the referees or league officials.

## Post Season

- :: Post season play consists of a single elimination tournament. Top four teams.
- :: All timing, player conduct, and league rules apply during play-offs.
- :: All players participating in post-season play must have played in at least half of all league games as a registered and legal player.
- :: All players are required to show ID prior to the start of all play-off games at the request of the Adult Sports Section.

## Referee / Scorekeeper Fee

- :: \$37 cash per team, per game. All practice, league and postseason games require referee fees.

# SOCCER

## Rules and Regulations



### League Placement

#### New Teams:

- :: New teams will be placed into league based on their assessment of their team's talent on the team evaluation form.
- :: The decision to move teams is at the discretion of the Adult Sports office.

#### Returning Teams:

- :: Returning teams will be placed into leagues based on the results of that team in league play the previous season. Teams that posted highly successful or poor results in league play may move up or down a league if necessary.

### Schedules

- :: All teams will receive a schedule of league games at the managers meeting.
- :: Schedules will be played as published unless modified by the Adult Sports office. If your team cannot make a regularly scheduled game, please inform the Adult Sports office at least 48 hours prior to game time. A loss will be recorded in the standings, but no forfeit fee will be required.

### Point System Standings

- :: 3 points for a win, 1 point for a tie, 0 points for a loss.

### Tie Breaker

- :: Goal Differential
- :: Head to Head
- :: Coin Toss

### Awards

- :: For the 1<sup>st</sup> place team in post season play. League winner receives sponsor plaque.

### Player Eligibility

- :: All players must be eighteen (18) years of age.
- :: Players attempting to play under an assumed name or age or a player who is not on the original roster or has not been added properly will cause their team to forfeit the game and a suspension may be imposed.
- :: After game time, only rostered players are eligible to play.
- :: All players must have City of Carlsbad player ID cards for all games.
- :: Players can only participate on one team a night. If a player gets ejected they will not be allowed to participate in any league games based on the discretion of the Adult Sports staff.

### Addition / Deletion of Players

- :: Teams that are adding new players to their league's roster after the registration deadline will be imposed a \$5.00 charge fee per ID card. Teams must submit new players 48 hours before the next league scheduled game in order for that player to participate. No player can be added before or during the game time.
- :: Do not at any time allow a player to participate in a game who is not on the original roster or has not been added properly.

## Player Conduct

- :: Good sportsmanship is expected to be maintained at all times.
- :: Profanity, derogatory remarks and taunting will not be tolerated. Players who engage in the previous mentioned acts may be warned (the referee is not required to warn players and may eject any player on the first offense). If warned and the behavior continues, the player will be ejected from game.
- :: Fighting and physical abuse of any type is inexcusable and will not be tolerated. Players involved in any type of physical confrontation will be suspended for at least one game up to expulsion from the league depending on the severity of the situation. Decisions on punishment for fighting are solely at the discretion of the Adult Sports Section and are not subject to appeal.
- :: Please be aware that fans/spectators are considered part of a team for player conduct purposes. Therefore, they are bound by the same code of conduct as participants and teams are responsible for their actions. Players who become spectators must abide by the same code of conduct and are still treated as and considered players.
- :: ANY PLAYER WHO ACCOSTS OR THREATENS A REFEREE, LEAGUE OFFICIAL, OR ANY CITY OF CARLSBAD EMPLOYEE WILL BE BANNED FROM ANY CITY OF CARLSBAD SPORTS LEAGUE. THE PENALTY FOR SUCH ACTS IS AT THE DISCRETION OF THE ADULT SPORTS OFFICE OR THE CITY OF CARLSBAD RECREATION DEPARTMENT AND IS NOT SUBJECT TO APPEAL.

## Ejections

- :: Any player ejected from a game may automatically be suspended for a minimum of one (1) game (the next scheduled game). Upon a second ejection, that player may be suspended for the remainder of the season or longer. Any player issued a red card will be fined \$25.
- :: League officials or referees may eject a player from the game and, if deemed necessary, the field. If ejected from the field, that player has two (2) minutes to leave the premises or the game will be ruled a forfeit.
- :: League Officials or referees may eject any player, coach or manager without prior warning for any player conduct situation regardless of the severity of the situation.
- :: Any player who accosts or touches a referee in any manner will be expelled from any City of Carlsbad Adult Sports league for a minimum of the remainder of the current season.
- :: No appeals will be considered for players that have been ejected from a game or the league.





## Forfeits

A game will be ruled a forfeit and a forfeit fee will be required if any of the following apply:

- :: A team fails to field the required number of 11v11 players (7 rostered players) by the end of the grace period.
- :: If neither team is ready to play, it will result in a double forfeit.
- :: A team fails to provide 48 hours notice prior to canceling a scheduled game.
- :: If a team fails to provide the officials fee at game time.
- :: Any player or manager consumes alcoholic beverages during the game.
- :: 7 on 7 leagues, 5 players is the minimum for a legal game.
- :: Any team that forfeits a game for one of the above reasons will be billed for payment of official. The amount billed for each forfeit is \$80-\$160, based on game time lengths.
- :: A game will be ruled a forfeit, and a forfeit fee is required if any of the following apply:
- :: 8 on 8 leagues: 6 players is the minimum for a legal game
- :: A team uses an ineligible player or players, including unregistered or suspended players, or any player who is deemed ineligible according to rules for tournament and championship games.
- :: Continued harassment of officials, players, managers, city personnel or spectators.
- :: In the opinion of the official, a manager does not control the actions of his/her team. All forfeit fee payments must be received by the Adult Sports Office 24 hours prior to the next regularly schedule game. Failure to pay the required forfeit fee could result in the Adult Sports Section forfeiting the next scheduled game.

## Protests

Managers should be thoroughly familiar with the procedures listed below to file a formal protest.

- :: At the time of the incident, the manager must immediately notify the official, scorekeeper and the manager of the opposing team that the game is continuing under protest.
- :: The protesting manager must submit (in writing) a detailed statement of facts including all rules which were misinterpreted and a \$25.00 deposit to the City within 24 hours of the protested game.
- :: Deposits will be returned if the protest is upheld.
- :: Judgment calls are not protested, only misinterpretations of the rules and player eligibility can be protested.
- :: Player eligibility may not be protested after the start of the 2nd half.
- :: All protested games will be completed from the point of protest at the end of the season and only if league standings are affected.
- :: Protest must be made before the next live ball.

## Grace Periods

- :: There is a ten (10) minute grace period beyond game time for teams who are unable to field at least 7 players (5 players for 7 on 7; 6 players for 8 on 8). Ten minute grace time will come off the game time.

## Line-ups

- :: The team manager must submit a line-up to the officials ten (10) minutes prior to game time.
- :: Line-ups must have first and last names and numbers of all players participating in that game.
- :: Any player that arrives late may be added to the line up, but must first check in with the referees prior to entering the game.

## Time Limits & Tie Games

- :: Games each have thirty (30) to forty-five (45) minutes halves.
- :: Please be aware that the clock will not stop except for injuries or extenuating circumstances beyond the control of the teams.
- :: Halftime is five minutes.
- :: A tie game will remain a tie with the exception of play-off and championship games.
- :: A game is considered legal and complete at half-time.
- :: If the score is tied, the team that walks off will lose 0-1.
- :: If the score is not tied and the winning team walks off, they will lose 0-1. If the losing team walks off, the score will remain as is.

## Uniforms

- :: All teams must have shirts of the same (or very similar) color with permanently attached numbers on the front and/or back of the shirt.
- :: Each player who does not have a matching shirt, a permanent number or has a duplicate number will not play.
- :: Visiting team must have the back up jersey, or use vests.



## Substitutions

- :: Any player wishing to enter the game must check in with referee and wait to be beckoned onto the field. There will be no limit to the amount of substitutions throughout the game. If subbed out in the second half of the game-the said player MAY re-enter the game as a substitution.

## Blood Rule

- :: Any player who sustains an injury that results in bleeding or blood on them must exit the field immediately. The player will not be allowed back onto the field until the bleeding has been stopped and the area of the bleeding is covered to the satisfaction of the referees. The uniform must be free of blood.

## Sport Specific Rules

- :: Players may not wear any kind of jewelry during the game. Please remove any jewelry prior to the start of the game.
- :: Players may not wear hats or bandanas during the game.
- :: All players must wear shin guards.
- :: The goalkeeper must have a different colored jersey from those of his teammates and his opponents.
- :: No metal or football type cleats will be permitted on the field at any time.
- :: The home team is responsible for the game ball, and either team may provide back-up balls.
- :: Games will be played utilizing FIFA rules with the previously stated rule modifications.

## Referees

- :: \$40-\$80 per team, per game.
- :: All practice, league and postseason games require referee fees.
- :: Once a game has started, no refunds of referee fees will be allowed under any circumstances.



## Rain Out Policy

- :: A game is deemed complete at half-time. All postponed or unfinished games will be replayed at the end of the regular season if the game affects 1<sup>st</sup> and 2<sup>nd</sup> place in league standings.
- :: Teams should not call the Adult Sports office the day of the game to find out about rain outs. **FOR RAIN OUT INFORMATION, DO NOT CALL THE ADULT SPORTS OFFICE. DECISIONS FOR RAIN OUTS WILL NOT BE MADE UNTIL AFTER 3 PM THE DAY OF THE GAME** or log onto: [www.cityofcarlsbadsports.com](http://www.cityofcarlsbadsports.com)
- :: Referees will make a decision on site as to whether or not to continue the game due to weather conditions or unsafe field conditions.
- :: If a game is postponed prior to being a complete game, a make-up game will be scheduled for the end of season if it affects 1<sup>st</sup> and 2<sup>nd</sup> place standings. Games will be continued from the point at which it ended.



## Play-Off & Championship Games

- :: The postseason will consist of playoffs and a championship game for the top four teams in the playoffs.
- :: Top four teams will participate in the postseason.
- :: All players participating in postseason play must have played in at least half of all league games as a registered player.
- :: Championship game will be determined by 5 FIFA penalty kicks in case of a tie at the end of regulation play.

## Alcoholic Beverages

- :: Absolutely no alcoholic beverages may be consumed during or before any game by players or managers.
- :: Any player who consumes alcohol during a game will be immediately ejected from that game and that player will receive a mandatory one game suspension for the next scheduled game. In addition, the player's team will be issued a warning.
- :: Once a team has been issued a warning, the next occurrence of a player consuming alcohol will result in a forfeiture of the game.
- :: In consideration of your safety and the safety of other participants, please do not show up intoxicated.

Teams are responsible for knowing and abiding by the rules of the league.



# SOFTBALL

## Rules and Regulations

Games will be played utilizing ASA rules with the following modifications:



### Baserunners and Fielders slide and avoid contact

- :: All runners must avoid contact with the fielder at any base. The runner has the responsibility to avoid contact and must do so.
- :: Fielders cannot block the basepath. To avoid contact please keep the path clear to all bases. Especially to home plate.
- :: If you are unsure surrender or get out of the way to avoid any collision.
- :: Failure to avoid contact may result in that player being called out and/or ejected from the game. In addition, other runners may also be called out.
- :: Inexperienced players should not attempt to slide into bases, but are still responsible for avoiding contact with defensive players.
- :: All “avoid” situations are at the discretion of the game umpire.
- :: BOTH PARTIES MUST AVOID CONTACT AT HOME PLATE.
- :: Catcher should not fully block home plate.
- :: If the ball hits any part of the soccer goal, including the net, the ball will be declared dead and a ground rule double will be issued. Runners on base will advance two bases.

### League Format

- :: Once placed in a league, a team will remain there for the entire season. The decision to move teams is at the discretion of the Adult Sports Office.
- :: All postponed or unfinished games will be rescheduled upon the discretion of the Recreation Supervisor, and if it only effects the 1st and 4th place standings.
- :: All batters will start with a one-one count.

### Awards

- :: Individual awards for 1st place team in league standings.
- :: Awards will be awarded based solely on league play.
- :: End of season tournament winner will receive a sponsor award.

### Tie-Breakers

1. Winning Percentage
2. Head to Head
3. Head to Head Differential

### Schedules

- :: All teams will receive a schedule of league games via e-mail.
- :: Schedules will be played as published unless modified by the Adult Sports office. The Adult Sports office will alter schedules / reschedule games only in the event of inclement weather, unsafe field conditions or other extenuating circumstances (if time permits).

- :: If your team cannot make a regularly scheduled game, please inform the Adult Sports Office at least 24 hours prior to game time. A loss will be recorded in the standings, but no forfeit fee will be required.
- :: The Adult Sports Office is unable to accept requests from teams as it relates to game times and date changes. Schedules can not be altered due to a teams inability to make a scheduled game.
- :: Games will not be made up if they do not affect top four teams in standings for post season play.

- :: Do not at any time allow a player to participate in a game who is not on the original roster or has not been added properly and completely. The use of players that are not on the original roster or who have not been added properly and completely prior to game time may cause your team to forfeit the game.
- :: No players may be added during the grace period or after the game has started.
- :: Only rostered players can be added to the lineup at anytime.

## Player Eligibility

- :: All players must be eighteen (18) years of age.
- :: Players attempting to play under an assumed name or age will cause their team to forfeit the game and a suspension will be imposed.
- :: After game time, only rostered players are eligible to play.
- :: Player eligibility may not be protested after the 3rd completed inning that the player in question has played.
- :: Players cannot participate on two different teams within the same league.

## Addition / Deletion of Players

- :: Players can be added to the team roster through the last league game by completing an Add/Delete form (provided by the scorekeeper) and returning the complete form to the scorekeeper prior to game time.
- :: All add-delete forms must be filled out completely, correctly and legibly in ink. Any add-delete form that is not completely, correctly and legibly filled out will be deemed invalid and the player will not be added to the team's roster.



## Player Conduct

**Applies before, during and after the game.**

- :: Harassment of officials, players, managers, city personnel or spectators will not be tolerated.
- :: If in the opinion of the official, a manager does not control the actions of his/her team, that team will forfeit.
- :: Good sportsmanship is expected to be maintained at all times.
- :: Profanity, derogatory remarks and taunting will not be tolerated. Players who engage in the previous mentioned acts may be warned (umpires are not required to warn players and may eject a player without warning). If the behavior continues, the player will be ejected from game and a suspension may be imposed.
- :: Fighting, verbal, and physical abuse of any type is inexcusable and will not be tolerated. Players involved in any type of physical confrontation will be suspended for at least one game up to expulsion from the league depending on the severity of the situation. Decisions on punishment for fighting is solely at the discretion of the Adult Sports Section and is not subject to appeal.
- :: Please be aware that fans/spectators are considered part of a team for player conduct purposes. Therefore, they are bound by the same code of conduct as participants and teams are responsible for their actions.



## Ejections

- :: Any player ejected from a game will automatically be suspended for a minimum of one (1) game (the next scheduled game). Upon a second ejection, that player may be suspended for the remainder of the season or longer.
- :: League officials may eject a player from the game, and if deemed necessary the field. If ejected from the field, that player has two (2) minutes to leave the premises or the game will be ruled a forfeit.
- :: League Officials may eject any player, coach or manager without prior warning for any player conduct situation regardless of the severity of the situation.
- :: No appeals will be considered for players that have been ejected from a game.

## Protests

Managers should be thoroughly familiar with the procedures listed below to file a formal protest.

- :: Protests **MUST** be made before the next pitch. If disputing a final score it must be done before 10am the next day. Any time after that the score will remain as reported.
- :: At the time of the incident, the manager must immediately notify the official, scorekeeper and the manager of the opposing team that the game is continuing under protest.
- :: The protesting manager must submit (in writing) a detailed statement of facts including all rules which were misinterpreted and a \$25.00 deposit to the City by 5 p.m. the next business day.
- :: Deposits will be returned if the protest is upheld.
- :: Judgment calls can not be protested, only misinterpretations of the rules and player eligibility can be protested.
- :: Player eligibility may not be protested after the start of the 3rd inning.

:: All protested games will be completed from the point of protest at the end of the season and only if league standings are affected. (1<sup>st</sup> or 4<sup>th</sup> Place Only)

## Forfeits

:: All forfeited games will be recorded as a 12 - 0 loss to the forfeiting team.

:: Any team that is unable to field enough players to play a legal game will receive a loss in the standings and the game will NOT be rescheduled.

:: No official shall start, or officiate any contest when either team does not have the required number of players to start a game, or the game is legally ruled a forfeit.

A game will be ruled a forfeit and a forfeit fee will be required if any of the following apply:

:: A team fails to field the required number of players (8 rostered players) by the end of the grace period.

:: If neither team is ready to play, it will result in a double forfeit.

:: A team fails to provide 24 hours notice prior to canceling a scheduled game.

:: Any player or manager consumes alcoholic beverages before and or during the game.

:: Any team that forfeits a game for one of the above reasons will be billed for payment of officials and administrative processing. The amount billed for each forfeit is \$50.

A game will be ruled a forfeit, but no forfeit fee is required if any of the following apply:

:: A team uses an ineligible player or players.

:: Continued delay of game.

:: Continued harassment of officials, players, managers, city personnel or spectators.

:: In the opinion of the official, a manager does not control the actions of his/her team.

All forfeit fee payments must be received by the *Adult Sports Office* by 5 PM the day of the next regularly schedule game.

**Failure to pay the required forfeit fee will result in a \$20.00 late fee and forfeiture of all subsequent games until the full fee is paid.**



## Alcoholic Beverages

- :: Absolutely no alcoholic beverages may be consumed during or before any game by players or managers.
- :: Any player or manager who consumes an alcoholic beverage during or before any game will immediately be ejected from that game and that player will receive a mandatory one game suspension for the next scheduled game. In addition, the team will forfeit that game.
- :: In consideration of your safety and the safety of other participants, please do not show up to games intoxicated.

## Team Insurance

- :: Teams may purchase accident, liability or a comprehensive insurance policy through ASA. Please contact Bollinger Insurance toll free @ 1-800-526-1379 for more information. The City of Carlsbad does not offer any type of insurance. Players play at their own risk.



## Umpires / Scorekeeper

- :: \$25 cash per team, per game for umpire
- :: All practice, league and postseason games require umpire fees.

## Rain Out/Light Policy

- :: Teams must contact the rain-out network for updated field conditions, after 2:30 PM or log onto: [www.cityofcarlsbadsports.com](http://www.cityofcarlsbadsports.com) (see field conditions link). DO NOT call the Adult Sports Office or Harding Center, for all rain out decisions are posted on website.
- :: If the lights shut off during the game, then the game will be deemed complete after 4 complete innings, or 4<sup>1/2</sup> if the home team is ahead or is a tie game. If it is not complete it will be replayed from the point of stoppage if it affects 1st - 2nd place standings.
- :: Umpires will make the decision on site to continue or postpone games in progress due to any unsafe situation or foul weather.
- :: If a game is postponed prior to being a legal and complete game, the game will be made up from the point at which it was stopped, (if it only affects 1st - 4th seeds.) Unless the game has already completed four (4) innings or 4<sup>1/2</sup> if home team is up.
- :: If the home team is up from the 4th inning on, and the game is called due to unforeseen reasons, the game will be complete, a loss will be recorded.
- :: If a game is called due to weather conditions, light failure or other unsafe situations after it has become a legal game (4 complete innings), it will be deemed complete and the score will be recorded from the last completed inning.
- :: Any game that is made up from a stopped point must use the same players from the prior game, no additional players may be used. In the event that a player cannot make the game, a loss will be recorded.

- :: If an injury occurs and takes over 5 minutes there will be only 5 minutes added to the game time. Regardless of time lost.
- :: If the injury is substantial, the umpire can cancel the game if too much time is lost, and it will be deemed complete if 4 innings are completed. Games will be played from the time of stoppage if it affects 1st - 2nd place standings.

## Playoff Tie Breakers

- :: "International Tie Breaker." When a softball game is tied at the end of seven innings, the International Tie Breaker rule goes into effect. At the start of each inning, a runner is placed on second base with the intent of accelerating opportunities to score and bringing the game to a speedier conclusion.

## Playoff & Championship Games

- :: The postseason will consist of a tournament for select teams if

time permits.

- :: The time limit and run rule will apply during tournament games.
- :: There will be no time limit, but a 15 run mercy rule for championship games will apply. Games will be 7 innings.
- :: All players participating in the postseason must have played in at least three of the league games as a legally registered player.
- :: All players are required to provide identification at the request of the Adult Sports Section.

## Women's League

- :: Safety home plate line. No sliding at home plate. Must cross safety home plate line.

## Pitching Mound and Bases

The pitching mound and base distances for all divisions are:

- :: Pitching 50' Bases 65'



## Pitching Arcs

The pitching arcs for each league are as follows:

- :: Men's Leagues: Limited
  - :: Coed Leagues: males: Unlimited, females: Limited
  - :: Women's League (Calavera): Limited
- Limited arcs have a 6' minimum and a 12' maximum height restriction.
- Unlimited arcs have a 6' minimum and no maximum height restriction.

## Softballs

- :: The City will provide one game ball per game. The ball will be given to the home team at the end of the game.
- :: Either team may provide a backup ball as long as it is a league approved ball.
- :: Ball must be city issued.
- :: Softballs must be 52 COR/300LBS >(12" Composite or Synthetic)

## Line-Ups

- :: The team manager must either submit a line-up to the scorekeeper or write their team line-up in the score book for the scorekeeper five (5) minutes prior to game time.
- :: Line-ups must have first and last names of all players participating in that game.
- :: Any late arriving rostered players can be added to the bottom of the line up during any inning in the game.
- :: All players that are attending the game must bat, regardless of whether or not they play in the field. Everybody bats!
- :: If a player leaves the game and is unable to bat they are an out the first time only.
- :: All games will be 7 innings or 1 hour 10 minutes, whichever occurs first.
- :: If at the end of 7 innings or 1 hour 10 minutes the game is tied, the final score

will be entered as a tie. No extra innings.

- :: Once a new inning has started it will be finished.
- :: If the home team is ahead at the expiration of the time limit, the game will be considered legal and completed.
- :: A game is considered legal and complete after 4 1/2 completed innings.
- :: If a game is called due to weather conditions, light failure or other unsafe situations after it has become a legal game (4 complete innings), it will be deemed complete.

## Grace Periods

- :: There is a five (5) minute grace period beyond game time for teams who are unable to field at least 8 players.
- :: If agreed upon by the opposing team, an additional five (5) minute grace period may be granted to teams unable to field enough players at the end of the initial grace period. All grace period times are deducted from the original game time.
- :: Home and away can be switched if agreed on by the opposing team.
- :: If switched, a team must have at least 8 players before taking the field, or the game will be forfeited.
- :: Games may start and finish with eight players. No out is taken in the ninth spot.
- :: Lights will not be extended past 10 p.m.

## Run Rule

- :: A game will be considered complete if the home team is up by 12 or more runs after 4 1/2 innings or if the visiting team is up by 12 or more runs after 5 innings.

## Pitchers Box Rule:

- :: A "pitchers box" will be in use in all





divisions. A box is drawn starting from the pitcher's rubber, extending towards the outfield, for (6) feet. The dimensions of the "pitcher's box" are 48 inches wide, by 6 feet long. The pitcher may deliver the pitch from any point inside the "pitcher's box" without penalty.

- :: Upon the discretion of the umpire, any line drive hit by the batter that enters or passes through the pitcher's box no higher than the pitcher's head will be declared an OUT, dead ball. Hit balls that, in the discretion of the umpire, are over the head of the pitcher at full height regardless if it passes through the "pitcher's box" will be declared a fair ball and in play. The pitcher MUST have one or both feet in the box or on the line and is hit by ball will be declared an out. If pitcher is completely out of the box after the pitch and is hit the ball is live.

## Courtesy Runners

- :: A team may request one courtesy runner per inning.

- :: Any player that requests a courtesy runner during any point of the game must use a courtesy runner for the remainder of the game.
- :: The courtesy runner must be the last out on the line-up, or if no outs have been made, or the last out will bat within the next three batters, the last person to cross home shall be the courtesy runner.
- :: Courtesy runners should be used for injured players only. Please don't abuse this rule for slow runners.
- :: If there is an abuse of this rule, this privilege will be eliminated.

## Four Foul Rule

- :: The second foul ball on the second strike will be considered a strikeout and an out will be recorded for that batter.

## Equipment

- :: Titanium bats of any sort are not allowed in any City of Carlsbad league.

- :: All men's, coed's and women's leagues will be allowed to use any multi-wall bats. No titanium bats. All bats must be ASA approved. Bats must have an approved ASA logo and a rating of 1.20.
- :: No metal baseball cleats.
- :: At no time should a game be played with any type of softball other than the ball established or approved by the league.
- :: Any ASA banned bat is not allowed in any leagues.
- :: Team managers are responsible to make sure their team is using ASA approved bats. It is not the umpires responsibility to check.

## Leading Off and Strike Mat

- :: All games will be played with a strike mat behind home plate.
- :: Base runners must remain on the base until the ball has left the pitcher's hand, but no base stealing is allowed.
- :: A base runner will be called out if, after the pitch, the opposing team's catcher throws the ball to that base before the runner returns to the base (no tag is necessary, it is considered a "force" out). If the attempted "pick-off" throw from the catcher is errant (ball hits the ground and base runner is safe), the base runner and any other base runners may advance at their own risk.
- :: A strike will be called if a legal pitch lands anywhere on the plate or mat.
- :: The strike mat is not an extension of home plate. For scoring purposes, players must touch home plate when scoring. The umpire will have the final decision in regards to the bases for scoring purposes.

## Batters

- :: All players must bat regardless of whether or not they are playing in the field. No "pinch hitters" are allowed.
- :: It is the responsibility of the opposing team to identify and protest batting out of order at the time that it occurs.
- :: All batters will start with a one-one count.

## Coed Division Rules

- :: If a team is unable to field 5 female, then the team can play with 5 male and four females to start a game.. If a team has five males and five females then both teams must play with that.
- :: Players must bat in alternating order of gender.
- :: If a man is walked on three straight balls (no strikes), he will receive second base. The next female batter does not have the option of taking first base, she must bat.
- :: Only one outfielder may play in front of the 160 foot restriction line in the outfield (rover position).
- :: The rover may be either a male or female. The rover can play anywhere on the field.
- :: There will be no restrictions on players as to which defensive positions they may play. However, once an inning has started players may not switch positions (excludes pitcher and injuries).
- :: If a team is unable to field the required number of players (men-women), a forfeit will be declared.

## Injuries/Ejections/Batting Rules

- :: If a player is unable to bat for any reason, one out will be recorded. One out only / one time.

**NO FOOD OR DRINK  
ALLOWED IN  
GYMNASIUM OR  
ALGA NORTE / AVIARA / POINSETTIA / STAGECOACH  
ARTIFICIAL TURF FIELDS**

Please refrain from bringing coffee mugs, cups, sodas, food, gum, etc.

Players are allowed to bring in water bottles which must be placed under players' bench!

**NO SMOKING**

Allowed in City of Carlsbad Parks.

CITY OF  CARLSBAD



**T · R · U · S · T**  
Program

*Teaching Respect, Unity, and Sportsmanship through Teamwork*

 City of  
**Carlsbad**  
Parks & Recreation

[cityofcarlsbadsports.com](http://cityofcarlsbadsports.com)