

**DEPARTMENT OF PARKS AND RECREATION
SPORTS MANAGEMENT/CITY-WIDE ATHLETICS
PRINCESS ANNE ATHLETIC COMPLEX
4001 DAM NECK ROAD
VIRGINIA BEACH, VIRGINIA 23456
(757) 385-0458**

**REVISED
3/2017**

VIRGINIA BEACH ADULT SOFTBALL LEAGUE BYLAWS

The object of these leagues shall be...

- To provide a wholesome and enjoyable recreational activity for the participants.
- To develop character, skill, sportsmanship, leadership and promote good will among the teams and individuals participating.
- To determine a champion in each league annually.

EFFECTIVE DATE: These bylaws are in effect at the beginning of the 2017 Spring League. Coaches are responsible for educating and advising their players and spectators of the articles within these bylaws.

ADMINISTRATIVE RULES

1. Sports Management/City-Wide Athletics (SM/CWA) will require a franchise fee (amount of which will be determined each season) from all teams. Checks are to be made payable to: **Treasurer, City of Virginia Beach**.
2. SM/CWA assumes the following responsibilities:
 - A. Game site facilities
 - B. Payment of officials association
 - C. Custody of team rosters
 - D. Authority to rule on player eligibility, rules, and regulations
 - E. Awards to division and league champions

PLAYER ELIGIBILITY AND ROSTERS

1. Players must be at least 18 years old or a high school graduate. Players under 18 years of age who are high school graduates or graduating high school seniors must provide written parental consent. Players under 18 can only be added by submitting a team roster or player addition form with the attached written parental consent.
2. Church League: A player must meet age requirements and be an active participant in the church. Church roster verification form, signed by the Minister of the Church, is required.
3. Team rosters are limited to twenty (20) players. **Residency Requirement** - 60% for teams participating in the following Spring League divisions: Men's 3 HR limit & 1 HR limit, Coed 3 HR limit & 1 HR limit, and Church (Men's and Coed) if the church is not located in Virginia Beach. For the purpose of this league, active duty military are considered Virginia Beach residents. **There is no residency requirement for any teams participating in Fall League.**

RESIDENCY REQUIREMENT - 60 %

Team Members	20	19	18	17	16	15	14	13	12	11	10
Residents	12	12	11	11	10	9	9	8	8	7	6
Non-Residents Permitted	8	7	7	6	6	6	5	5	4	4	4

4. **(New for 2017)** Team rosters can be completed online during the registration period only. The team registrant/coach can create a passcode for their team during the registration process to provide to each player for online registration to the team's roster. Any players added online through this process will not be required to complete the team roster form. Any players not added online during the registration period will be required to be added via a team roster or player addition form.
5. **All initial team rosters must be delivered or mailed to the SM/CWA Office (4001 Dam Neck Road), by 5:00pm on Friday, March 24.** Team rosters or addition forms will not be accepted by telephone, fax, e-mail, or by SM/CWA staff at game locations. The City Attorney's Office requires original signatures on all team roster and addition forms. All rosters must be filled out completely including uniform numbers for all leagues. Team roster and addition forms are available at www.VBgov.com/Sports. Any team who attempts to play prior to having a legal roster on file may forfeit all games until such time that a legal roster is submitted to SM/CWA.
6. **The final cut-off for any team roster changes will be 5:00pm on Friday, May 5.** No new players can be added after this date/time. Team roster or addition forms will not be accepted by telephone, fax, e-mail, or by SM/CWA staff at game locations. The City Attorney's Office requires original signatures on all team roster and addition forms. All players' information must be filled out completely including uniform numbers for all leagues. We appreciate your cooperation.
7. **(New for 2017) A player may not participate on multiple rosters on the same night of play.** A player may participate on multiple teams as long as they have signed each team's roster and are not in conflict with the following roster rules. Any player on a Men's or Coed 1 HR limit league roster is ineligible to be on any Men's or Coed Unlimited, 5 HR limit, or 3 HR limit team roster. 1 HR limit league players can still participate on multiple rosters, but only at the 1 HR limit league level. **Note: This requirement does not apply to Men's Church League or Coed Church League rosters.** SM/CWA is not responsible for scheduling conflicts for players participating on multiple teams, and will not reschedule and/or revise schedules to resolve conflicts created by this participation.
8. Any team roster or player information found to be invalid for any reason and not in accordance with the bylaws will result in forfeiture of all games played from the time of the protest to the time the ineligible player's roster or roster addition were received by the SM/CWA Office. **Playing a player who has not registered to the team roster online, signed the roster, or submitted a signed roster addition to SM/CWA may result in any/all of the following:**
 - A. Forfeiture of all games played with ineligible player(s)
 - B. Coach and player(s) suspension and/or probation for up to one year
 - C. Loss of playoff eligibility
9. Players must have their driver's license or another form of photo identification (military ID or passport) available at all times during regular season and playoff games. **In the event that a player is asked for identification either by a Field Supervisor or an umpire and that player fails to produce identification, the umpire will declare a forfeit of the game and the player in question's team will be credited with a loss.**
10. SM/CWA reserves the right to investigate player eligibility at any time. If player(s) and/or coaches are participating illegally, they **may** be suspended for up to one year from the date of the infraction from the league in which the illegal participation occurred. Playoff teams found to be using ineligible players **may** be removed from the playoffs.
11. Professional softball players are not eligible to participate in any league.

SCHEDULING OF GAMES

1. Games will be played in accordance with the schedule designed by SM/CWA with sites and game times distributed as equally as possible.
2. Any coach finding it impossible to play a scheduled game must notify SM/CWA no later than 5:00pm the day of the scheduled game, so the appropriate notifications can be made. This constitutes a forfeit, and the opposing team will receive credit for a win. **In an effort to encourage more timely communication, when a coach notifies SM/CWA of forfeiture, the coach can either record the game as an official forfeit or request to have it rescheduled in the event games on that field are cancelled due to inclement weather by 5pm, the day of the game.**
3. If a game is postponed due to weather, power failure, or other conditions beyond our control, SM/CWA will set a makeup date/time/location, and will post make-up information on our website (www.VBgov.com/Sports). Whenever possible, coaches will receive 48 hours' notice. Most games will be made up at the end of the season. Games may also be rescheduled on an alternate night of play, when needed, due to an excessive number of cancellations. Games that have no bearing on league standings may not be made up.
4. SM/CWA reserves the right to arrange postponed games at its convenience and/or cancel games, if necessary, due to conditions beyond our control. In the event of any misunderstanding or error, coaches are urged to contact SM/CWA.
5. If a team forfeits two double-headers in succession or three double-headers in a season for not having the required number of players to start the game, the team will be subject to expulsion from the league.
6. If during a game, conditions (loss of power, surface playability, etc.) force a stoppage of play before the game is considered official, a 15 minute delay shall be in effect. If after 15 minutes conditions have not improved so as to continue the game, that game will be called off and rescheduled for a later date. The remainder of scheduled games at that site for that day will also be cancelled and rescheduled for a later date (see Regulation Games, page 8).

STANDARD GAME PROCEDURE

1. Teams must provide their own practice and game balls, uniforms, and other equipment they deem necessary.
2. Uniforms are not required, but uniformity is requested. Teams must have like-colored shirts with numbers. Numbers should still be visible when shirts are tucked in and/or sleeves are rolled up. Violation of this rule may result in a written warning or game forfeiture.
3. Visible jewelry is not allowed. (Exception: Stud earrings, while not recommended, are allowed). Players who fail to remove jewelry after a warning from the umpire will be subject to ejection and a 2-game suspension.
4. The officials will be paid by SM/CWA, and will be assigned by the contracted Officials Association. One (1) official will work each game during the regular season and two (2) officials will work each playoff game. No team has the right to refuse any official assigned. If the official has not arrived by game time, please see the on-site Field Supervisor. A game will not be delayed for more than 30 minutes to wait for an official, unless the teams are informed otherwise.
5. Field Supervisors are assigned by SM/CWA. Coaches, players, and spectators are expected to cooperate with the Field Supervisors in every way possible.
6. Head coaches are responsible for maintaining proper conduct among their assistants, players, and spectators at all times. Players, coaches, and spectators may be suspended from future games based on inappropriate behavior. Unsportsmanlike conduct is not tolerated.

7. Starting time of games:
 - A. There will be no grace period. Teams should be at game site 30 minutes ahead of their scheduled start time. **A game can start earlier than the scheduled time only if both coaches agree.**
 - B. There will be a one (1) hour time limit per game for all leagues. Starting time should be logged in the scorebook. If time remains, a new inning will be started. Any inning started must be finished (Exception: See 12-Run Rule, page 6). Official time will be administrated from the umpire's watch/phone.
 - C. Teams must have a minimum of 6 players present at game time to begin. Scheduled game time is forfeit time. Time will be from the umpire's watch/phone.
 - D. If a team cannot field the minimum 6 players at game time, the game will be declared a forfeit by the umpire. Should both teams be unable to field the minimum number of players necessary to play, both teams will be credited with the applicable number of losses.
 - E. **Double header when playing the same team (only)** - if the first game of a double header is forfeited because no members of a team are present at game time, forfeit time for the second game will be 30 minutes after scheduled start time of the first game. If any player/coach for the team is present the second game of the double header will not be forfeited until the start time of the second game.
 - F. **Practice of any kind is not permissible on the field at the Princess Anne Athletic Complex and/or City View.**
 - G. SM/CWA staff will determine postponement or cancellation of games up to 5pm of each game day. After 5pm, all cancellations will be determined by the umpire.
 - H. There will be no postponement of league games to permit teams to prepare for, travel to, or play in tournaments.
 - I. **ANY DEVIATION OF THE ABOVE IS AT THE DISCRETION OF SM/CWA.**
8. The home team will occupy the third base bench/dugout and the visiting team the first base bench/dugout. Home team will be the team listed on the left side of the schedule. (In a double-header division, when playing the same team twice, the home team for the first game will also occupy the third base bench during the second game).
9. Coaches are responsible for keeping spectators out of their team's dugout/bench area. **Only rostered players and/or team representatives (coaches, score keeper, team sponsor) will be allowed to occupy the bench/dugout.**
10. The home team shall provide an official scorer and furnish the score book. The visiting team's scorer should frequently check with the home team's scorer to avoid the possibility of mistakes. In the event of any disputes which cannot be settled, the umpire will collect both score books immediately and make all necessary notations. **THE GAME WILL CONTINUE.** As soon as possible, after the conclusion of the game, the official scorer will present the score book and all pertinent information to SM/CWA.
11. Players on teams scheduled for the next games shall stay in the bleachers and/or behind the fences to warm up and may not detract in any way from the current game in progress. **NO BATTING OF ANY KIND WILL BE PERMITTED.** For the pleasure and safety of spectators and fairness to the teams playing, coaches must enforce this rule. **PLEASE COOPERATE.**
12. Due to the time limit, infield practice will not be taken unless awarded by the game umpire. **Exception: Practice of any kind is not permissible at the Princess Anne Athletic Complex and/or at City View Park.**
13. Coaches and players are expected to abide by all rules, regulations and by-laws of this League and those not covered by the League that are officially published by the Amateur Softball Association Rules. Repeated violations may result in suspensions (player(s), coach, and/or team).

PLAYING RULES

ALL GAMES WILL BE GOVERNED BY THE AMATEUR SOFTBALL ASSOCIATION (ASA) RULES, UNLESS LISTED BELOW OR AMMENDED PERIODICALLY BY THE DEPARTMENT OF PARKS AND RECREATION.

1. A team may start a game with as few as 6 players. The batting line-up will be one through six or the number of players available to start the game. The remaining positions will be recorded as outs. If additional players arrive at the field, they must be inserted into the line-up in the next vacant position until the 10th position is filled. The 12-run rule will be in effect from the first inning through the entire game for the team beginning with less than 10 players. The COED batting line-up will be alternating male/female (see general COED rules, page 14).
2. **ELEVEN or TWELVE PLAYER BATTING RULE** - Coaches have the option of using eleven or twelve (11 or 12) players in their batting line-up (Men's/Women's Leagues). This option must be declared before the start of the game. The umpire and the official scorer must be notified before the game begins. Once the game begins, the eleventh or twelfth player cannot be added or dropped. COED league has a 12 player option, consisting of one male and one female, and must maintain the alternating male/female rotation when batting.
3. **If a team loses a player during the course of a game due to injury or for any reason other than an ejection, and has no eligible substitute, that batting position becomes an automatic out. If a team loses a player during the game due to an ejection and has no eligible substitute, the game shall be declared a forfeit.**
4. There will be open substitution on defense; any 10 rostered players may play defense at any time. A substitution only occurs when there is a change in the batting line-up. A team may play with a minimum of 6 players defensively, regardless of the number of players in the batting line-up.
5. **3-2 RULE** - Two strikes will be an out and three balls will be a walk.
6. **FOUL BALL RULE** - Under the 3-2 rule, the 2nd foul ball after the first strike will be an out.
7. **PITCHING MOUNDS AND BASES** - All leagues will have 70-foot base paths and use the 53-foot pitching rubber.
8. **DOUBLE FIRST BASE** - Double first bases will be used at all fields for league play. The following rules will be enforced:
 - A. A batted ball hitting or bounding over the white portion is fair.
 - B. A batted ball hitting or bounding over the orange portion is foul.
 - C. When a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion of the base. **Effect:** The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or orange portion of the base, an appeal shall not be honored.
 - D. On any force out attempt from the foul side of first base the defense and the batter-runner may use either the white or orange portion of the base.
 - E. On an errant throw pulling the defense off the white portion of the base into foul ground, the defense and the batter-runner can use either the white or orange portion.
 - F. Once the batter-runner reaches first base, they may start on either the white or orange portion.

- G. On balls hit to the outfield with no play on the batter-runner advancing to first base, the batter-runner may touch the white or orange portion. Should the batter-runner return, the runner and defense can use the white or orange portion.
- H. When tagging up on a fly ball, the white or orange portion of the base may be used. On an appeal for the runner leaving the base too soon, the defense may use the white or orange portion.
- I. On plays at first base when the batter-runner touches only the white portion and collides with the fielder about to catch a thrown ball while on the white portion of the base. **Effect:** The ball is dead. The batter-runner is out. Runners must return to the last base touched at the time of the interference.
9. **RE-ENTRY RULE** - The re-entry rule will be in effect for all leagues. Any of the **starting players** may be withdrawn and re-entered into the batting order once, provided they always occupy the same position in the batting order whenever in the game. A **substitute player** may enter the batting order only once and continue batting until removed.
10. **COURTESY RUNNER** – One courtesy runner per half inning may be used. Any non-ejected player not on base can be a courtesy runner. Courtesy Runners must remain on base until they score, are put out, or the half-inning ends. Should the player who is acting as a courtesy runner come to bat while still on base, that batting position becomes an out and the next scheduled batter will come to bat. **Coed Courtesy Runner:** Males must run for males and females must run for females. One courtesy runner per sex (1 male, 1 female) per half inning may be used.
11. **HOME RUN LIMITS** – Home run limits will be implemented per league as follows:
- | | | |
|-------------------------------|------------------------------|-----------------------------|
| Men's Unlimited Home Runs | Coed Unlimited Home Runs | Women's Unlimited Home Runs |
| Men's 5 Home Run Limit | Coed 5 Home Run Limit | |
| Men's 3 Home Run Limit | Coed 3 Home Run Limit | |
| Men's 1 Home Run Limit | Coed 1 Home Run Limit | |
| Men's Church 2 Home Run Limit | Coed Church 1 Home Run Limit | |
- A. A home run is defined as any fair batted ball hit over the outfield fence on the fly.
- B. Home run limits will not apply on open (unfenced) fields.
- C. Home run limits are per team and per game.
- D. Once the home run limit is reached, all additional home runs will be called as an out.
- E. Any batted ball that is tipped by a defender and goes over the outfield fence will be called as an error and will result in a four base award (this does not count as a home run).
12. **12-RUN RULE** - A 12-run rule will be in effect for all adult leagues. The game is over and shall be declared so by the umpire after 4 1/2 complete innings if the home team is 12 or more runs ahead or after 5 complete innings if either team is 12 or more runs ahead. This rule applies at the beginning of the game for a team which starts the game with fewer than 10 players. The game is over immediately after the team with fewer than 10 players is behind by 12 runs (the inning is not completed).
13. **TIME LIMIT** - One (1) hour time limit will be in effect for all regular season league games. A new inning must begin if any time remains. Any inning started must be completed (**Exception:** See 12-Run Rule, above). No new inning will be started after the time limit has expired. If a game remains tied after seven (7) completed innings, **extra innings will be played to determine a**

winner if time remains.

14. **(New for 2017)** Playoff games will have extended time limits, except for the league championship game (see page 10, Championship Play).
15. **PITCHING ARC** – the pitching arc must reach a height of at least 6 feet from the ground and not exceed 10 feet from the ground. **No illegal pitch will be called aloud by the Umpire, only a “Ball” or a “Strike”.**
16. **On any fair batted ball hit over the fence for a home run (or on a four base award/error), the batter and any runners are credited with a run, and are not required to run the bases. They may go directly to the dugout, and are not required to touch the next base. Subsequently appeals for runners missing a base are not allowed.**

EQUIPMENT

The characteristics of any approved equipment cannot be unnaturally changed. Examples include icing, cooling, or heating of any equipment. In addition, approved bats shall not be rolled, shaved or modified to change their characteristics from that produced by the manufacturer. Warming devices for bats are prohibited.

1. Game balls – All leagues will use the following balls (For additional information, see page 16):
Men – Optic Yellow 12 inch .52 COR and 300 Compression ball with A.S.A. Stamp
Women – Optic Yellow 11 inch .44 COR and 375 Compression **OR** .52 COR and 300 Compression ball with A.S.A. Stamp
Optic yellow balls are **required** for all leagues. COR/compression must be legible. **Teams hit their own balls in all games.**
Any ball on the ASA Non-Approved Ball List (even if stamped with an ASA logo) will NOT be permitted for use in any SM/CWA Adult Softball League. Please see page 16 for details.
2. **COED: Ball will alternate between male and female batters: 12” for males, 11” for females.**
 - A. Teams are responsible for ensuring the correct type of ball is used at all times. If the ball is discovered to be illegal prior to the batter hitting the ball or after a foul ball, then the ball is tossed out of the game. If the ball is discovered to be illegal after the batter reaches base, the batter is called out and the ball is tossed out of the game.
 - B. If an umpire suspects a team is using altered game balls, the umpire will inform the coach of the team in question, toss the ball out, get an acceptable ball for play, and warn the coach that if another questionable ball is put into play the game will be forfeited immediately.
3. **Bats must be A.S.A. Certified Bats (For additional information, see page 17).** If a team suspects an illegal bat is being used by an opposing player (or team), it should be brought to the umpire’s attention. The umpire on the field will make decisions on the legality of any bat used. Questionable bats may be disallowed. In the case that an umpire allows or disallows a bat for use, this action will be a judgment call and is not eligible for protest. Players found to be using an illegal bat will be called out by the umpire (if the player reaches base), the player will be ejected from the game, and is automatically suspended from the next 2 games.
 - A. If a bat is designed age/gender specific it may only be used in that respective league of play. **Women may use women specific approved bats in the Coed League.**
 - B. Fast Pitch bats are not allowed.
4. Shoes with metal spikes are not allowed in any league. Only shoes with rubber or plastic molded soles will be allowed. Any player found wearing steel or metal cleats will be ejected from the game and is automatically suspended from the next two league games.

5. Chest protectors and face masks are recommended for catchers. Face masks/shin guards are suggested for pitchers.

REGULATION GAMES

1. It will be a regulation game when seven innings have been played and the game is not tied or the **time limit** has elapsed and each team has had an equal number of "at bats". Once an inning has started, it must be completed (Exception: See 12-Run Rule, page 6). If seven innings have not yet been played and time remains, the next inning must be started even though it may be impossible to finish the inning within the time limit. Once an inning has started, it must be completed. A new inning must not start after the time limit has elapsed.
2. It will be a regulation game when the umpire calls it on account of darkness, rain, or other factors, which based on the umpire's judgment, interferes with further play provided five or more innings have been played. Four and one half innings (4 ½) will constitute a regulation game if the home team has scored more runs in its four innings than the visiting team has in its five innings. The final score reverts back to the last complete inning if a game is called after five complete innings. If the game is ended prior to regulation, it will be rescheduled for a later date. Rescheduled games are started over, instead of resuming at the point of interruption. **Exception**: Playoff games are continued from the point of interruption.
3. If a game ends in a tie after seven innings have been played and the time limit has not yet expired, the game will go into extra innings until a winner is decided or the time limit expires. If a game is tied at the end of an inning after time has expired, it will count as a tie in the league standings and will not be replayed. Ties count as half a win and half a loss in the standings.

PLAYER/TEAM CONDUCT

1. The Sports Management Coordinator will impose penalties and suspensions upon teams and players as necessary to insure the orderly conduct of the leagues. Any coach or player ejected for any reason will be automatically suspended for a minimum of the next two league game.
2. Any player or coach ejected before, during, or after the game (while at the game site) by an official for unsportsmanlike conduct shall automatically be suspended from the remainder of the current game and the next two league games to be played by his/her team and will not be permitted at the game facility during this suspension. No notice of this suspension shall be necessary. In the event a player or coach deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player or coach will still be suspended from the next two league games to be played by his/her team.
3. Any player or coach ejected before, during, or after the game (while at the game site) by an official for fighting will automatically be suspended from the remainder of the current game and a minimum of the next two league games to be played by his/her team and will not be permitted at the game facility during this suspension. No notice of this suspension shall be necessary. **Note: based on the circumstances surrounding the ejection, this suspension can be as severe as a lifetime ban.** In the event a player or coach deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player or coach will still be suspended from the next two or more league games to be played by his/her team.
4. If a player, coach or spectator is ejected from a game, he/she must vacate the playing field and go to the parking lot and is prohibited from any further contact (direct or indirect) with the team, official, and staff for the remainder of the game and after the game. Failure to comply may result in termination of the game. Police assistance may be called if actions pose as a potential threat to players, spectators, coaches, officials or city staff.
5. Any player, coach, or spectator guilty of acting in a threatening/abusive manner and/or striking an opposing player, official and/or SM/CWA staff member in any manner on City property before, during, or after a game shall automatically be suspended indefinitely from participating in all leagues sponsored by SM/CWA.
6. Unsportsmanlike conduct by players, coaches, or spectators before, during, or after a game will not be tolerated. SM/CWA

staff, officials, and facility staff have the authority to ask unruly players, coaches, or spectators to leave the facility. SM/CWA staff are empowered to call for police assistance if necessary. Individuals asked to leave the facility may be suspended for future games, up to and including indefinite suspension.

7. The use of profanity by players, spectators and/or coaches is prohibited. Any violation of this rule will result in ejection from the game for individual(s) involved, by the umpire.
8. Teams are responsible for the conduct of their spectators at games. Any team refusing to control a spectator will forfeit the game and will be subject to additional penalties and/or suspension.
9. Any player, coach or spectator suspension which cannot be completely served in the current season shall carry over to the next season.

PROTESTS

Any and all protests must be made on the field to the umpire at the time of the infraction.

1. To protest a rule interpretation or infraction:
 - A. All protests must be clearly stated to the umpire on the field at the time of the infraction and submitted in writing to SM/CWA within 48 hours of the incident. The written protest should contain the following information:
 - i. The date, time, and field/location of the game.
 - ii. The names of the teams.
 - iii. The rule and section of the official rule or local rule under which the protest is made.
 - iv. The information, details, and conditions pertinent to the decision to protest.
 - v. All essential facts involved in the matter protested.
 - B. Protesting coaches must immediately notify the umpire at the time of the alleged infraction **before the next legal play**. It will be announced that the game is being played under protest. Scorers will note in their score book the following: the exact time, the inning, players on base, batter, balls and strikes, and any other pertinent game information. **THE GAME MUST CONTINUE**. The coach must notify SM/CWA and follow the same procedure as stated above (provide protest in writing within 48 hours). Specific violations of League Bylaws or A.S.A rules must be cited. No protest involving an umpire's judgment (balls and strikes, fair or foul, safe or out, etc.) will be considered. If the protest involves the last play of the game, the umpire and both teams must be notified before leaving the playing field.
2. To protest player eligibility:
 - A. All protests must be clearly stated to the umpire on the field, identifying the player being protested, and submitted in writing to SM/CWA within 48 hours of the incident.
 - B. Upon notification, the umpire shall stop the game, call both coaches out to the field, and inform both coaches that an official protest has been lodged. The Field Supervisor, if available, will also be informed of the protest on the field. The umpire will then request the player in question's photo ID.
 - i. If the player in question produces a photo ID, the umpire (or Field Supervisor if available) will document the protested player's full name and contact information. The game will then continue being played under protest.

- ii. If the player in question fails to produce an ID, the game will be forfeited immediately and the coach will be placed on probation for one year. A second offense will result in the coach being suspended for up to one year.
- C. The following business day SM/CWA will review the protest. If the player is deemed to be eligible, the protest will be denied and the result of the game will become official. If the player is deemed to be ineligible, any/all of the following actions will be taken:
 - i. Forfeiture of all games played with ineligible players
 - ii. Coach and player(s) probation and/or suspension for up to one year
 - iii. Loss of playoff eligibility

CHAMPIONSHIP PLAY

1. At the end of the regular season, if two or more teams are tied, the standings tiebreaker will be head-to-head play amongst all tied teams. When head-to-head play is used, runs scored/run differentials will not be considered; only win-loss. Additional tie-breaker information can be found on the general league rules that are emailed to coaches with the schedule notification at the beginning of the season.
2. **(New for 2017)** There is a one (1) hour and fifteen (15) minute time limit for all playoff games, except for the league championship game which will be untimed (no time limit).
3. The 12-run rule will be in effect for all playoff games.
4. **Playoffs only:** If play is stopped before the time limit is reached or a full 7 innings are played due to circumstances beyond our control, the game will be rescheduled and play will continue from the point of interruption. Be prepared to play on short notice if games are rained out.
5. All players are required to **bring and present** a picture ID to each playoff game. The ID must be a valid state driver's license, military ID or passport. If a player does not present their picture ID they will be ineligible to participate in the playoff game.
6. A coin flip will determine home team for all playoff games.

LIGHT DIFFICULTY

1. If light difficulty should occur, please see the on-site Field Supervisor, if available.
2. Any difficulty arising out of light trouble during the progress of a game will be decided in this manner:
 - A. If the losing team has batted five times or more, it will be considered an official game.
 - B. If the losing team has not batted at least five times, the game will be replayed.
3. Games will not be delayed more than 15 minutes to wait for the lights to come on, unless teams are informed otherwise.
4. Any other problems which may arise out of difficulties with lights will be decided by the umpire and teams will abide by this decision.
5. During regular season play, a game called before four and one half innings (4 ½) or five (5) innings (see Regulation Games, page 8) due to light difficulty, or other conditions beyond our control, will be restarted from the beginning. During Championship Play (playoffs), play will continue from the point of interruption.

INCLIMENT WEATHER - CONDITION OF THE PLAYING FIELD

1. In the event of inclement weather, call the Weather Cancellation Line (385-0455). SM/CWA cannot assume the responsibility for notifying all coaches as to the condition of the playing fields. **DO NOT CALL BEFORE 3:00 P.M. GAMES WILL NOT BE CALLED BECAUSE OF THREATENING WEATHER.**
2. In the event of rain during the day, SM/CWA will check the condition of the fields, whenever possible, prior to 5:00 p.m. The decision as to the condition of the field will be final.
3. After 5:00 p.m., the umpire will make the decision on whether or not a field is playable. The decision of the umpire will be final; coaches and teams will accept the umpire's decision without question. If a game is canceled, please keep off the field in order to protect it for play. If field conditions are questionable, the Weather Cancellation Line (385-0455) will be updated as information becomes available.
4. If the first game is canceled because of field or weather conditions, all games on that field are automatically canceled, the Weather Cancellation Line updated, and games will be made up at a later date. This applies also if the first game is in progress and is halted by rain. **Rescheduled games will be posted at www.VBgov.com/Sports. Make up schedules will not be sent to coaches. If you do not have Internet access, coaches may call SM/CWA (385-0458).**
5. Once a game has started, the umpire may decide to suspend play if inclement weather conditions arise. If a game is halted, teams are encouraged to seek shelter, but should not leave the immediate area for a period of 15 minutes. After this time, the umpire will make a final decision as to whether the game will continue or be canceled and notify coaches accordingly. **Note: At all Sports Management/CWA game facilities the umpires are empowered to immediately cancel play when conditions which threaten player safety exist, or are imminent.**
6. During regular season play, a game called before four and one half innings (4 ½) of five (5) innings (see Regulation Games, page 8) due to weather, or other conditions beyond our control, when made-up will be restarted from the beginning. During Championship Play (playoffs), play will continue from the point of interruption.
7. Hazardous Weather Conditions: If on the date of your scheduled game there is a local tornado or hurricane warning in effect between the hours of 3:00 p.m. and 11:00 p.m., all games may be canceled in advance for that date. For more information, call the Weather Cancellation Line (385-0455) after 3:00 p.m.

INSURANCE

1. Players participating in the league should have accident insurance coverage. This is your responsibility. SM/CWA does not provide insurance in case of injuries to players or coaches.
2. It is to be understood that SM/CWA will not be held liable for injuries sustained by any person or group participating in our program while they are playing, practicing, or traveling to and from games or practices.

SCORES

1. The winning team is responsible for reporting the scores to 385-0456 (recording) by 8:00a.m. the following morning. When calling, give the following information:
 - A. Date Played
 - B. League (Men's, Men's Church, Women's, COED, COED Church)
 - C. Division (1 HR, 3HR, 5HR, Unlimited) (High, Mid, Low, etc.)
 - D. Game Site
 - E. Team Names

- F. Scores (with winning team first)
2. **It is very important that you call in scores so that accurate standings can be maintained.** In case of a tie, we ask both teams to call in.
 3. **Updated standings can be found at the following web site: www.VBgov.com/Sports**

FACILITY USE

1. Virginia Beach City Public School Board policy and Virginia State Law prohibits smoking, tobacco use, and all types of e-cigarettes (including nicotine vapor and non-nicotine vapor products) on ALL school grounds (indoors and outdoors). This policy is in effect at all times (24 hours a day, 7 days a week).
2. **NO SMOKING:** Smoking, use of tobacco products, and use of all types of e-cigarettes (including nicotine vapor and non-nicotine vapor products) are prohibited on or around the softball playing field (to include dugouts, bleacher area, etc.) by coaches, players, and spectators. At the Princess Anne Athletic Complex and City View Park, smoking is only permitted outside of the quad and/or park gates near the parking lots.
3. **NO PROFANITY:** The use of profanity by players, spectators and/or coaches is prohibited. Any violation of this rule will result in suspension of the individual(s) involved.
4. **NO DRINKING OF ALCOHOLIC BEVERAGES ON OR AROUND THE FIELD BEFORE, DURING, OR AFTER A GAME. ALCOHOLIC BEVERAGES ARE PROHIBITED BY LAW ON ALL CITY AND SCHOOL PROPERTY.**
5. The penalty for the above field use violations shall be ejection from the game. Players ejected must serve an automatic suspension from the next two (2) scheduled games. The umpires are empowered to enforce these rules. Violations will be brought to the attention of SM/CWA for disciplinary action. Coaches are responsible for their teams; therefore please notify all members of your team and their spectators of these rules. Please keep our fields and parks free of cans and bottles.
 - A. Violations can result in a one (1) game team forfeiture and a two (2) game suspension of individuals.
 - B. Repeated violations will result in player suspensions and/or team expulsion from the league.
6. Participants and spectators must stay in areas designated by the umpire and/or field supervisor and are asked to help police their bleachers and bench areas for trash once games are finished.
7. Per Virginia Beach City Public School Board Policy, pets other than service animals are prohibited on ALL school property.
8. At Virginia Beach City Parks, pets are permitted but must be leashed and under control with leash in hand at all times. Please be sure to scoop the poop. No pets are allowed on the athletic fields (including dugouts).
9. School Board Policy restricts the operation of licensed motor vehicles on school grounds to the paved roads and parking lots. The fields are for your use, but if they are continually abused, teams will be subject to expulsion from the league. **PLEASE PARK IN AUTHORIZED PARKING AREAS ONLY (not on the grass, in fire lanes, etc.).**

NOTE

- ✓ The Sports Management Coordinator has the authority to make final decisions on all bylaws, interpretations and any matters concerning all adult sports, and will impose penalties and suspensions upon teams, coaches, and players as necessary to insure the orderly conduct of the league.

- ✓ Coaches will advise players and spectators of these bylaws. Ignorance of any rule in the bylaws on the part of the coach, player, or spectators will not be tolerated.

- ✓ SM/CWA reserves the right to deny any individual or team from participating in our programs or revoke an individual or team's privileges to participate in our programs for abusive behavior. Furthermore, in the event any individual or team is suspended from participating in our programs for abusive behavior, a written notice of that suspension will be forwarded to all area recreation departments and tournament associations immediately. This action does not apply to one or two game suspensions but to severe cases where abusive behavior warrants further suspensions.

(Bylaws continue on page 14)

THE FOLLOWING RULES APPLY TO COED TEAMS ONLY:

1. A team consists of five (5) males and five (5) females on the field.
2. **Men** - 12" optic yellow .52 COR and 300 compression ball with A.S. A. stamp
Women - 11" optic yellow .44 COR and 375 compression OR .52 COR and 300 compression ball with A.S.A. stamp
Any ball on the A.S.A. Non-Approved Ball List (even if stamped with an A.S.A. logo) will NOT be permitted for use in any SM/CWA League. Please see page 16 for details.
3. **Bats must be A.S.A. certified (For additional information, see page 17).** If a team suspects an illegal bat is being used by an opposing player (or team), it should be brought to the umpire's attention. The umpire on the field will make decisions on the legality of any bat used. Questionable bats may be disallowed. In the case that an umpire allows or disallows a bat for use, this action will be a judgment call and is not eligible for protest. Players found to be using an illegal bat will be called out by the umpire (if the player reaches base), the player will be ejected from the game, and must serve a 2-game suspension. If a bat is designed age/gender specific it may only be used in that respective league of play. Women may use women specific approved bats in the Coed Leagues. Fast Pitch bats are not allowed.
4. Batting order: Shall alternate the sexes.
5. If a male batter is walked (intentionally or not), the next female batter has her choice of hitting or walking, until she steps into the batter's box. **Any walk of a male batter will result in a two base award.**
6. Starting with fewer than 10 players: Teams may start with as few as six players. A team must always be "coed" (have both male and female players). When starting shorthanded, there are never more than five males or females in the batting line-up or on defense. In the batting line-up, alternate male-female with missing players counting as outs.
Examples:

4 men and 2 women at game time	5 men and 1 woman at game time
Batting order would be:	batting order would be:
1 - male	1 - male
2 - female	2 - female
3 - male	3 - male
4 - female	4 - OUT
5 - male	5 - male
6 - OUT	6 - OUT
7 - male	7 - male
8 - OUT	8 - OUT
9 - OUT	9 - male
10 - OUT	10 - OUT
7. No restrictions on defensive positioning. A team may play with a minimum of 6 players (at least 1 female) defensively regardless of the number of players in the batting line-up. **No more than five (5) males or five (5) females allowed on defense.**
8. The 12-person batting option is in effect. At the start of the game, the coach has the option of putting an extra male **and** an extra female batter in the line-up. This option must be declared before the game begins by notifying the umpire and the official scorer. **CAUTION: If a team starts with 12 and loses a player due to injury and has no eligible substitute, the spot vacated will count as an out. If a team starts with 12 and loses a player due to ejection and has no eligible substitute, the game will be declared a forfeit.**
9. **Courtesy Runner** – One courtesy runner per sex (1 male, 1 female) per half inning may be used. Any non-ejected player not on base can be a courtesy runner. Courtesy Runners must remain on base until they score, are put out, or the half-inning ends. Should the player who is acting as a courtesy runner come to bat while still on base, that batting position becomes an out and the next scheduled batter will come to bat. Males must run for males and females must run for females.

**DEPARTMENT OF PARKS AND RECREATION
SPORTS MANAGEMENT/CITY-WIDE ATHLETICS
PRINCESS ANNE ATHLETIC COMPLEX
4001 DAM NECK ROAD
VIRGINIA BEACH, VIRGINIA 23456
(757) 385-0458**

BASEBALL/SOFTBALL LIGHTED FIELDS

- ALANTON ELEMENTARY** - 1441 Stephens Road, Woodhouse Road off Mill Dam Road
- ARROWHEAD ELEMENTARY** - 5549 Susquehanna Drive, Cheyenne Rd. off Princess Anne Road (Youth Only)
- BAYVILLE FARMS PARK #1 & #2** - 4132 First Court Road, near Shore Drive
- BETTIE F. WILLIAMS ELEMENTARY** - 892 Newtown Road, near Bayside Middle School
- BIRDNECK ELEMENTARY #1 & #2** - 957 S. Birdneck Road, off General Booth Boulevard (#2 Youth Only)
- BLACKWATER PARK** - 3390 Head of River Road, near the Chesapeake city line (Youth Only)
- CITY VIEW PARK #1, #2, #3, #4** - 2073 Kempsville Road, near Centerville Turnpike (#3 Women and Youth Only)
- COURTHOUSE FIELD (OLD PENDLETON CHILD SERVICE CENTER)** - 2473 North Landing Road, in the Municipal Center (Youth Only)
- CREEDS ELEMENTARY #1 & #2** - 920 Princess Anne Road, about 4 miles from NC line
- CREEDS PARK (CAMPBELLS LANDING)** - 1585 Campbells Landing Road, near intersection of Morris Neck Road
- DIAMOND SPRINGS ELEMENTARY** - 5225 Learning Circle, off Newtown Road near Bayside Middle School
- KEMPSVILLE ELEMENTARY** - 570 Kempsville Road, next to Kempsville High School (Youth Only)
- LYNNHAVEN ELEMENTARY #1 & #2** - 210 Dillon Drive, off South Plaza Trail (#2 Youth Only)
- LYNNHAVEN PARK** - 1246 Bayne Drive, Old Donation Parkway off Great Neck Road, beside Lynnhaven Middle School
- NEWLIGHT PARK** - 1115 Thompkins Lane, off Indian River Road, near Kempsville Road/Indian River Road intersection
- OCEANA PARK** - 325 First Colonial Road, near Virginia Beach Boulevard
- PEMBROKE ELEMENTARY** - 4622 Jericho Road, off Independence Boulevard (Youth Only)
- POINT O' VIEW ELEMENTARY #1, #2, & #3** - 5400 Parliament Drive, off Princess Anne Road (#2 & #3 Youth Only)
- PRINCESS ANNE ATHLETIC COMPLEX (PAAC Red Fields #1, #2, #3, #4 & PAAC Green Fields #1, #2, #3, #4)** -
4001 Dam Neck Road, near Landstown Road intersection, across from the Amphitheater and Sportsplex
- PRINCESS ANNE ELEMENTARY** - 1098 Seaboard Road, off Princess Anne Road
- RED MILL FARM PARK #1 & #2** - 1900 Sandbridge Road, ½ mile off Princess Anne Road
- ROSEMONT FOREST BALLFIELD #1 & #2** - 1991 Sun Devil Drive, at Lynnhaven Parkway beside Salem Middle School
- VB LAW ENFORCEMENT TRAINING ACADEMY** - 411 Birdneck Road, near the Interstate 264 intersection (formerly Seatack Elementary)
- SEATACK ELEMENTARY** - 912 S. Birdneck Road, off General Booth Boulevard
- THALIA ELEMENTARY** - 421 Thalia Road, off Virginia Beach Boulevard (Youth Only)
- THOROUGHGOOD ELEMENTARY** - 1444 Dunstan Lane, Five Forks Road off Independence Boulevard (Youth Only)
- WOODSTOCK ELEMENTARY #1, #2, #3** - 6016 Providence Road, off Indian River Road (#2 and #3 Youth Only)

A.S.A. Non-Approved Ball List with A.S.A. Certification Mark

This list depicts the previously A.S.A. certified balls that failed an A.S.A. sponsored field audit and that also carry an A.S.A. Certification Mark.

Manufacturer	Ball Name
DeBeer	290XLRA3
Dudley	Composite MLT 12 RF 80
Dudley	Composite MLT 12 RF 80Y
Dudley	SY-12 RF 40
Dudley	ZN Composite ZN 12 RF
Dudley	ZN Composite ZN 12 RF Y
Miken	MS-ASA44-1
Spirit	A1240PS
Trump	Micro-Cell

This is an updated list as of 2/16/17.

Caution: This list may change throughout the season. To find the most up to date list please go to the certified equipment section at www.asasoftball.com

Non-Approved Bat List with A.S.A. Certification Marks

2017 Softball Bat Modification for Sports Management/City-Wide Athletics Adult Softball

This is to inform all teams that participate in Sports Management/City-Wide Athletics Adult Softball Leagues, the following lists of bats, pictured below will be illegal for the 2017 seasons. All senior bats are illegal. Official Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted or modified to change their characteristics from that produced by the manufacturer. Identifying the bat by means of laser marking, engraving, or painting the name or number of the player will not make the bat an altered bat.

USA Softball Non-Approved Bat List with Certification Marks

2/16/2017

Bass	Quake	Combat	VIRSP3 Lady Virus	Easton	SCN1
Easton	SCN11BH	Easton	SCN1B	Easton	SCN2B
Easton	SCN3	Easton	SCN4B	Easton	SCN5
Easton	SCN5B	Easton	SCN6B	Easton	SCN7
Easton	SCN7B	Easton	SCN8	Easton	SCN8B
Easton	SCN9	Easton	SCX14	Easton	SCX14B
Easton	SCX2 Synergy	Easton	SCX22 Synergy 2	Easton	SCX24B
Easton	SCX3	Louisville Slugger	FP136	Louisville Slugger	FP136B
Louisville Slugger	FP1369	Louisville Slugger	FPC305 Catalyst (-S)	Louisville Slugger	SB304
Louisville Slugger	SB34 Genesis	Louisville Slugger	SB404	Louisville Slugger	SB73V TPS Voltage
Miken	MSF Freak	Miken	MSU Ultra	Miken	MSU2 Ultra II
Miken	MSUM Ultra Maxload	Nokona	Tomshawk	Schutt	Red-Silver Schutt Bat
Worth	EST9	Worth	QESTFP	Worth	SBWK(Wicked)
Worth	SBWKA	Worth	WWSC Wicked Comp. (SP Only)	Worth	WWSCA
Worth	XEST9X	Worth	XGold	Worth	XPST4
Worth	XRed	Worth	XWICKX Wicked (SP Only)		

This is an updated list as of 2/16/17.

Caution: This list may change throughout the season. To find the most up to date list please go to the certified equipment section at www.asasoftball.com