

CLEVELAND HEIGHTS PARKS AND RECREATION DEPARTMENT
2010 SOFTBALL LEAGUE RULES

GENERAL RULES FOR ALL ADULT SOFTBALL LEAGUES

SECTION I. PLAYER ELIGIBILITY

1. Players shall be at least eighteen (18) years of age to play in any Cleveland Heights adult league. No men may play in the women's league and no women may play in any men's league.
2. A.S.A. eligibility rules shall apply. The League Commissioner reserves the right to deny eligibility to any player or team deemed to be inappropriate for the ability level of a league.
3. Any player under Cleveland Heights League suspension, A.S.A. suspension, U.S.S.S.A. or other Association conduct related suspension shall be ineligible to participate in any league. Cases involving non-A.S.A. associations eligibility rule suspensions and suspensions involving individual leagues shall be reviewed by the League Commissioner to determine eligibility for Cleveland Heights leagues.
4. Any player may play in as many Cleveland Heights leagues as he/she qualifies for. No player may play in more than one Coed League Division or one Men's League Division.

SECTION II. ROSTERS AND CONTRACT CARDS

1. Teams may have a maximum of twenty (20) players rostered and under contract at any time.
2. Team rosters should be turned in to the league office at least one week prior to the first regular season game.
3. All players participating in any Cleveland Heights league must have approved contract cards in to the league office before they are eligible to play. A team cannot play until its contract cards have been turned in to and approved by the League Commissioner or his/her designated assistant.
4. Two contract cards must be submitted for each player. They must be properly filled out and signed, including the liability release. Properly completed cards will be stamped by the League Commissioner - one set will be kept by the league, and one set will be returned to the team manager.
5. Photos will not be required for contract cards. A player whose eligibility is challenged must produce a valid driver's license or I.D. card. Work and school I.D.'s are permissible if they contain a photo.
6. It is mandatory that I.D.'s and contract cards be present at the field site for all games. Failure to comply may result in a protest by the opposing team and/or a forfeit by the League Commissioner.

7. The deadline for signing new players is the end of the playing session on Thursday, July 1, 2010. No player may be signed after the deadline, except in cases of undue hardship, which shall be the sole determination of the League Commissioner.
8. A player may make an intra league or inter league team move, if he/she is dropped or released by his/her original team. No player may sign with another team after the signing deadline (contract cards must be approved by the League Commissioner prior to the deadline). A player who signs with a new team must sit out the next actual game (one-night leagues) or two games (two-night leagues) played by that team. Only the games played for the new team will count toward playoff eligibility. No player may switch teams more than once. No team may unreasonably refuse to release a player - final determination, in the event of a dispute, will be made by the League Commissioner.

SECTION III. FEEES AND RESIDENCY

1. Team entry fees shall be as follows:

Men(National League -Wed. & Fri.) - \$550.00/Resident Team; (60%)
- \$700.00/Non-Resident Team

Coed(Monday) - \$350.00/Resident Team; (60%)
- \$450.00/Non Resident Team

Women(American League-Tues.) - \$350.00/Resident Team; (60%)
- \$450.00/Non-Resident Team

2. To qualify as a resident team, at least 60% of a team's players under contract must be residents of Cleveland Heights.
3. Teams with a majority of Cleveland Heights residents shall be encouraged and given preference to the extent possible without compromising competitive balance and player safety and enjoyment.
4. Teams which were in the Cleveland Heights leagues and in good standing at the close of the 2009 season will be given priority until January 28, 2010.
5. Entry fees are payable to "The City of Cleveland Heights". Entry fees will not be refunded after March 5, and will be refunded prior thereto only if a comparable replacement team can be obtained. All fees are due in full by March 5, 2010. No new team will be accepted without a minimum deposit of \$200.00.

6. Umpire and scorer fees shall be \$25.00 per team per game and shall be paid in cash only, to the scorer prior to game time. This includes two umpires (\$19.00 per game) and a scorekeeper (\$12.00 per game).

In the unlikely event only one umpire shows up, the solo umpire will receive \$24.00, the umpire will work the game from behind home plate, and \$7.00 will be returned to each team. If the scorer does not show, a representative of each team will serve as scorer, and the scorer's fee will not have to be paid.

In the event of a rainout -- if the game does not begin, teams get their full game fees back. If the game begins, but is halted before it becomes official, the game will be picked up at the point left off--fees paid will be held and applied to the make-up game.

7. Teams must have a \$50.00 forfeit fee on deposit with the City at all times. Teams forfeiting games are responsible for both teams' game fees. If the forfeiting team pays on the field, the deposit will not be affected. If the deposit must be used, the forfeiting team must replenish the deposit before it will be permitted to play again.

Teams forfeiting on the field due to conduct or ineligibility after a game has begun will be responsible only for their own game fee.

SECTION IV. FIELD USE: PRACTICE PROCEDURES

1. Use of Cleveland Heights Parks and Recreation Softball/Hardball fields, shall be subject to the following priorities in order of preference:
 - a. Cleveland Heights Parks and Recreation leagues, programs, and teams;
 - b. Cleveland Heights High School team games and practices, and unpaid, unstructured use by Cleveland Heights residents;
 - c. Other Cleveland Heights - University Heights School System scholastic games and practices;
 - d. Field rental by other public and private schools and organizations for organized activity and league play;
 - e. Field rental by individual teams or groups for one- time activity sessions.
2. Charges for use of Cleveland Heights Parks and Recreation fields shall be as follows:
 - a. Forest Hill fenced in fields - and Denison Lower Field
\$30.00 per hour without lights
\$40.00 per hour with lights.
 - b. All other fields - \$25.00 per hour.

All rental charges are payable in advance. Payments will be refunded if the field is unplayable due to weather conditions, field conditions, etc.

3. The City of Cleveland Heights may negotiate lump sum field rental charges for structured organizational use, which may differ from per hour rental charges. The City of Cleveland Heights may also provide such fields at a nominal cost or at no cost to organizations deemed to be charitable or non-profit in nature. Fees may be waived for good cause as determined by the Division of Parks and Recreation.
4. Fields will be made available for practices beginning Monday, March 29th, weather and field conditions permitting. Fields will be given out weekly in two hour increments, on a first-come, first served basis each Monday beginning at 8:00 a.m. Teams are permitted to reserve only one field per week. Field reservation number is 216-691-7260.

SECTION V. SCHEDULES AND PLAYOFFS

1. League schedules, based on full team enrollment, shall be as follows: (Note: League fees are based on a per season rate, not on any specific number of games):
 - a. Women's American League: 8 teams-13 or 14 games-Tuesday nights
 - b. Coed League: 24 teams-15 or 16 games-Monday nights
 - c. Men's National League 12 teams-25 to 27 games-Wednesday & Friday nights
2. Twelve team leagues will consist of two six team divisions, determined by the League Commissioner at the final pre-season meeting. Eight team leagues will each consist of a single division - two divisions of four each, based on competitive level, may be created if feasible. The twenty-four team coed league will consist of four six-team divisions, divided by competitive level, as determined by the League Commissioner.
3. **Playoffs - Men's National League**

After a 25 to 27 game schedule, in two halves, four teams from each Division will qualify for the playoffs - the first half winner; the second half winner; and the two teams from the remaining four with the best records over the whole season. If the same team wins both halves, the next three teams with the best records over the whole season will qualify.

In each Division, the teams will be seeded 1 through 4 based on their over-all season record. Seeds 1 vs 4 and 2 vs 3 will play best of three series. The winners will play best of five series to determine the Division Champions

4. **Playoffs - Women's American League**

After a 13 or 14 game regular season (one division), the top four teams will qualify for the playoffs. There will be two best of three semi-final series. (First seed vs. fourth seed; second seed vs. third seed). The winners will meet in a best of three series for the championship. Two Division format - in each Division, seeds 2 & 3 will meet in a Best of Three Series - the winners will then play the 1st seeds in Best of Three Series for the Championships.

5. **Playoffs - Coed League**

After a 15 or 16 game regular season, the top two teams from each division will qualify for the playoffs. A best of three series in each division will determine the division champs -- each Division will have a separate championship team.

6. **Tie-breakers**

All ties for playoff spots or playoff seeding will be determined by the following tie-breakers:

- a. Head on head record between the teams.
- b. Run differential in head on head games.
- c. Division record, if applicable.
- d. Second half record if applicable.
- e. Second half division record, if applicable.
- f. Playoff game.

In the event of multiple team ties, the tie-breakers will be used only once, to determine the number of teams to fill the playoff spots at issue.

If tie-breaker playoff games are necessary, the league reserves the right to schedule them at other than the normally scheduled days and times, if deemed necessary.

7. The run spread rule will apply in all playoff games.

8. Home team in Men's playoff games will be determined by seeding, in all series. The higher seeded team gets its choice in games 1 and 3, while the lower seeded team gets its choice in game 2. In the championship series, the higher seeded team gets its choice in games 1, 3, & 5; the lower seeded team gets its choice in games 2 & 4. Home team for tie-breaker playoff games will be determined by a coin flip. In the Women's & Coed Leagues, the top seed in each series gets its choice in games 1 and 3; the lower seeded team gets the choice in game 2.

9. Players must appear on the official game score sheet, in one third of their team's games for the playoff team, as follows, to be eligible for the playoffs:

- a. Men's National -Eight (8)
- b. Women's American -Five (5)
- c. Coed -Five (5)

SECTION VI. PLAYING RULES

1. All Cleveland Heights leagues and teams are registered with the Amateur Softball Association (A.S.A.), and official A.S.A. rules shall apply in all situations not specifically covered by the Cleveland Heights league rules. The A.S.A. and/or the City of Cleveland Heights reserve the right to withhold or withdraw approval of any equipment which, in their sole determination, significantly changes the character of the game; affects the safety of participants or spectators; or renders a player's performance more a product of his/her equipment than his/her individual skill.
 2. Bats - A.S.A. rules, guidelines, and lists of illegal bats will be in effect. The City of Cleveland Heights reserves the right to do any of the following:
 - (A) Withhold or withdraw approval, and declare illegal, any additional bats which in its sole determination, significantly changes the character of the game; jeopardizes the safety of participants or spectators; or renders a player's performance more a product of his/her equipment than his/her individual skill.
 - (B) Limit approved bats to a specific list determined solely by the City, based on the standards indicated in (A) above.
 - (C) Limit bat usage to specific bats selected by and provided by the City, based on the standards indicated in (A) above.

Balls - Balls will be provided by the City. The brand, COR level, and compression level will be determined by the City, through the League Commissioner. Choices will be limited to A.S.A. approved balls, under current A.S.A. standards.
 3. Grace period for all games is five minutes after the scheduled game time. The umpires will make the sole determination as to timeliness. Only the League Commissioner has authority to extend the grace period, under extenuating circumstances.
 4. Official league lineup cards are to be turned in to the scorer, along with payment of game fees, at least ten minutes prior to game time. Lineup cards should include the players' first and last names, positions, and numbers. Once the scorer writes in the lineup, it is official - any changes are substitutions, as per A.S.A. rules.
 5. Determination of field conditions and playability, prior to the first game of a session, will be the sole determination of the League Commissioner and the Cleveland Heights Division of Parks and Recreation.
- ** WHEN WEATHER AND PLAYING CONDITIONS ARE QUESTIONABLE, PLEASE CALL THE FOREST HILL PARK HOTLINE AT (216) 691-7385 FOR UPDATED INFORMATION ON THE STATUS OF GAMES.

6. Once a game has started, the home plate umpire will make determinations concerning playability, stoppage of play, and postponement due to weather and field conditions. Such decisions are final and non-protestable. Playability of each field will be determined independently of the other fields.
7. Each team will be required to have matching jerseys or T-shirts with numbers (six inch minimum - no duplicates) on the back. Numbers can be on the front of the jerseys, if the sponsor's logo precludes putting them on the back. Numbers must be printed - no tape, crayons, magic markers, etc. will be permitted. Numbers are limited to two digits - no decimal points or negative numbers are permitted.

Metal spiked baseball shoes are permitted in all leagues, except the coed league. Golf shoes and football cleats are not permitted in any league.

Players' jerseys and T-shirts are governed by the Uniform Shirt Rule. Players may also not play in work clothing, jeans, cutoff shorts, tank tops, or non-sports shoes. Shirts or jerseys must not leave an exposed mid-riff.

Players and coaches must be properly attired at all times on the field, including pre-game.

No smoking is permitted on the field or in the dugout area.

8. The Recreation Department will provide two new softballs for each game. The twelve inch ball will be used for all men's leagues; the eleven inch ball will be used for all women's leagues. The Coed league will alternate, using the twelve inch ball for male batters and the eleven inch ball for female batters.
9. A twelve run spread rule will be in effect from the fifth inning on. Home team will be permitted to bat if the visitor attains the spread in the top of the fifth or thereafter.
10. All batters will begin with a 1 and 1 count. This rule applies in all leagues, Men, Women, and Coed.
11. The batter will be allowed one free foul ball after two strikes -- upon the second foul ball he/she will be out.
12. Pitchers will be allowed five (5) warm up pitches prior to the game and three (3) between innings. Relief pitchers will also be allowed five (5) warm up pitches. The umpires have the authority to reduce the number allowed and to reduce or eliminate between inning practice, when they deem it necessary due to weather or field conditions or otherwise. Their decision is final and non-protestable.
13. Home Run Limits (over the fence, untouched):
 - Men's National League -
 - Division I - Six (6)
 - Division II - Four (4)
 - Division III - Four (4)
 - Women's American League-
 - One (1)
 - Coed League:
 - Division I- Three (3)
 - Division II- Two (2)
 - Division III- One (1)
 - Division IV- Zero (0)

14. Home teams shall occupy the bench corresponding with the home side of the scoreboard, with the visiting team occupying the bench corresponding with the visitor side of the scoreboard.
15. Player substitutions must be made by the manager or coach and not the player. The move must be communicated to the scorer or plate umpire and to the opposing manager. Violations are covered by A.S.A. rules.
16. Any player, coach, or manager felt by the umpires or League Commissioner to be under the influence of alcohol or other drugs will not be permitted to participate and will not be allowed on the field or in the bench area. ALCOHOL AND DRUGS ARE NOT PERMITTED IN THE PARKS.
17. Teams are responsible for their fans, as well as their players. Abusive fans can and will be disciplined and removed from the park and, in extreme cases, can result in forfeiture of a game.
18. Computerized league standings and statistics will be provided weekly, through a contractual arrangement with the Benander Games Company/Sports Data. Statistics will be updated weekly and posted on www.bgsd.com.
19. In the event that a team enters a tournament, the league office must be notified at least one week in advance, or scheduled game(s) will be forfeited. League schedules take priority -- the City of Cleveland Heights reserves the right to refuse to reschedule a game if it will create a hardship or inconvenience for the league or the opposing team.
20. If multiple forfeits occur by a team, it is subject to ejection from the league. The determination will be the decision solely of the League Commissioner based on all circumstances known to him/her.
21. Teams are expected to play all of their scheduled games, even if they are eliminated from playoff contention. Teams forfeiting late season games will face severe penalties, including possible ejection from the league and loss of franchise rights for the following season.
22. ALL OF THE SOFTBALL LEAGUES ARE PROGRAMS OF THE CLEVELAND HEIGHTS PARKS AND RECREATION DIVISION AND ARE SUBJECT TO THE DIVISION'S RULES AND POLICIES, AS WELL AS ALL CLEVELAND HEIGHTS ORDINANCES AND REGULATIONS.

Any matter not specifically covered in these league rules will be ruled upon and determined by the League Commissioner in his/her capacity as an employee of the City of Cleveland Heights and the Division of Parks and Recreation.

SECTION VII. PLAYING RULES - EXTRA PLAYER RULE AND REENTRY RULE

1. EXTRA PLAYER RULE

- a. The extra player (EP) is an eleventh player in the batting order. The EP may be placed in any spot in the batting order. A team may not place ten players in the batting order, with one as EP.

- b. A team must start the game with an EP in order to use one. A team can not insert an EP into a lineup once it has begun the game without one.
- c. If a team begins the game with the EP, it must use the EP the entire game unless it is reduced to less than eleven available players due to injury or disqualification. The umpires will be the sole judges of the validity of injuries, and their decisions will not be subject to protest. If a team is reduced to less than eleven players due to ejection, a forfeit results.
- d. The EP may rotate among any of the eleven players in the game. At any point, ten players will be designated with defensive positions and one will be designated as the EP. The designations can be changed as often as desired, but the umpires can stop further changes if they feel a travesty is being made of the game.
- e. The EP may reenter the game once after being replaced.
- f. The EP rule is an A.S.A. rule and will apply in tournaments run or sanctioned by said organization.

2. RE-ENTRY RULE

- a. Each player in the starting lineup, including the EP, may be withdrawn from the lineup and re-enter once. The rule applies whether the player is withdrawn for a pinch-hitter, a pinch runner, a defensive replacement, etc. When a starting player is withdrawn for a second time, he is out for the rest of the game. A player cannot be withdrawn from a lineup unless there is an available substitute to take his place. An A.S.A. rule change, effective in the 2002 season, allows re-entry for substitutes also.
- b. When a player re-enters the game, he/she must re-enter in the same position in the batting order he/she had originally. He/she may assume a different defensive position, however.
- c. A player may re-enter as a pinch-hitter or pinch-runner and then be withdrawn again immediately.
- d. Violation of the re-entry rule results in the use of an illegal player. The offended team may protest the violation at anytime until the end of the game. The penalty, under proper protest, is disqualification of the illegal player and the manager - it is not an ejection or forfeit.
- e. Umpires and scorers will be instructed to warn managers of prospective violations of the re-entry and EP rules, if they notice them. However, the final responsibility is on the manager and he/she cannot rely on a failure to warn as a defense for a rule violation.

SECTION VIII. CONDUCT AND DISCIPLINE

- 1. Players, coaches, or managers ejected from a game will draw the following automatic suspensions from their teams' next actual game(s):
 - a. First ejection -one game
 - b. Second ejection -two games

- c. Third ejection -penalty determined by a hearing as per the A.S.A. procedural code.

The team whose player was ejected may continue playing one man short, if they have no substitute, as long as they have at least nine players.

2. Players, coaches, or managers ejected from a game for fighting or for deliberately and intentionally injuring, or attempting to injure, an opponent, will draw the following automatic suspension from their teams' next actual games:
 - a. First ejection -five games
 - b. Second ejection -penalty determined by a hearing as per the A.S.A. procedural codeIn any fight involving more than two individuals, or in any situation involving bench personnel coming onto the field, the game will be ended. The League Commissioner will get reports and determine the game result and suspensions.
3. Any physical action, attempted physical action, or threat against a league official (including, but not limited to, umpires and scorers) by any player, coach, or manager will result in severe penalties, to be determined by a hearing conducted as per the A.S.A. procedural code. Criminal prosecution will also be recommended and encouraged.
4. Anyone who throws a bat in anger or disgust will be immediately ejected from the game and will be penalized according to "Rule 1" of this section. The team whose player was ejected may continue playing one man short, if they have no substitute, as long as they have at least nine players.
5. Ejected, disqualified or suspended players, managers, or coaches are not permitted on the playing field or the bench area in any capacity during the term of their ejection or suspension. Failure to comply with this rule will result in the following penalties:
 - a. Additional suspension of the individual involved, as per "Rule 1" of this section.
 - b. Suspension of the team manager, as per "Rule 1" of this section.
 - c. Possible forfeiture of the game.
6. Any manager who inserts a player in the lineup who is ineligible to play will be suspended as per "Rule 1" of this section, and the game will be forfeited, without necessity of protest.
7. Umpires have the power, hereby conferred by the Cleveland Heights Division of Parks and Recreation, to order a player, coach, manager, or fan to leave the park premises, if such is deemed necessary for safety or game control reasons. Failure to leave promptly will result in forfeiture of the game plus suspension, if applicable, under "Rule 1" of this section.
8. No player, manager, or coach shall receive any compensation or remuneration for his/her participation with any team. Violation of this rule will be punished by means of a hearing held under the provisions of the A.S.A. procedural code.
9. Team franchises are not a property right and are recognized as belonging to individual persons only for purposes of league organization and continuity. Determination of who holds team franchises is made solely by the Cleveland Heights Division of Parks and Recreation, through the League Commissioner, and team franchises are transferrable only by said Division and Commissioner. Any attempted transfer between individuals or organizations will not be

recognized --if any compensation or remuneration, in cash or in kind, is involved, penalties will be imposed after a hearing under the provisions of the A.S.A. procedural code.

10. Players, coaches, managers, or teams suspended from the league will be reported to the Metro Cleveland A.S.A. and will be prevented from participating in any A.S.A. league in the Metro Cleveland area. In addition, notice will also be given to the U.S.S.A. and to any other softball organization as deemed necessary to enforce the intended effect of the suspension.
11. The Cleveland Heights Division of Parks and Recreation, and any of its League Commissioners, has the authority to impose suspensions from all Cleveland Heights Parks and Recreation programs, activities, and facilities.

SECTION IX. PROTEST PROCEDURE

1. Protests of player eligibility must be made before the final out of a game. If it involves a contract card question, determination will be made immediately by the plate umpire (or by the League Commissioner, if he is present at the field site). If it involves a matter of suspension, the determination will be made by the League Commissioner at the earliest possible time.
2. Protests involving rule interpretations or rule applications must be made prior to the next pitch. Notification must be given to the plate umpire and the scorer, and the protest must be noted on the score sheet. Determination will be made by the League Commissioner.
3. A written protest, accompanied by a \$50.00 fee (payable to the "City of Cleveland Heights") must be submitted by 5:00 p.m. the next business day to the Parks and Recreation Division at the Cleveland Heights Community Center, in order for the protest to be considered.
4. Following an investigation by the League Commissioner, all parties involved will be notified of the decision. If the protest is upheld, the fee shall be refunded.
5. No protest shall be permitted or accepted where an umpire's judgment is the basis of the protest.

**CLEVELAND HEIGHTS DIVISION OF PARKS AND RECREATION
2010 ADULT SOFTBALL LEAGUES**

PROFANITY RULE-ALL LEAGUES

A player, coach or other team member may not **shout** profanity, regardless of whether the profanity is directed toward an umpire or other game official, a member of the opposing team, a member of his/her own team---or even toward the player himself/herself.

OFFENSE

When a player, coach or other team member **shouts** profanity while his/her team is on offense, an out will be charged to his/her team. At the conclusion of playing action, the umpire will call time, declare the out and issue a team warning. The warning will be reported to the scorer, who will note it on the score sheet.

All action which occurred during the play stands. If the profanity is used during action in which the third out of the inning is made, the penalty out for profanity carries over to the next inning.

DEFENSE

When a player, coach or other team member **shouts** profanity while his/her team is on defense, an out will be charged to his/her team when it next comes to bat. At the conclusion of playing action, the umpire will call time, inform the scorer that an out will be declared against the defensive team to begin its next turn at bat and issue a team warning, which will be noted on the score sheet. Again, **all action which occurred during the play stands.**

Following any team warning, subsequent **shouting** of profanity by a player, coach or other team member results in an out charged to the team and ejection of that player, coach or team member. Additionally, the umpire (s) may eject any player, coach or other team member immediately---prior to any team warning---if the umpire(s) deems the use of profanity to be of a severe nature. The umpire (s) shall be sole judge (s) as to severity of profanity for purpose of penalization and ejection.

PROFANITY RULE SITUATIONS

PLAY 1: With none out, B1 is at bat with a 1-1 count. The umpire calls the pitch a strike, after which B1 directs profanity toward the umpire. **RULING:** The umpire will call time, declare an out on the offensive team and issue a team warning. B1 is ejected for directing profanity toward an umpire.

PLAY 2: Same as Play 1 but with two out. **RULING:** The umpire will call time, declare an out on the offensive team and issue a team warning. The inning is over. B1 is ejected for directing profanity toward an umpire.

PLAY 3: With two out, B3 flies out to F7. After rounding first following the catch, B3 shouts profanity over his own poor play. **RULING:** The umpire will call time, declare an out on the offensive team and issue a team warning. B4 starts the next inning with one out on his team.

PLAY 4: With one out, B2 hits ground ball to F6, who throws B2 out at first on a close play. Incensed by the call, B2 uses profanity. **RULING:** The umpire will call time, declare an out on the offensive team and issue a team warning. The penalty out for profanity ends the inning; B3 leads off the next inning.

PLAY 5: Same as Play 4 but with R1 also on second, who does not advance during the play. **RULING:** At the end of playing action, the umpire will call time, declare an out on the offensive team and issue a team warning. The penalty out for profanity ends the inning, stranding R1 at second.

PLAY 6: Same as Play 5 but with R1 at third, who scores during B2's ground out. **RULING:** At the end of playing action, the umpire will call time, declare an out on the offensive team and issue a team warning. The run by R1 counts; B3 leads off the next inning.

PLAY 7: With none out and R1 at first, B2 singles to right-center. F9's throw to third goes into dead ball territory, with R1 beyond second and B2 beyond first when F9 releases the throw. The umpire calls time and awards R1 home and B2 third. While B2 is approaching third, he shouts profanity in an attempt to encourage his team. **RULING:** After R1 and B2 have reached their awarded bases, the umpire will declare an out on the offensive team and issue a team warning. B2 remains on third; B3 bats with one out.

PROFANITY RULE SITUATIONS

PLAY 8: The score is tied with two outs in the bottom of the seventh and the home team has received a warning for profanity. B3 hits a home run, either over the fence on a closed field or past the outfielders on an open field. While running the bases, B3 shouts profanity, either in joy at victory, as a taunt to the visiting team or as a seemingly unpenalizable jab at the umpire (s). **RULING:** The home team has won. (Exception: If B3 misses a base, he is subject to being called out on appeal.) After B3 has scored, the umpire will eject B3, who will receive a game suspension, as per league rules.

PLAY 9: With one out, B2 doubles to the gap in left-center. After the ball is returned to the infield, F4 makes a proper appeal to the umpire that B2 missed first. The umpire calls B2 safe. F4 uses profanity in offering his opinion of the call. **RULING:** The umpire will inform the scorer that an out will be declared against the defensive team to begin its next turn at bat and issue a team warning.

PLAY 10: With one out, R2 is on third, R3 is on second and R4 is on first. B5 flies out to F8. R2 leaves third legally and scores. R3 leaves second early and advances to third. R4 leaves first legally and advances to second. After the ball is returned to the infield, F4 makes a proper appeal to the umpire that R4 left first early. The umpire calls R4 safe. F1 is incensed by the call and directs profanity toward the umpire. F4 then makes a proper appeal to the umpire that R3 left second early. The umpire calls R3 out. R3 and his third-base coach scream profanity over the call. Both teams have received team warnings. **RULING:** The inning is over; the run scored by R2 counts. F1 is ejected for the balance of this game and suspended as per league rules; his defensive team, now coming to bat, begins its turn with one out. R3 and his third-base coach also are ejected for the balance of this game and suspended as per league rules; their team will begin its next turn at-bat with two out.

**CLEVELAND HEIGHTS DIVISION OF PARKS AND RECREATION
2010 ADULT SOFTBALL LEAGUES**

UNIFORM SHIRT RULE

All players must be dressed in matching uniform shirts (**All shirts must match in color and have a printed number**). Any player(s) listed on the score sheet who takes a position at bat or in the field in a non-matching shirt will have an out declared on his/her first time at-bat. If that time at bat comes with two out, the uniform penalty third out will end the inning. If the player(s) first takes a position in the field, the umpire(s) shall notify the scorer of the violating player(s). The scorer will make a note on the score sheet and inform the umpire (s) when the violating player (s) first comes to bat.

No substitutions or changing of shirts to circumvent the penalty out will be recognized. The penalty out will be declared only on the first time at-bat. The player(s) then may continue to play in the non-matching shirt(s) without penalty.

THIS RULE GOES INTO EFFECT BEGINNING MAY 4th FOR ALL LEAGUES!

The uniform rule is waived until that date, per the League Commissioner.

UNIFORM SHIRT RULE SITUATIONS

PLAY 1: Home team takes the field in the first with nine players in matching shirts and F10 in a non-matching T-shirt. Home team comes to bat and prior to F10's turn at bat, coach realizes he has an extra matching shirt in his bag, which F10 puts on. With two out and the bases loaded, F10 steps in the box, now wearing a matching shirt. **RULING:** F10 is called out and the inning is over. When F10 took a position on the field, he violated the uniform shirt rule.

PLAY 2: Same as Play 1. Home team comes to bat as late-arriving S1 gets to the bench. S1, who is wearing a matching shirt, is substituted for F10. With two out and the bases loaded, S1 steps in the box. **RULING:** S1 is called out and the inning over. When F10 took a position on the field, he violated the uniform rule. No substitution to circumvent the penalty out will be recognized.

PLAY 3: Visiting team is batting in the first. B6 will be wearing a non-matching shirt when his turn at bat arrives. Late-arriving B11, seeing he has not been included on the lineup, gives his matching shirt to B6 before B6 comes to bat, the inning ends and B6 takes a position on defense, wearing a matching shirt. B6 then leads off the second base. **RULING:** There is no penalty. To violate the uniform rule, any player (s) must be listed on the score sheet and take a position at bat or on the field. B6 was wearing a matching shirt when he first took a position on the field.

PLAY 4: Home team takes the field with 10 players wearing 10 shirts, none of which match. **RULING:** Home team will have nine penalty outs called during its first run through the batting order. One of the shirts may be recognized as the uniform shirt; the other nine are considered non-matching shirts and penalized accordingly.