

TUALATIN HILLS PARK & RECREATION DISTRICT

15707 SW Walker Road, Beaverton OR 97006

(503) 629-6330 □ www.thprd.org

2015 ADULT **SLOW PITCH SOFTBALL** **RULES** **&** **REGULATIONS**



TABLE of CONTENTS

RULE	PAGE
Playing Conditions / Weather / Make-ups	4
Equipment	4
Playing the Game - Pre-Game Conference	4
Playing the Game - Pitching Regulations	4
Playing the Game - Intentional Walk (Coed Only)	4
Playing the Game - Game Time	5
Playing the Game - Batting, Batting the Line Up, Batting the Roster, Batting the Wheel	5
Playing the Game – Halo Rule	6
Playing the Game - Starting / Playing Short-Handed	6
Playing the Game - Run Limits	6
Playing the Game - Courtesy Runner	6
Playing the Game - If Injured While a Batter / Base Runner	6
Playing the Game - Home Run Rule	6-7
Playing the Game - Starting Ball and Strike Count	7
Playing the Game - The Field (Coed Only)	7
Playing the Game - Scorekeeping	7
Playing the Game - Forfeits	7
Playing the Game - Protests	7
Reclassification - Men's, Coed, Women's, Industrial	8
Playoffs - League Ties	8
Playoffs - Men's League	8
Playoffs - Coed / Women's' Leagues	8
Playoffs - Industrial League	8
Players / Rosters - League Divisions	8
Players / Rosters - Players	8-9
Players / Rosters - Roster Changes	9
Players / Rosters - Roster / ID Checks	9
Players / Rosters - Ghost Cards	9
Player Conduct - Manager / Coach Responsibility	9
Player Conduct - Unsportsmanlike Behavior	9-10
Player Conduct - Disciplinary Action	10
Player Conduct - Team / Player Concerns	10
Facility Regulations	10
Facility Regulations - THPRD HMT and PCC Complexes	10
Umpires	10
Lost and Found	11
NSA	11

RULE	PAGE	SECTION
AGE REQUIREMENT, PLAYER	8	PLAYER/ROSTERS, PLAYERS, #2
ALCOHOL PROHIBITED	10	FACILITY REGULATIONS, THPRD HMT & PCC, #3
BALL AND STRIKE COUNT, BATTER	7	STARTING BALL AND STRIKE COUNT
BALLS, LEGAL	4	EQUIPMENT, #5
BATS, LEGAL	4	EQUIPMENT, #7-8
BATTING THE LINE UP	5	BATTING, BATTING THE LINE UP, #1-3
BATTING THE ROSTER	5	BATTING, BATTING THE ROSTER, #1-7
BATTING THE WHEEL (COED ONLY)	5	BATTING, BATTING THE WHEEL, #1-7
COED LINE	7	THE FIELD (COED ONLY)
COIN TOSS, PLAYOFFS	8	PLAYOFFS, LEAGUE TIES, NOTE:
COURTESY RUNNER	6	COURTESY RUNNER, #1-2
EJECTION OFFENSES	9	PLAYER CONDUCT, UNSPORTSMANLIKE BEHAVIOR, #1-4
EJECTION PENALTIES	9-10	PLAYER CONDUCT, DISCIPLINARY ACTION, #1-5
FLIP FLOP RULE	6	RUN LIMITS, #3 (MEN'S INDUSTRIAL ONLY)
GHOST CARDS	9	PLAYERS/ROSTERS, GHOST CARDS, #1-3
GRACE PERIOD	5 AND 7	GAME TIME, #3; PLAYING THE GAME, FORFEITS, #2
HALO RULE	6	PLAYING THE GAME
HIT AND SIT HOMERUNS	6	HOME RUN RULE, #2
HOME RUN LIMITS BY LEAGUE	6-7	HOME RUN RULE, GRID
ID CHECKS	9	PLAYERS/ROSTERS, ROSTER/ID CHECKS, #1-5
IDENTIFICATION, ACCEPTABLE	9	PLAYERS/ROSTERS, ROSTER/ID CHECKS, #1
ILLEGAL PLAYER	9	PLAYER/ROSTERS, ROSTER/ID CHECKS, #4-5
INJURED BASERUNNER	6	INJURY OF A BATTER/BASE RUNNER, #1-3
INJURED PLAYER, REMOVING	5	BATTING THE LINE UP, #2; BATTING THE ROSTER, #6; BATTING THE WHEEL, #6
INTENTIONAL WALK (COED ONLY)	4	PITCHING REGULATIONS, #2
JEWELRY	4	EQUIPMENT, #3
LEAGUE TIES	8	PLAYOFFS, LEAGUE TIES
MINIMUM PLAYERS TO START	5	GAME TIME, #2
PITCH HEIGHT	4	PITCHING REGULATIONS, #1
PLAYING FORFEITED GAME	7	FORFEITS, #5-9
PLAYING WITH LESS THAN 10 PLAYERS	6	STARTING/PLAYING SHORT HANDED, #1-5
PROGRESSIVE HOME RUN RULE	6-7	HOME RUN RULE, #5
PROTESTS	7	PROTEST, #1-4
PROVIDING GAME BALLS	4 AND 6	EQUIPMENT, #6; PLAYING THE GAME, HOME RUN RULE, #1
RAIN OUTS	4	PLAYING CONDITIONS
ROSTER CHECKS	9	PLAYERS/ROSTERS, ROSTER / ID CHECKS, #2-5
ROSTER CHANGE DEADLINE	8	PLAYERS/ROSTERS, ROSTER CHANGES, #1
RUN LIMITS PER INNING	6	RUN LIMITS, #1
SCORE KEEPING	7	SCORE KEEPING #1-7
TEN RUN RULE	6	RUN LIMITS, #2
TIES, GAME	5	GAME TIME, #4
TIME LIMITS, GAMES	5	GAME TIME, #1
UMPIRES	10	UMPIRES, #1-4
UNSPORTSMANLIKE CONDUCT	9-10	PLAYER CONDUCT, UNSPORTSMANLIKE BEHAVIOR, #1-4
WOMEN ON MEN'S INDUSTRIAL	8	PLAYERS/ROSTERS, PLAYERS, #7

2015 SUMMER ADULT SLOW PITCH SOFTBALL RULES & REGULATIONS

For Men's, Women's, Coed and Industrial Leagues

The 2015 Slow Pitch Softball Leagues will abide by all 2015 National Softball Association (NSA) Rules and/or the following regulations established by Tualatin Hills staff and the All Sports Steering Committee. The Tualatin Hills Park & Recreation District will make additions and deletions to these rules and regulations as the need arises. **It is the responsibility of each team manager/coach to familiarize their players with all of the following Tualatin Hills Park & Recreation District league rules and regulations.**

PLAYING CONDITIONS / WEATHER / MAKEUPS

In case of bad weather, it is the team manager's responsibility to call THPRD's rain out number: **(503) 629-6395**. This recorded message, updated **4:00pm** weekdays and **3:00pm** weekends (3:40pm game starts), will inform managers of game status for that day. **Rain out and field condition information can also be found on our website at <http://www.thprd.org/sports/leaguesched.cfm>.**

1. Once an umpire cancels a league game on a field due to weather or field conditions, all additional games on the same field will be canceled for the rest of the day/night, unless specified on the recorded message (**503 629-6395**) or website. Once games are canceled, THPRD will attempt to update the recorder/website.
2. THPRD will attempt to schedule makeup games on the same league day/night of the week but may be limited to times and fields available including possible double headers. Team managers will be notified as to the time and location. Due to limited field and times, makeup games scheduled by THPRD will be final.

EQUIPMENT

1. Only Softball approved equipment will be accepted. Each team must supply their own bats, gloves and practice balls.
2. Shirts with at least 6" numbers on the back are required to be worn by **all** persons actively playing in the game. THPRD recommends that shirts of similar color be worn by all team players. Any protest regarding shirts must be brought to the umpire's attention prior to the game starting.
3. For safety reasons, NSA strongly recommends **NO JEWELRY** be worn while playing. Removal is required of any items judged dangerous by the umpire. The safety standard is if you can get your pinkie finger through it (i.e., hoop earring(s), nose rings, bracelets, necklaces), **don't wear it!**
4. When wearing metal joint braces, all exposed metal must be covered.
5. For league play, all game balls will be a .44 COR with 400 or less compression.
6. THPRD will distribute new "Game Balls" to each team before the start of league play. The home team will supply one new and one good used regulation (back up) ball for each game. In coed leagues, the home team will supply two 12" men's and two 11" women's balls, one new and one regulation back up of each size. The game balls will be given back to the home team at the completion of the game. When a team hits the ball over the fence, that team must retrieve or replace with a good regulation ball. In other words "those that hit it, get it".
7. See the NSA website www.PlayNSA.com and flyers located on the fields for the list of legal/illegal bats.
8. A player found to be using an illegal or altered bat will be ejected from the game immediately.
9. Metal spikes may not be worn during any THPRD Adult Softball League or Playoff Games! This includes All Levels, All Leagues! **NO METAL SPIKES! Penalty is immediate ejection!**

PLAYING THE GAME

PRE-GAME CONFERENCE

During pre-game conference, be sure the representative is a player who will clearly **share all covered information with the entire team.**

PITCHING REGULATIONS

1. Per NSA regulations, the ball must be delivered with an arc and reach a height of at least 6 feet from the ground while not exceeding a maximum height of 10 feet from the ground.
2. **In THPRD Coed only, an intentional walk** is called when a male batter walks on **a count of 4 balls NO STRIKES**. The result is a two-base award and the next female batter will bat. **Exception:** When there are two outs, she has the option to bat or walk. Any strike to the male batter nullifies the intentional walk resulting in only a single-base award.

GAME TIME

1. Length of the games shall be seven innings or one hour fifteen minute time limit, whichever comes first.
No new inning will begin after the hour and fifteen minute time limit.
Exception: Men's Industrial games will be seven innings or one hour ten minutes time limit, whichever comes first.
No new inning will begin after the hour and ten minute time limit.
2. All teams in all leagues must have a minimum of 8 players to start or continue a game. In Coed, teams must have at least 4 players of each gender (4 men and 4 women) to start or continue a game.
3. At game time, if a team does not have the minimum required number of players to start the game, a five-minute grace period will be allowed. If the team has the minimum number of players, the game must begin on time. Player(s) must be on the field ready to play within the five-minute grace period. **The five-minute grace period is considered part of game time.**
4. In the event of a tie during league games, the game will be recorded as a tie for both teams. If the 1¼ hour time limit has not expired, extra inning(s) shall be played to break a tie.
5. **The game clock used by the umpire will be the official time.** If no clock is available, official time will be the umpires watch.

BATTING

Teams may choose to bat the "line up", bat the roster **OR** in Coed only bat the wheel. Teams must declare in pre-game which batting option they will be using. Once declared, batting options cannot be changed.

BATTING THE LINE UP - All Leagues

1. In Men's, Women's and Coed divisions, teams can bat any number of players from 8-12. In Coed, teams must keep male/female rotation.
2. All NSA re-entry and substitution rules apply except THPRD allows ANY substitute (same gender in Coed) to enter in case of an injury. Once a player is removed due to injury, they can never reenter the game.
3. THRPD does not allow NSA Coed Softball Rule 4, Players/Substitution, Page 51, Section 1(b) or 1(c) to be used.
4. **In case of ejection, no substitution is allowed and an out shall be called each time that player comes to bat.**

BATTING THE ROSTER - All Leagues

1. Teams can bat as many players as they want up to twenty.
2. **ALL** players present **must** be listed in order in the scorebook.
3. Players arriving late can be added with no penalty to the bottom of the lineup until the first batter has started his/her 2nd at bat. Once this occurs, no players may be added or substituted.
4. In Coed, the batting lineup must alternate male/female/male/female through the entire order.
5. Free and unlimited defensive positioning is allowed. In Coed, no more than 5 of each gender can be in the field on defense. A player may enter and re-enter in any defensive position at any time **BUT THEY MUST KEEP THEIR SAME POSITIONS IN THE BATTING ORDER.**
6. In case of injury, the player is removed from the batting order with no penalty, never to reenter. NO substitutions are allowed for injuries when batting the roster. In Coed, to keep male / female batting order intact, the opposite gender either before or after the injury in the batting order must also be removed with no penalty. They too can never reenter or substitute (unless for another injury).
7. **In case of ejection, no substitution is allowed and an out shall be called each time that player comes to bat.**

BATTING THE WHEEL - Coed Only

1. Teams can bat as many players as they want up to twenty even if the male to female ratio is uneven.
2. **ALL players present must be listed in order in the scorebook.** For scorekeeping ease, it helps to list all of one gender and then list all of the other gender instead of alternating.
3. Players arriving late can be added with no penalty to the bottom of the lineup until the first batter of each gender has started his/her 2nd at bat. At this point, no players may be added or substituted.
4. The batting order must always alternate male/female. A batter will always follow the same person of the same gender throughout the game. Once all batters of one gender have batted, that gender line up starts over.
5. Free and unlimited defensive positioning is allowed. In Coed, no more than 5 of each gender can be in the field on defense. A player may enter and re-enter in any defensive position at any time **BUT THEY MUST KEEP THEIR SAME POSITIONS IN THE BATTING ORDER.**
6. In case of an injury, the player is dropped with no penalty and the wheel rotation continues.
7. **In case of ejection, no substitution is allowed and an out shall be called each time that player comes to bat.**

HALO RULE

1. A dead ball out is called when a batted ball is a line-drive hit directly at the halo zone.
 2. The Halo zone is an imaginary box measuring 1 foot on each side of the pitching rubber and from the ground to 1 foot above the pitchers head.
 3. If the ball hits the ground prior to the pitching rubber, it is a ground ball regardless if the pitcher is in the halo zone.
 4. If it is a line-drive through the halo zone, it is a dead ball out.
 5. Pitcher is not protected if the ball is hit outside of the halo zone.
 6. If the same batter is called for Halo infraction twice in a game that player will receive an offensive ejection.
- OFFENSIVE EJECTION** - In the event that there is an offensive ejection, the player will be eligible to play defense only and the offensive spot will be an out for the remainder of the game, no substitute will be eligible in that spot.
7. If at any time the umpire feels a ball was intentionally hit into the Halo zone the batter will be immediately ejected.

STARTING / PLAYING SHORT HANDED

1. In all leagues, teams can start with 8 or 9 players knowing additional players will be arriving late. THPRD allows the team to choose to put the missing players in the batting order taking outs — this applies if only less than 10 players are present. When the players arrive, they can immediately take their spots in the batting order or on defense. These outs must be declared in pre-game and once the first batter has started his/her second at bat, no outs can be removed until the player arrives.
2. **In Coed only:** If only nine players are present, the team can chose to play with 8 and use a sub, taking no outs. If a 10th player arrives before the first batter starts their second at bat and the ninth player has not entered the game, both players may be added to the bottom of the batting order. If the tenth player arrives after the first batter has started his/her 2nd at bat, both players CAN ONLY BE SUBSTITUTES and the team must play the entire game with only 8 players, both offensively and defensively.
3. **In Coed only:** Teams can choose to play with 9 players taking an out each time the vacated spot occurs in the batting order. Never can two of the same gender bat back to back without an out between them.
4. **In Coed only:** If a team is playing shorthanded (less than 10 players), all fielders must play a normal infield or outfield position.
5. **In Coed only:** If an injury or ejection drops player count below 10, the team can chose to play nine and take an out as long as four of each gender are present.

RUN LIMITS

1. Excluding Men's regular leagues, all leagues, including Men's Industrial, will have a 6-run limit per inning except the 7th inning, which will be unlimited. All regular Men's leagues (excluding Men's Industrial) have no run limit per inning.
2. If after the 5th or 6th complete inning a team is ahead 10 or more runs, the game is over and that team is declared the winner. **Exception:** In Men's Industrial, teams play 7 innings as time allows no matter what the score.
3. The Flip Flop Rule is only in effect for Men's Industrial. If at the end of the 6th inning, the home team is losing by 10 or more runs, they will remain at bat in the top of the 7th becoming the "visiting" team. If they do not score enough runs to tie or take the lead, the game is over. If they do tie or go ahead, the "new" home team gets to bat in the bottom of the 7th.

COURTESY RUNNER

1. NSA courtesy runner rule is in effect.
2. The courtesy runner may be any player currently in the line-up and DOES NOT need to be the last out. In Coed, the courtesy runner must be the same gender.

INJURY OF A BATTER / BASE RUNNER

1. If a base runner is injured while running the bases and NO LEGAL SUBSTITUTE is available, any player currently in the line-up (same gender in Coed) may take the runner's position on the base and finish the turn.
2. Once the substitute runner scores or is put out, they go back to regular batting order and the injured player must be removed from the lineup with no penalty.
3. **The injured player may not re-enter the game** unless a legal substitution was used.

HOME RUN RULE

1. When a team hits the ball over the fence, that team must retrieve or replace with a good regulation ball. In other words, "those that hit it, get it".
2. In all leagues, all over the fence home runs will be "Hit and Sit". The batter and any base runners just walk off into the dugout. They do not have to touch any bases and all runs are counted.
3. Home runs are limited to the following by league:

Competitive (A-D) Leagues	4 home runs then Progressive
---------------------------	------------------------------

Recreation (E–H) Leagues	3 home runs then Progressive
Industrial leagues	3 home runs then Progressive

5. “Progressive” home run rule will be used for all untouched over-the-fence hits. Progressive means that no team may be more than one home run ahead of the other team once the league limit is reached. This includes the bottom of the 7th. A **dead ball out** will be the penalty for any untouched over-the-fence home run hit that puts a team 2 ahead of their opponent.

STARTING BALL AND STRIKE COUNT

Batters in all leagues will start with a 0-0 count. **Exception:** Men’s Industrial batters will automatically have a 1-1 count when they come up to bat. No additional fouls are given.

THE FIELD (Coed Only)

A chalk line is marked in the outfield at 180 feet from home plate. On either male or female batters, none of the outfielders may cross the line toward the infield until the ball is hit or crosses the plate. If, in the judgment of the umpire, an outfielder crossed the line before contact with the ball was made, a delayed dead ball is called. The manager of the team at bat has the option of taking the result of the play or having the batter return to the plate, assuming the ball and strike count he/she had prior to the pitch.

SCORE KEEPING

1. Each team must bring an official scorebook and scorekeeper.
2. A team lineup must be submitted to the official scorekeeper before the beginning of the game.
3. The home team is responsible for keeping the official scorebook. If the home team does not have a scorekeeper, the visitor's book will be official. If neither team has a scorekeeper, the umpire will keep score. Their scorecard will be official and neither team will be allowed to protest the game based on score or batting order.
4. Scorekeepers are advised to confirm scores after each HALF inning.
5. It is mandatory to list last and first names of each player in the scorebooks.
6. The umpire must be notified immediately if there are any discrepancies with the two score sheets.
7. The umpire will note final score and official’s name on game report.

FORFEITS

Team managers/coaches are encouraged to notify the District office at (503) 629-6330 during business hours at least 24 hours in advance should they know that they will be unable to field a team for a scheduled game.

1. **Any team which forfeits two games will be dropped from the league and forfeit all fees paid.**
2. If at scheduled game time (plus 5 minute grace period), a team does not have the required number of players present, they must **forfeit** the game. All forfeits are scored 7-0.
3. Upon mutual team managers’ request; officials will only officiate games forfeited due to teams not having the minimum number of legal players at game time.
4. Games forfeited due to circumstances other than too few of players will not be played.
5. Teams involved in a forfeit may “borrow” players from each other to meet minimum player requirement.
6. Non-rostered (pick up) players are not allowed to play. All players must be on the official league roster of one of the participating teams.
7. Forfeited play will continue for as long as possible but will be ended by the official so the next scheduled teams have time for warm up, pregame and game start time as scheduled.
8. **ALL LEAGUE AND NSA RULES, SANCTIONS AND PENALTIES WILL APPLY DURING FORFEIT PLAY.**
9. All forfeits will be reported to the THPRD Program Coordinator.

PROTESTS

Umpire judgment calls will not be reviewed. In general, all officials' decisions will stand; but if a coach/manager feels that a protest is necessary regarding rule interpretation, the following procedure applies:

1. The captain or coach must inform the umpire verbally of the intent to file a protest at the time of the infraction and note it in the official scorebook.
2. The argument must be submitted in writing along with a \$25.00 deposit to the District Office by 5:00pm the following working day. Protests must include: **1)** The date, time, and location of the protested game. **2)** Umpire's name. **3)** Name of both coaches and teams. **4)** The rule protested. **5)** Explanation of protest.
3. Within 2 weeks, the Steering Committee and Program Coordinator will meet and award a decision.
4. If the protest is successful, the \$25.00 deposit will be refunded and the game rescheduled with play restarting at the point of protest.

RECLASSIFICATION

MEN'S LEAGUE

1. The Program Coordinator reserves the right to make necessary adjustments to maintain league balance at any time during the season.

COED / WOMEN'S LEAGUE

1. At the completion of the first half, the top teams in each league (except A) may move up, the bottom teams in each league (except last) may move down. The Program Coordinator reserves the right to make other adjustments to maintain league balance.

INDUSTRIAL LEAGUES

1. The Program Coordinator reserves the right to make necessary adjustments to maintain league balance if team numbers warrant.

PLAYOFFS

LEAGUE TIES

For determining playoff standings, league ties will be determined by the record of which team won over the other during league play. If a tie still exists, least amount of total runs scored against the teams involved in the tie will be used to determine the winner.

Note: In playoffs, the home team will be determined by a flip of the coin prior to the beginning of the game.

MEN'S LEAGUE

1. All leagues will have single elimination championship playoffs at the end of the season. There will be four teams qualifying from each division (4 total) for the league playoffs. Awards will be given to playoff champions.

COED / WOMEN'S LEAGUE

1. The top two teams per division from the first and second halves will compete in the playoffs.
2. If a team is moved up after the 1st half and places in that division, the team will compete in that higher division's playoff.
3. If a team remains up to play in that division's playoff, the team in the vacated division with the best overall season record from their existing division will be placed in the playoffs.
4. The playoffs will be a four-team single elimination tournament. First half champions will play the second half / second place team with the second half champions playing the first half / second place team.
5. **COED PLAYOFFS:** Games will be played on the THPRD Complex **throughout** the day. If rained out, playoffs will be moved to the following weekend and may be played both Saturday and Sunday.

INDUSTRIAL LEAGUE

1. **COED – NO Playoffs** unless scheduling permits.
2. **MEN'S** – All teams will be scheduled in double elimination playoffs to be held at the end of the season.

PLAYERS / ROSTERS

LEAGUE DIVISIONS

1. Men's, Women's, Coed -- competitive and recreational leagues. Men's and Coed industrial leagues.
2. Entry fees will not be refunded if a team wants to drop from the league after schedules have been completed unless there is a replacement team. In that case, a prorated refund check less a \$4.00 processing fee will be issued.

PLAYERS

1. Rosters must have a minimum of 14 and a maximum of 20 players and must be kept current.
2. All players must be 18 years of age or older and out of high school.
3. Players currently registered as an ASA, USSSA or NSA "Major Slow Pitch" player are ineligible to play in any THPRD softball league.
4. Only registered players on an official league roster may compete in a league game with the exception of a Ghost Card. A player may be registered on only **ONE** team per division.
5. **Players who are discovered playing on two teams without the use of a ghost card will be suspended for a minimum of two league games and the offending team will forfeit any games in which the player in question illegally participated. For repeat violations, the player shall be ejected from any further league play for the remainder of the season.**

6. Original league rosters are kept by THPRD and are available for inspection by team managers or coaches between the hours of 10am and 4pm, Monday through Friday.
7. A maximum of two women may play on a **men's industrial** team.

ROSTER CHANGES

1. Players may be added and dropped before the 2nd half of the season begins. No new players may be added to the team roster after the deadline except in hardship cases.
2. INDUSTRIAL ROSTER ADDITIONS: For each company employee added to the roster, a copy of a current (within three months) pay stub **must** be submitted with add form. The pay stub must list the company name, company address, employee name and date. Pay stubs should have pay information crossed out.
3. If players are added to the team roster, the manager **should** have a **copy of the official add form** to show during an ID check.

ROSTER / ID CHECKS

1. The following **picture ID** will be accepted for roster checks: 1) THPRD residency photo ID card or 2) valid state issued drivers license or 3) valid state issued ID card or 4) passport.
2. The team managers should have their official team roster and all add/drop forms with them at **ALL** times for roster checks. Random roster checks will be done throughout the season by THPRD staff, umpires and/or THPRD volunteers. All players **MUST** have proper photo ID at all games. A color copy of all the players photo ID's can be carried by the team managers as long as the names and pictures are clear and legible.
NO PROPER PHOTO ID or NO COPIES OF PROPER PHOTO ID -- NO PLAY, NO EXCEPTIONS!
3. Company/Business photo ID is acceptable for the industrial divisions only.
4. Team managers may request an ID check of any player(s) at any time. The protesting team must ask the umpire to do an official roster/ID check on the player(s) requested. The team manager should supply the official roster and player(s) must provide proper photo ID. ID will be checked to assure that participating players correspond to the OFFICIAL ROSTER. If no roster is available or the player is not listed, the player(s) in question will be documented on the game report and the game will continue. A player's eligibility will be determined by THPRD the next working day at which time both coaches/managers will be informed of THPRD's findings. If the questioned player cannot produce acceptable ID, the player will be deemed illegal and the game is immediately forfeited. The time limit is still in effect and will not be adjusted for ID checks.
5. **All problems with illegal players must be reported to the Program Coordinator.**

GHOST CARDS

1. Ghost cards can be used when teams are short players for a game. If questioned, the Ghost player **must** provide acceptable valid picture ID.
2. The manager **MUST** give the Ghost Card information form to the umpire **PRIOR** to the start of the game. All Ghost card forms used will be turned over to THPRD for review by being attached to the game report at the end of the game.
3. **GHOST CARDS CANNOT be used during ANY playoff games.**

PLAYER CONDUCT

MANAGER / COACH RESPONSIBILITY

1. Team managers/coaches are responsible for the behavior of all their team members and spectators who accompany their team to the game.
2. Managers/coaches are the only individuals authorized to speak to the officials regarding matters of rule interpretation or to obtain essential information.

Note: We sincerely hope that none of the following steps have to be taken because of unsportsmanlike behavior on the part of players, coaches or spectators. Above all, this program strives to make the displaying of good sportsmanship a priority.

UNSPORTSMANLIKE BEHAVIOR

1. Any individual player, spectator, coach or manager found by the umpire to be acting in a disruptive manner at any time before, during or after a game will be ejected and asked to leave the premises. Failure to do so will result in further disciplinary action up to, and including, ejection from the league.
2. Abusive language or gesturing in such a manner as to indicate resentment (i.e., flipping the finger, etc.) used by any player or players before, during or after a game will mean ejection from the game. If a player or players refuse to leave the premises, the game will be forfeited to the opposing team.
3. Any spectator using abusive language or gesturing in such a manner as to indicate resentment will be warned by the umpire. Continued abusive behavior will be cause for stopping the game and it will not be restarted until the

spectator leaves the premises. If the spectator refuses to leave, the game will be terminated and both teams will receive a loss in the standings.

4. Any abusive action, physical or verbal, directed toward an umpire, District representative or District personnel, player, spectator, coach or manager before, during or after a game will mean automatic and permanent expulsion from the THPRD softball leagues. A telephone call and a letter will notify the manager of the expelled player.

DISCIPLINARY ACTION

1. Any player or manager that is ejected from a game **will be reported** to the Program Coordinator by the umpire of the game by noting it on the game report. **Once a player is ejected from a game, his/her spot in the batting order becomes an out for the rest of the game and a SUBSTITUTE CANNOT BE USED for the ejected player!**
2. Any individual player, coach or person actively involved in the game (i.e., base coach, scorekeeper, etc.) ejected from a game **will not be allowed to participate** in the next scheduled league or playoff game and they are placed on probation for the remainder of the season.
3. Any player ejected from 2 games will be evicted from the league for 12 months from the date of the second ejection.
4. If a player is ejected from league play two years in succession, they will be suspended from participating in the Tualatin Hills Softball Program for the next three years.
5. All ejections, suspensions and other disciplinary actions will be followed up with a letter to the team manager.

TEAM / PLAYER CONCERNS

If, in the opinion of the Tualatin Hills All Sports Steering Committee, THPRD staff, and the Umpires Association, any player or team registered in the program displays conduct of such a nature as to put the safety of the participants, employees, spectators and umpires in jeopardy, or continually abuses the purpose and guidelines of the program, that player or team shall be placed on probation. The procedure for such probation is as follows:

1. The designated team manager and the team/player will be notified by mail to meet the Program Coordinator, Tualatin Hills All Sports Steering Committee and a representative of the officials' association to review the events leading to the team/player probation. After mutual discussion, guidelines for further participation in the league of team/player(s) shall be set forth.
2. If the team or player(s) fails to comply with the conditions of participation, the team or player(s) shall forfeit all further games and all fees paid and will be automatically placed on probation for the following softball season. Also, in the case of a player(s) failing to comply, their team will be automatically put on probation for the remainder of the season.
3. If either the team manager or player(s) refuse or fail to appear for the meeting, the team or player shall be ejected from further league play and put on probation for the following season and shall forfeit all entry fees with no option to appeal.

FACILITY REGULATIONS

All Team members are responsible for enforcing these rules. If a team is found guilty of violating these rules, it will forfeit that evening's game and will be placed on probation.

THPRD HMT and PCC COMPLEXES

1. Smoking is prohibited on the HMT and PCC Complexes.
2. Alcoholic beverages are not allowed on any THPRD property. Any individual player, coach, manager, scorekeeper or spectator found to be in possession of an open container of alcohol while on THPRD property will be excluded from THPRD properties for a minimum of 60 days. If the person refuses to give their identity, the team manager will be contacted and the team will forfeit games until the person is identified. There will be NO refund of team/individual fees for any games forfeited.
3. Dogs must be on a leash at all times and must be secured and supervised. Owners are required to pick up all dog waste.
4. Players and spectators are asked to leave the THPRD Complexes within 15 minutes after the last game of the evening.

UMPIRES

1. An umpire will be scheduled for each game in all leagues.
2. Umpires shall have final authority on all matters relating to the game. They shall also have authority to conduct and supervise all non-game related decisions when a District Field Supervisor is not present.
3. All paid officials will be provided under contractual agreement with THPRD. Anyone wishing to become an umpire should contact the THPRD Sports office at (503) 629-6330.
4. Any concerns regarding umpires may be in writing or email form and shared with the Program Coordinator. Please include date, time, field and umpire's name if possible. Managers/coaches are encouraged to call (503) 629-6330 if they have questions on rules, policies or procedures.

LOST and FOUND

Any articles found at a game site will be collected, tagged and turned in to the Athletic Center by the Field Supervisor. They will be stored at the office for a period of 30 days. If they remain unclaimed after that period, they will be donated to an appropriate organization.

NSA

All teams are registered as NSA associate members. To be a full NSA member, please contact Loree Leonard at 503-642-9314.

SPORTS DEPARTMENT MISSION STATEMENT

Tualatin Hills Park & Recreation District's Sports Department is committed to enhancing the quality of life for all its participants. The programs strive to establish a safe and caring environment that allows for individual and social growth by providing and facilitating positive fun and educational opportunities organized with responsible leadership.