

City of Kent Parks, Recreation & Community Services  
**2015**  
**Rules and Regulations**



**Spring/Summer Program**

***Kent, WA...***  
***The PLACE to PLAY!***

**SPORTSMANSHIP    "IT'S A SPORT!"    "BE A SPORT!"**





## VISION STATEMENT

### “Dedicated to Enriching Lives”

We are committed to providing safe and inviting parks and facilities.

We offer meaningful and inclusive recreational, cultural and human services programs.

We are responsive, encouraging and ethical in our dedication to the community by providing:

**PERSONAL BENEFITS** that strengthen self esteem, improve health and promote self sufficiency.

**SOCIAL BENEFITS** that bring families together and unite people within our diverse community.

**ECONOMIC BENEFITS** that welcome new business relocation and expansion, leading to a more productive work force and increased tourism opportunities.

**ENVIRONMENTAL BENEFITS** that protect and preserve natural areas and open space, enhance air and water quality and contribute to improved community livability.

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## City of Kent Parks, Recreation and Community Services

### 2015 ADULT SLOWPITCH RULES AND REGULATIONS

**Rules hi-lighted in "yellow" designates rule change, clarification, or point of emphasis for 2014**

*The City of Kent Parks, Recreation and Community Services reserves the right to change any rule or regulation whenever due cause warrants, i.e. ASA/USSSA pertinent rule changes, safety factors, changes in costs, facilities do not meet standards, etc. If a change is made, all team managers affected by the change will be notified by the League Director. The athletic staff reserves the right to add any rule or regulation when the addition will benefit the program. Rules not covered within the booklet will be found in the current ASA/USSSA rule book. It is the team manager's responsibility to know and understand ASA/USSSA and City League Rules, and to inform team members of rules and league requirements.*

## Rule 1

### **TEAM REGISTRATION (1<sup>st</sup> Season)**

- A. All league business will be conducted through team managers and/or coaches only.
- B. Teams will be registered to play in the City of Kent Parks, Recreation and Community Services softball program upon receipt of league fees, roster and meeting all eligibility requirements.
- C. Teams will be charged a league fee that covers the roster, cost of umpires, field maintenance, lights, game balls, association dues and administration.
- D. Priority System:

In order to provide a quality program, there is a maximum limit on the number of teams that are allowed to play on City of Kent Parks, Recreation and Community Services facilities each year. It is also very important that services be provided, first, to the Kent Community. Therefore, a priority system has been established to allow teams into league play.

**Priority 1.** 60% of the players must reside within the City of Kent or the Kent School District in unincorporated King County.

**Priority 2.** 60% of the players work for a (single) business, registered within the City of Kent or the Kent School District in unincorporated King County. *Church teams must have 60% of players' active members/visitors of sponsoring church and/or combined churches.*

**Priority 3.** Teams that participated in the 2014 season and retain a minimum of 10 returning players.

**Priority 4.** Returning teams that do not meet any of the above requirements.

**Priority 5.** New teams that do not meet any of the above requirements will be accepted on a first come, first served basis.

- E. Proof of residency/employment **may be required** by the manager/coach for all City of Kent/Kent School District residents/employees when registering the team. The following will be accepted as proof, if dated within two months of the date you register.

Must provide documentation (photocopy) for one (1) of the items listed below, and attach to your roster:

1. *Drivers license, cancelled or current personal check, check deposit slip, bank statement, phone, utility, property tax, billing statements, payroll stub, personnel status report, company picture name badge, or other approved statements.*
  - a) Falsification of residency/employment information is grounds for expulsion from the league without refund.
  - b) A team that fails to submit a completed roster and provide proof of residency/employment will not be eligible for priority 1-2 status.

## **Rule 2**

# **PLAYER REGISTRATION**

- A. All roster changes must be handled through the City of Kent Parks, Recreation and Community Services.
- B. All teams in the City of Kent Adult Slowpitch leagues must register all players on their rosters with the City of Kent Parks, Recreation and Community Services before they play.
- C. All roster information must be completed and the players must sign the roster with payment of the roster fee to be eligible.
- D. Players unable to stop by the City of Kent Parks, Recreation and Community Services to sign roster may complete a roster addition form that will be attached to the team roster.
- E. The Team/Manager/Coach/Player is responsible to supply proof of team roster and player additions (e.g. carbon copy of roster/player adds form or receipt) in the event of team/player eligibility questions.
- F. Number of Players: A team shall not have more than 20 players registered on the official roster at one time.
- G. To be eligible, a player must be 18 years old and have graduated from high school (or his/her class must have graduated from school.) **Exception: Church Divisions may have participants 14 years of age and older, must have USSSA parent/legal guardian form on file prior to participation.**
- H. Players may participate on only one (1) City of Kent slow-pitch team, **per night.**
- I. **Females will be permitted to play on a Men's/Church team.**
- J. Players transferring from one team to another must complete a player addition transfer form and file it with the City of Kent Parks, Recreation and Community Services prior to participating with a new team. (May only transfer one (1) time).
- K. Players transferring will be charged an additional \$33.00 fee, includes tax. The transfer form must indicate the team the player is transferring from and the team roster on which to be added.
- L. No players may be added/transferred to team after **June 1, 2015.**
- M. **HARDSHIP RULE:** Parks Program Coordinator can authorize the addition of players under a "hardship ruling" at any time during league play. Factors affecting the ruling will be if a team has played two (2) games with nine players or less or has forfeited at least one (1) game or has eleven (11) players or less available to play on the roster. The purpose of the hardship rule is to reduce the potential for league forfeits.
- N. All players will be required to carry picture I.D. (e.g. driver's license with picture). Players must be able to produce I.D. if requested by game official, on-site field supervisor or Program Coordinator. If a player's identity and proper identification is not available, prior to the completion of the game, the game will be declared a forfeit.
- O. Any falsification of roster information or use of illegal players may result in immediate team suspension from the league (no refunds). It is the coaches/managers responsibility to know who is on the roster and to confirm their eligibility.



## **Rule 3**

# **GAME REGULATIONS**

- A. Each team will receive a game schedule for their team.
- B. Game times will be scheduled as the following:
1. Monday through Friday evening scheduled games:
    - \* 6:00 p.m. (Grace period allowed)
    - 7:15 p.m.
    - 8:30 p.m.
    - 9:45 p.m.
  2. Sunday evening scheduled games:
    - \* 5:00 p.m. (Grace period allowed)
    - 6:15 p.m.
    - 7:30 p.m.
    - 8:45 p.m.
- C. All games shall consist of seven (7) full innings with the following exceptions:
1. No new inning will begin after one (1) hour and ten (10) minutes of play on all games. (With the exception of a tie...in that case, game will be played until winner is established). Game official watch is the official time.
  2. A game shall be completed if the time has expired, regardless of the number of innings played.
  3. **MERCY RULE:** The game is considered complete and over when a team leads by at least:
    - 20 runs after three innings (2 ½ if the home team leads), or
    - 15 runs after four innings (3 ½ if the home team leads), or
    - 10 runs after five innings (4 ½ innings if the home team leads)
  4. If an Equalizer Point System is used. Runs will not count towards the run rule or Flip Flop Rule. Also, Home team will remain as the game schedule reads.
  5. If a game is called due to rain or darkness, it shall be complete after four (4) full innings.
- D. **NO grace period allowed.** Exception: If your game starts at 5:00 pm or 6:00 pm, there will be a 10-minute grace period if either team doesn't have the appropriate number of players (8 players needed to start a game). When both teams have 8 players, the game must start. *Game start time will be adjusted. The "no new inning" after one (1) hour and ten (10) minutes will start at the new adjusted time. Example: Game starts at 6:07 pm because of late arriving players, no new innings will start after 7:17 pm.*
- E. **INJURY TIME:** If an injury occurs during a game, the game official clock will continue to run for up to two (2) minutes. If the injured player has not recovered or has not been removed from the field after two (2) minutes, the game clock will stop at that point. If an injury occurs that is obviously very serious in nature and will take some time to resolve, the game clock will stop immediately and begin at the discretion of the game official. A game may not be called due to an injury, unless team does not have enough players to continue.
- F. **30 minute Rule:** When teams are scheduled a double header against each other, and if the first game of double header is a forfeit for lack of players, the second game will start 30 minutes after the start of first scheduled game. This rule only applies to teams who are scheduled to play each other.
- G. The International Tie Breaker System will be used after the time limit expires or the beginning of the eighth (8) inning.
- International Tie Breaker System:** The start of the first extra inning begins with the last player who batted (may or may not be last out) in the previous inning on 2<sup>nd</sup> base, with no outs. This procedure will continue for any subsequent extra inning(s) until the winner of the game is determined.*
- H. All leagues will use the **"FLIP-FLOP" Rule:** In the 5<sup>th</sup> inning and beyond, when the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule the game is over. If they reduce the difference below the run rule, then the new home team will bat. If they score enough runs in the bottom of the inning to exceed the run rule, the game will be over, if not, the game will continue under this format. If the situation reverses, teams would flip/flop again.
- I. Teams will be required to "hustle" on and off the field between innings to conserve time. It is **IMPORTANT** that team managers consistently encourage their players to hustle.

## **Rule 4**

### **PLAYERS AND SUBSTITUTES**

**DUGOUT RULE:** Only team managers, coaches, players and team scorekeepers will be allowed in the dugouts. (*No spectators or non-rostered players allowed*).

- A. A team must have a minimum of eight (8) players to start and finish a game. All games must start on time if both teams have at least eight (8) players.
- B. If your team starts the game with 8 or 9 players, you may add players arriving late any time during the game to equal 10 players. Once your team reaches 10 players and it is after the first pitch of the third inning, any new player(s) will be added by the regular substitution rule. (See the Official Rule Book for ASA/USSSA).
- D. Coed only:
  - 1. A defensive team of ten (10) players shall have at least five (5) women. If you do not have five (5) men, teams may use women in their place.
  - 2. There is no designated placement for players in defensive positions.
  - 3. Exception: Teams will be allowed to play with nine (9) players; five (5) men and four (4) women. (See Rule 6, Batting C, page 6).

#### **E. Courtesy Runners**

- 1. Each team may use a courtesy runner for up to two (2) players per game.  
No "gentleman" agreements for additional courtesy runners.
- 2. Last person out will be the courtesy runner. If no outs have been made, then use the last possible batter.  
*Penalty: If an illegal runner takes the base, the defensive team may protest that runner. If this protest is made prior to the next pitch, the illegal runner will be declared out. If the defensive team fails to protest prior to the next pitch it is no longer a protestable situation and the runner shall be considered legal.*

#### **F. Courtesy Runners (Coed only)**

- 1. Courtesy runners will be allowed for two (2) males and two (2) females per game (every time that person bats and gets on base the last male/female out will be the courtesy runner). No "gentleman" agreements for additional courtesy runners.
- 2. Males will run for males, females will run for females.
- 3. Last male/female out will be the courtesy runner. If no outs have been made, then use the last possible batter.

#### **G. Player Eligibility for Playoffs:**

- 1. All players must play a minimum of three (3) league games, with one team, to be eligible to play in league playoffs.

#### **H. BORROWED PLAYERS PROGRAM**

Teams may borrow rostered players from another Kent team in the same league, or lower, under the following stipulations:

The game official must be notified prior to utilizing the borrowed player(s).

- 1. A maximum of two (2) players may be borrowed to bring the lineup up to a maximum of ten (10) players. However, the team may only borrow players to bring their lineup to an equal or lesser number than the team they are playing against.
- 2. The borrowed player(s) must bat in the last two (2) places in the lineup.
  - **EFFECT:** Failure to bat borrowed players in the last two (2) places in the lineup will result in an automatic out being called each time their name(s) appear in the lineup. The opposing team must notify the game official of the error. If the borrowed player(s) have already completed their at-bats, the penalty will go into effect the next at-bat. The borrowed player(s) may still play defense.



## **Rule 4 Players and Substitutes Continued.....**

3. The borrowed player(s) must play catcher and/or right field on defense.
  - EFFECT: The opposing team must notify the game official if the borrowed player(s) plays a defensive position other than catcher or right field. The game official shall call time out and move the player(s) into the assigned positions and play will continue.
4. The opposing team **MUST** be notified which player(s) have been borrowed.
5. When the team's actual rostered player(s) arrive, the team must immediately substitute their rostered player(s) for the borrowed player(s).
6. Borrowed Player Program will not be used during playoffs games.

*The City of Kent Parks, Recreation & Community Services reserve the right to cancel the "Borrowed Player Program" at any given time. Team managers will be notified of any changes. Thank you.*

## **Rule 5**

### **PITCHING REGULATIONS**

- A. Pitching Height: 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 (6–10 feet). Exception: USSSA leagues refer to USSSA Rule Book.
- B. All Leagues: In any game, the pitcher will have the option of pitching from the standard 50 foot plate, or from any point up to 6 feet behind the pitching plate that is within the width of the existing pitching plate. *All pitching rules that apply to the pitcher's actions before and during the release of the pitch (with the exception of the pivot foot being in contact with the pitching plate), along with the restrictions on height, speed, etc., shall remain in effect.*
- C. Warm – Up Pitches:
  1. Each pitcher will receive 3 warm-up pitches to start the game.
  2. After the start of game, pitchers will receive only 1 warm-up pitch.  
*Exception: New pitchers will receive 3 warm-up pitches.*
- D. The pitcher has ten (10) seconds to deliver the pitch.
- E. **USSSA umpired games will not use a verbal "illegal pitch". ASA umpired games will use the verbal "illegal" pitch.**
- F. **Please see ASA/USSSA Rule Book for further regulations for pitching.**

## **Rule 6**

### **Batting**

- A. Each team shall exchange lineups, as soon as possible, prior to the beginning of the game.
- B. A team may list up to 20 batters if they choose.
- C. Coed leagues only:
  1. The batting line-up shall be on an alternating basis starting with either gender.
  2. Teams may use a rotating line-up to incorporate extra batters of either gender. No outs will be called for playing "shorthanded", i.e. "Guys Line-Up and Ladies Line-Up".
- D. Coed leagues only: If a pitcher walks a male batter (intentional or not), he will be awarded 2<sup>nd</sup> base. The female following male batter will be required to bat. Exception: with two (2) outs, up until the first pitch, the female has the option to walk or bat.
- E. Any player arriving after the first pitch of the third inning must enter the game by the regulation substitution method, unless playing shorthanded.

## **Rule 6 Batting Continued.....**

- F. Teams may drop down to eight (8) players any time during the game. The first player may drop with no penalty. Exception: When a player is ejected from a game, and the team doesn't have a substitute for the ejected player's batting position, an out will be called each time the vacated position comes up. Every player dropped afterward will be an out in the batting order.
- G. The batter will have ten (10) seconds to enter the batter's box. A strike will be called for failure to take their position. If the batter still does not enter the box, they will be called out.
- H. On – Deck Batters:
1. Each team will be allowed to have one (1) on-deck batter.\*(maximum of 2 base coaches)
  2. On-deck batter may not have more than two (2) warm up bats.
  3. Teams must remove all bats from playing area after their turn at bat.  
\*Warning 1st offense—2nd offense next batter will be called out.
- I. **League 3-2 Count Rule (ASA/USSSA):**
1. Each batter will be allowed three (3) balls and two (2) strikes.
  2. Each batter will receive one (1) extra foul ball, after two (2) strikes.
- J. **Bat Throwing:** with the safety of all individuals involved the following rules will go into effect.
1. Any player that unintentionally throws their bat will be warned on 1<sup>st</sup> offense, with possible removal from game. See Athletic Code of Conduct.
  2. Any player that intentionally throws their bat will be ejected.  
*This is a judgment decision by the game official. NO PROTESTS/APPEALS WILL BE ALLOWED!*

## **Rule 7**

### **HOME RUN LIMITS**

**A. Home Run Limits: (untouched, over-the-fence)**

Home Run Rules last revision 3/17/15

National/Evergreen & Evergreen Leagues:	2 per game, then progressive
Evergreen/Continental and Continental Leagues:	1 per game, then progressive
Church Leagues:	1 per game, then progressive
All Coed Leagues:	1 per game, then progressive

***If your league/division has cross over games against a lower level team, the home run rule will be the lower level limits.***

- B. Progressive means that once both teams have reached the limit above, that no team may be more than one (1) home run ahead of the other team. An out will be the penalty for any untouched over-the-fence home run hit that puts a team two (2) ahead of their opponent (after both teams have reached the above limits). *HOME TEAM will be allowed to go one (1) up during their last at bats.*
- C. **Home Run "Touch One & Go Rule":** On a home run hit over the fence, base runners only have to touch the base they are advancing to and then head to the dugout and the runs will be scored. Base runners have the option to run all bases, unless due to time reasons the umpire declares that everyone must use the "Touch & Go Rule". Runners, who do not touch at least one base, may be ruled out on an appeal by the opposing team. *The Kent league will require players to run to the next base in order to aid scorekeepers and fans who could make scorekeeping errors by seeing the batter go directly to the dugout and think it was an out due to the homerun limit.*
- D. **"You hit 'em, you git 'em" Rule:** Team hitting home runs/foul balls over the fence will be responsible to retrieve said ball. **Penalty: The team at bat must replace ball prior to the next batter; if the ball is not replaced, an out will be called on your next batter. Penalty may carry over to the next inning.**

## **Rule 8**

# **ATHLETIC CODE OF CONDUCT**

Welcome to the Adult Sports Program sponsored by City of Kent Parks, Recreation and Community Services. This program is offered for your enjoyment therefore, your cooperation and sportsmanship is essential to the overall success of the program. All players, coaches, managers and spectators are expected to act in an acceptable manner during the entire program. Kent Parks, Recreation and Community Services reserves the right to take any disciplinary action it deems appropriate against players, coaches, managers and spectators not acting in an acceptable manner, including, but not limited to suspension from games, expulsion from the park and participation in any future programs. The benefit a participant derives from this program depends very much on adherence to accepted standards of behavior.

These definitions provide information and direction to participants regarding standards of behavior, as well as consequences of participant/team misconduct.

### **Each Participant is expected to do the following:**

- Demonstrate courtesy, even when others do not
- Behave in a responsible manner, always exercising self-discipline
- Respect the rights and privileges of other participants and staff.
- Respect City of Kent property and the property of others.
- Cooperate with and assist the staff in maintaining safety, order, and discipline.
- Respect the game officials even when you may not agree with their calls.
- Respect Parks Department staff and facility rules and regulations being enforced.
- Be mindful of your conduct. Make sure that no action occurs that could reflect adversely on your sponsor or team.

### **Unacceptable behaviors include the following:**

- Failure to conform to City of Kent rules, regulations and ordinances.
- Being involved in an instance of any form of insubordination.
- Use of profanity, vulgar language, or obscene gestures.
- Defacing and/or damaging City property or the property of others.
- Engaging in inappropriate physical or verbal contact.
- Running, pushing, shoving, littering, or throwing objects (which are not part of the supervised activity).
- Involvement with drugs, alcohol, or weapons.
- Inappropriate action of even one player can reflect upon your entire team.

Athletic Code of Conduct applies to all players, coaches, managers and spectators. The Code of Conduct applies to participants as individuals or as a team; and the penalties can be applied on an individual or an entire team. This Code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

## **Kent, WA...The Place to Play!**

**SPORTSMANSHIP    “IT’S A SPORT!”    “BE A SPORT!”**

# ***Athletic Code of Conduct***

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## **LEVEL I**

**Minimum Penalty:** Verbal warning, official may remove individual from game.

**Maximum Penalty:** Ejection from current game, plus one (1) game suspension and probation for remainder of season.

**Team Penalty:** If two (2) or more participants are involved from the same team, then the game will be forfeited by that team. The participants and/or team involved will be penalized as noted above.

### **No Participant Shall:**

- A. Be guilty of objectionable demonstration of dissent at an official's decision by throwing playing equipment or any other forceful action.
- B. Discuss with an official, in any manner, the decision reached by an official except the manager, coach or captain.
- C. Be involved in any "trash" talking on or off the playing field/court.
- D. Refuse to abide by official's decisions.
- E. Be guilty of smoking on the field of play.
- F. Drink alcoholic beverages during league play, **including parking lots**.
- G. Discuss publically with spectators in a derogatory manner any play, decision, or personal opinion of other individuals.
- H. Mingle with or fraternize with spectators during the course of the game in a way that negatively affects the game in any way.
- I. Permit anyone to remain in the dugout or on the player's bench, unless an active team member (managers, coaches, players and/or team scorekeepers).
- J. Be guilty of fake tags and/or unintentional thrown bats.
- K. Leave behind excessive trash on or off the playing field.

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## **LEVEL II**

**Minimum Penalty:** Ejection from current game, plus one (1) game suspension and probation for remainder of season.

**Maximum Penalty:** Suspension from league, including events on City of Kent property (team and/or individual) and probation for one (1) year and/or assault charges filed.

**Team Penalty:** If two (2) or more participants are involved from the same team, then the game is forfeited by that team. The participants and/or team involved will be penalized as noted above.

### **No Participant Shall:**

- A. Be guilty of an abusive verbal attack upon any individual on or off the playing field/court. (Excessive could fall into level III or IV)
  - B. Use profane, obscene or vulgar language/behavior, in any manner, at any time, on or off the playing field/court. (Exception: Casual Profanity Rule)
  - C. Unnecessary rough tactics in the play of game. (Intentional/flagrant could fall into level III or IV)
  - D. Be guilty of smoking or use of any tobacco products while youth activities are in session.
  - E. Play under another individual's name, falsify name, or falsify signature on official roster form.
  - F. Violate Level I Code of Conduct while on probation for a previous incident.
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## **Rule 8 Athletic Code of Conduct Continued.....**

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### **LEVEL III**

**Minimum Penalty:** Suspension from league events on City of Kent property (team and/or individual) and probation for one (1) year and/or assault charges filed.

**Maximum Penalty:** Suspension from all Kent Parks Department activities, including events on City of Kent property, for one (1) year (team and/or individual), probation for two (2) additional years and/or assault charges filed.

**Team Penalty:** If two (2) or more participants are involved from the same team, then the game will be forfeited by that team. The participants and/or team involved will be penalized as noted above.

#### **No Participant Shall:**

- A. Appear on the field/court of play, at any time, in an intoxicated condition or under the influence of any other type of drug which will infringe upon the individual's safety or the safety of others.(subject to city fine)
- B. Be guilty of an abusive verbal attack upon any official or city staff on or off the playing field/court.
- C. Use excessive profane, obscene or vulgar language/behavior, in any manner, at any time, on or off the playing field/court.
- D. Directly or indirectly threaten another individual including officials and/or city staff. (Assault charges may be filed)
- E. Confront and/or follow another individual (city staff, game officials, player or spectator) in/to parking lot.
- F. Attempt to damage, destroy or steal City property and/or property of others.
- G. Violate Level II Code of Conduct while on probation for a previous incident.

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### **LEVEL IV**

**Minimum Penalty:** Suspension from all Kent Parks Department activities, including events on City of Kent property, for one (1) year (team and/or individual), probation for two (2) additional years and/or assault charges filed.

**Maximum Penalty:** Life suspension from all Kent Parks Department activities, including events on City of Kent property, and/or assault charges filed.

**Team Penalty:** If two (2) or more participants are involved from the same team, then the game will be forfeited by that team. The participants and/or team involved will be penalized as noted above.

#### **No Participant Shall:**

- A. Lay a hand upon, shove, strike, or threaten to strike an official or individual. (Assault charges may be filed)
  - B. Be guilty of a physical attack upon any official or individual. (Assault charges may be filed)
  - C. Be guilty of damaging, destroying or stealing city property.
  - D. Be guilty of possessing and/or using altered equipment, i.e. softball bats.
  - E. Be guilty of throwing equipment at any official or individual with intent to harm or intimidate. (Assault charges may be filed)
  - F. Be guilty of possessing a weapon on or off the playfield.
  - G. Gamble upon any play or the outcome of the game with other spectators, player, manager, coach, or opponent.
  - H. Violate Level III Code of Conduct while on probation for a previous incident.
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## **Rule 8 Athletic Code of Conduct Continued.....**

### **SUSPENDED PARTICIPANT:**

If a player is ejected during the game the suspension is for the remainder of the current game and the teams next scheduled game.

Suspended participants must remove themselves immediately (2 minutes clause) from the confines of the contest area (park or gym), or the area as designated by the site supervisor.

If the suspended participant does not remove themselves immediately, their teammates or coaches are responsible for their removal or a forfeit will be called.

**TWO (2) MINUTE CLAUSE:** Two (2) minutes shall be allowed for the suspended participant(s) to remove themselves from the designated playing area (park or gym). If this time limit is not met then the game will be forfeited to the opponent.

Suspended participant is not allowed to attend any game for that period of which he/she is suspended. The participant must remain off the premises for that period or a forfeit will be called.

Participant suspended from one Kent league team will result in a suspension for all other City of Kent Leagues, i.e. if you play on more than one team, you will be suspended from all other teams within the City.

### **MANAGERS/TEAM RESPONSIBILITY:**

Managers will be responsible to see that all their players and spectators know and abide by the rules/regulations and Athletic Code of Conduct, before, during and after games.

Managers shall be the official representative of the team and spectators unless he/she designates one of the players as the team captain prior to the game. Only the manager and/or designated team captain may discuss a call or decision made by the official(s).

Team penalties may be imposed if multiple individuals, from the same team, violate this code of conduct. Remember... games can be forfeited for Level I-IV code violations.

Managers/Coaches must be willing to provide first and last name(s) of individuals when asked by City Staff and/or Game Officials.

Managers/Coaches may also have penalties imposed on them for their team's/player's actions.

### **SPECIAL NOTE:**

Any and all situations not specifically covered in the Athletic Code of Conduct, shall be acted upon by the game official(s), site supervisor(s), league supervisor, or other City Staff. All such actions shall be the basis for similar situations and such rulings shall be final and become part of, Athletic Code of Conduct.

Any participant, who incurs and indebtedness to the City of Kent (returned checks, failure to pay league fees, failure to return City equipment, imbursement of damage, or other forms where money is owed to the City) and does not correct this matter within a prescribed time period will be suspended from all City of Kent activities until corrected.

Any Code of Conduct suspension will be forwarded to all national governing bodies covering City of Kent Leagues (USSSA & ASA). Any/all participants suspended from City of Kent league play **may** be subject to suspension from all USSSA/ASA leagues and tournaments.

Participants, who feel justified to appeal any decision that pertains to the Athletic Code of Conduct, must abide by the decision at the time of enforcement. Participant(s) may submit, no later than 24 hours after the incident, a protest, in written form (email ok), to league coordinator.

By signing the team roster all players, coaches, and managers attest that they have read and understand this Athletic Code of Conduct. They further agree to abide by this Code of Conduct.

**The City of Kent Parks, Recreation and Community Services works hard to offer fun and competitive recreation sport leagues as a service and need for our community. We will not tolerate individuals or teams jeopardizing our commitment to this service.**

## Rule 9

### CASUAL PROFANITY

- A. Casual profanity pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but are most likely a player uttering them out of frustration. This type of behavior is penalized by "outs" being declared against the offending team.

**1<sup>st</sup> Offense: Verbal Warning will be issued to player and team. After warning, the following will be used:**

1. If the team is at bat and unsportsmanlike words are used, the next batter will be declared out.
  2. If the act is committed by a player remaining at bat, he/she will be called out.
  3. If the act is committed by the defensive team, the first person to bat in the next inning will be declared out.
  4. The outs will be treated as a delayed dead ball situation.
  5. If the violation occurs in the bottom of the last inning, where the fielding team may not bat again, the ejection rule will be applied. If a team has an eligible substitute, they can continue the game.
  6. A game may be ended by a casual profanity out.
- B. All other verbal unsportsmanlike language directed at game officials or opposing players will warrant an ejection.

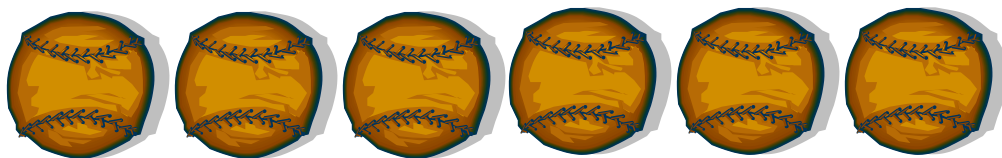
## Rule 10

### FORFEITS

A forfeited game shall be declared by the game official in favor of the team not at fault in the following cases:

- A. Any team not able to take the field at the scheduled game time.
- B. If the team appears with less than eight (8) players at the time scheduled.
- C. Violation of rules as set forth by the City of Kent Parks, Recreation and Community Services.
- D. In the opinion of the game official, a manager does not have complete control of his/her team.
- E. Continued harassment of game official(s) and/or staff.
- F. Any team forfeiting three (3) games during the regular season will be precluded from further participation. Team's league fee will not be refunded.
- G. Any team forfeiting a game during the league playoffs will be automatically dropped to loser's bracket.
- H. In the event of game forfeiture, teams may use the field (including infield) for practice. Teams **must** vacate field, 10 minutes prior to next game scheduled.
- I. The score of a forfeited game will be recorded as 7-0.
- J. Other cases subject to forfeit are stated in the ASA/USSSA Official Rule Book.

**NOTE: Any team forfeiting a game will automatically lose any tiebreaker to decide final league standings.**



## **Rule 11**

### **PROTESTS-Rule Interpretation**

- A. A protest **MUST BE** announced to the game official before the next pitch following the incident. (The game time will continue to run during the protest process).
- B. After a protest is announced, the game official will stop the game and fill out an "Incident Report" Form documenting the rule interpretation being protested. Both managers and the game official will sign the form.
- C. A formal protest in writing must be filed within 24 hours along with \$25.00 with the City of Kent Parks, Recreation and Community Services office (Kent Commons - 525 4th Avenue North, Kent, Washington 98032).
- D. Failure to submit a written protest and \$25.00 within 24 hours will result in cancellation of any filed protest at the game site.
- E. If the protest is granted or declared valid, the \$25.00 will be refunded. Should the protest be rejected, the \$25.00 is automatically forfeited to the league.
- F. During tournament play all protests will be resolved at the point of infraction by onsite league director and game official. Game must not resume until league director/on-site supervisor gives the authority.
- G. Protests will not be accepted after the completion of game. Once game official has left field of play, the game will be considered complete.
- H. Only protest of a rule interpretation will be accepted. A protest will not be considered on a judgment call (i.e. safe or out, fair or foul, balls and strikes, etc.).

## **Rule 12**

### **PROTEST-Player Eligibility**

- A. If a manager believes a player is illegal, he/she must announce the player protest no later than first pitch of third (3) inning, or when said player(s) is added to the lineup.
- B. Time must be called.
- C. Manager shall request the game official ask the player(s) in question to produce proper picture I.D.
- D. If the player cannot provide I.D. acceptable to the game official, the said player(s) will have until the end of the game to provide proper I.D. If no I.D. is available by the end of the game, the game official will declare the game a forfeit.
- E. If proper I.D. is submitted, the said player's name shall be verified using the team's roster, the following business day by league director. If the said player's name does not appear on the roster, the game is an automatic forfeit.
- F. Additionally, use of illegal players may result in immediate team suspension from the league (no refunds).
- G. All illegal player issues shall affect only the game in which the matter was raised. Protests will not be retroactive.



## Rule 13

### PLAYING FIELD

- A. Fields: Games may be scheduled at Hogan Park @ Russell Road Fields #1 -5, Service Club Fields K1 and R4 and/or North Meridian Park Fields #1 and #2.
- B. Double First Base: The City of Kent uses the double first base for all leagues in order to protect our participants. The rule will be that if the batter-runner is attempting to reach first base and there is a play at first base (force out only) the runner must use the outside base (orange) and the defensive player must use the inside base (white). A violation by the runner will result in an automatic out being called and a violation by the fielder will result in an automatic safe call for the runner. **Note:** If the act is determined to be flagrant, the offender shall be ejected.

Exceptions to this rule are:

1. On an errant thrown ball that places the fielder into foul ground, the fielder and the batter-runner has the option of using either base. **Note:** This includes overthrows where the fielder is coming from foul ground.
2. On a ball that is thrown from the foul side of first base, the fielder and the batter-runner has the option of using either base.

## Rule 14

### EQUIPMENT

A. Game Ball:

1. THE HOME TEAM will be responsible for providing a new game ball (league will provide prior to league play starting).
2. The Home team will be required to provide the back-up game ball. The ball must be the same type as the league-approved ball.

***If designated home team cannot provide the approved league ball, the visiting team will become the home team, provided they can furnish the appropriate league approved ball.***

3. Game official will use their judgement for deciding which ball to use during the game.
4. Official Game Ball:

Men's Play: Dudley Thunders  
SW-12RF80  
Cor. 40

Women's Play: Dudley Thunders  
SW-11SP

Coed Play: Uses men's and women's ball specifications

B. **Softball Bats:**

***Starting with the 2015 season, all City of Kent Adult Softball Leagues must use the current guidelines for ASA/USSSA legal bats. Kent softball leagues no longer allow "grandfathered" bats for use in league play.***

For your convenience, the ASA and USSSA websites each have their current guidelines posted. Please visit each website making sure all your team bats are compliant to today's standards.

C. UNIFORMS:

1. Team uniforms are not required. Players' attire should be appropriate to the safe play of the game.
2. Shoes must be worn, **METAL CLEATS ARE NOT PERMITTED**; plastic cleats and rubber all-purpose soled shoes may be worn. Players wearing metal cleats must immediately remove them and cannot continue play until he/she is wearing appropriate shoes.

## Rule 15

### INCLEMENT WEATHER

- A. During inclement weather, i.e. rain, electrical storms, etc., the field maintenance staff, field supervisors and game official's judgment will be used for determining the continuation of the game.
- B. In case of rain, the decision whether to play or not will be made at 4:00 p.m.  
Call (253) 856-5020, press 1, after 4:00 p.m. (3:30 pm on weekends).  
Please arrange for the coach or manager to call and the coach to relay information to players.  
*In the eventuality that your game is postponed due to weather conditions, including a wet, muddy field, it is imperative that teams do not play practice games. Further use of the field will result in more extensive damage to the field thus making rehabilitation of the field more difficult and possibly resulting in postponements of games the following day. Cooperation of all teams is required!*
- C. If a game is cancelled because of inclement weather, it shall be rescheduled by the City of Kent Parks, Recreation and Community Services.
- D. The City of Kent Parks, Recreation and Community Services staff will have the ultimate decision during inclement weather.

#### **Thunder and Lightning Disturbance Guidelines:**

1. When **thunder** is heard, or a **cloud-to-ground lightning bolt** is seen, the thunderstorm is close enough to strike your location with lightning. **Suspend** play and take shelter immediately.
2. **Thirty-minute Rule:** Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
3. Any subsequent thunder being heard or lightning seen after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.

**"If you see it, flee it: if you can hear it, clear it."**

## Rule 16

### LEAGUE STANDINGS

- A. League standings will be kept to determine playoff seedings for end of season tournament.
- B. Standings will be updated on a weekly basis.
- C. The following tiebreaker format will be used for teams that are tied in the standings at end of the regular season.
  1. Winner in head-to-head competition
  2. Point Differential in head-to-head competition
  3. Win/lose record in common opponent games
  4. Point Differential in common opponent games
  4. Point Differential in overall competition
  5. A tiebreaker game (time permitting)
  6. Team with the least amount of forfeits
  7. A coin flip if both teams are eligible for playoffs

**Note: Any team forfeiting a game will automatically lose any tiebreaker to decide final league standings.**

## **Rule 17**

### **GAME OFFICIALS**

The City of Kent Parks, Recreation and Community Services contracts with the Seattle Metro Softball Umpires' Association (**SMSUA**) and Washington State Slo-pitch Umpires Association (**WSSUA**) to officiate the Adult Softball Program.

If team manager/coach is satisfied or dissatisfied with the performance of a game official, the manager/coach is requested to file, in writing, specific complaints or suggestions to Kent Parks, Recreation and Community Services.

The Parks Program Coordinator and SMSUA/WSSUA Umpire-In-Chief will then review these comments. After review, if further action is warranted, Parks Program Coordinator and SMSUA/WSSUA will take necessary action.

#### **In the event of an Umpire "no show":**

Please call:

ASA Games: ASA Umpire Assignor, Janice Hodge at (425) 292-0507.

Or

USSSA Games: WSSUA Umpire Assignor, John Lindsey at (206) 344-9519 (pager).

State the date, time, location, and field number. The assignor will attempt to get another umpire to complete any additional games.

## **Rule 18**

### **SCOREKEEPING**

- A. Both teams are responsible for providing a designated scorekeeper (prefer non-playing individual) along with a score sheet that reflects the lineups for both teams and reflects runs and outs for each inning.
- B. HOME TEAM is designated as official scorekeeper. The VISITING TEAM will be declared official scorekeeper if the HOME TEAM is unable to meet the scorekeeping requirements when the VISITING TEAM is able to do so.
- C. The WINNING TEAM is responsible for reporting the official final score to the on-site field supervisor immediately following the conclusion of the game, or by calling the SCORELINE @ (253) 856-5024, prior to 7:00 am following day.
- D. Each TEAM is responsible for checking the score at each 1/2 inning, and bringing any discrepancies to the attention of the game official.
- E. If neither team has a scorekeeper, the game official will be declared the official scorekeeper. Should this occur, teams protesting the end of game score will not be allowed.
- F. The designated scorekeeper or responsible individual may also operate the scoreboard.

## Rule 19

### MISCELLANEOUS RULES

A. **Insurance Coverage:** The City of Kent assumes no legal responsibility for personal injuries or thefts of private property while on or using City facilities. Each individual and/or group is encouraged to provide their own personal liability insurance for cases where injuries or thefts occur. When all rules and regulations are strictly followed, the potential of injury still exists. Involvement in softball activity is done at the participants own risk. The manager is responsible for notifying sponsor(s) and all individual players on his/her team of this fact.

B. **SMOKING is not permitted on the playing field.** Please use dugouts, spectator areas, or parking lots. Exception: Use of tobacco products are prohibited while youth activities are scheduled.

C. **BLOOD Rule:** Any player or coach who is bleeding or who has blood on his/her uniform shall be prohibited from participating further until appropriate treatment can be administered and the bloodied uniform replaced.

1. The game clock will not stop unless the injury is determined to be serious.
2. The player will be allowed to return to the game once the bleeding has been stopped and bandaged sufficiently. *Subject to REGULAR SUBSTITUTION RULES.*

D. **Avoid Contact Rule:**

1. There is NO mandatory sliding rule. Sliding is done at the player's own risk. There is no "down or get out of the way" rule.
2. Refer to ASA/USSSA Rule book for inference rule.

E. The City of Kent Parks, Recreation and Community Services are not responsible for the safety or security of any personal property brought to the park.

**Parking:** Please follow the advice of local and state Police Departments regarding vehicle theft prevention. Don't make it easy for car theft prowlers. Please remember to conceal your valuables, (wallets, purses, handbags, cameras, etc.) out of view or leave them at home. Please help by following these simple steps. Thank You!!

F. **First Aid Kit:** It is recommended that each team supplies its own first aid kits for each game.

G. **PRE GAME WARM UP:** Teams may have pre-game batting practice at Russell Road Park/Service Club Ballfields only under these circumstances:

1. Parks Maintenance Staff not working on the Infield.
2. The Batter must be located in foul territory of the Infield.
3. The Pitcher must be located in the Infield (stay off the grass).
4. Pitcher/Batter must be on the dirt part of the Infield.
5. Absolutely no Batting Practice from the grass areas of the Field.
6. Hitting softballs into fences is prohibited (using whiffle/tennis balls will be allowed).

***Batting practice cannot take place around home plate or pitching mound.  
Please save the prepped fields for game time.***

***In the event of game forfeiture, teams may use the field (including infield) for practice. Teams must vacate field, 10 minutes prior to next game scheduled.***

H. **Music from Dugouts/Bleachers:**

Teams will be allowed to play music from dugouts and bleacher areas. However, if any words are inappropriate and/or the volume is turned up, and causes any disruption to the game, game officials and field supervisors have the authority to use their judgment and ask teams/individuals to turn down or turn off the music. Please be courteous of the people in and around the ball fields.

**I. Rule Format/Rule Revisions:**

Individuals who wish to suggest or recommend a rule/format revision or an amendment to existing rules, may do so by sending your request to the Parks Program Coordinator.

- J. The City of Kent Parks, Recreation and Community Services Department have the authority to make rulings on any and all dealings regarding this league. All decisions are final.

**Non-Discrimination Notice**

*The City of Kent prohibits discrimination on the basis of race, ethnicity, national origin, sex, religion, age, sexual orientation, or disability in its services, programs, activities or use of facilities.*

**David E. Heldt, Parks Program Coordinator  
City of Kent Parks, Recreation and Community Services  
Kent Commons Community Center  
525 4th Avenue North  
Kent, WA 98032**

**PHONE: (253) 856-5000  
FAX: (253) 856-6000  
SCORELINE: (253) 856-5024  
RAINOUT: (253) 856-5020, press 1  
[www.KentWa.gov/SportsLeagues](http://www.KentWa.gov/SportsLeagues)  
Email: [dheldt@KentWa.gov](mailto:dheldt@KentWa.gov)**



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