

**DEPARTMENT OF PARKS AND RECREATION
SPORTS MANAGEMENT
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VIRGINIA BEACH, VIRGINIA 23456
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VBgov.com/Sports**

**REVISED MARCH
2022**

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 for the Spring 2022 Adult Softball League season. Coaches are responsible for advising their players and spectators of the articles within these bylaws.

OFFICIAL RULES: Virginia Beach Department of Parks and Recreation Sports Management (SM) rules and regulations and the USA Softball (USAS) Adult Softball rules shall govern all leagues unless otherwise listed below. Coaches, players, and spectators must abide by all rules, regulations, and bylaws. For more information about the USA Softball (USAS) Adult Softball rules, please visit their website at <https://www.teamusa.org/USA-Softball>.

TEAM REGISTRATION: SM will require a franchise fee from all teams (amount of which will be determined each season).

1. Online registration (for debit/credit card payment) is available on our website (VBgov.com/Sports) until Monday, February 28, 2022 at 11:59pm.
2. In-person registration (for check/money order payment made payable to **Treasurer, City of Virginia Beach**) is accepted at the SM Office until Monday, February 28, 2022 at 5:00pm **NOTE: MULTIPLE CHECKS (FOR ONE TEAM) AND CASH PAYMENTS ARE NOT ACCEPTED.**
3. Late registration (if space is available) will be accepted at the SM Office until Wednesday, March 2, 2022 at 5:00pm with a \$50 late fee, and online until Wednesday, March 2, 2022 at 11:59pm with a \$50 late fee.
4. **SPRING 2022:** Individual player registration is available March 9 – March 23. Players may join registered teams online with the team password from their coach, or by the coach submitting a team roster form or a player add/release form to the SM Office. Beginning March 24, players can only be added by submitting a player add/release form.
5. Teams will be placed in divisions based on prior team spring and fall performance. Spring and fall league playoff teams are eligible to move up to the next division/level of play. Divisional assignments will be made at the discretion of SM.
6. When registering their team, coaches are encouraged to create a team password that can be shared with each player so players can join the team (online) during the individual player registration period. Any player(s) who fail to join their team online must be added via a team roster or player add/release form. (See Rosters, page 2, article 3)

ADMINISTRATIVE RULES

SM assumes the following responsibilities:

1. Game facilities and schedules.
2. Payment of umpire's association.
3. Custody of team rosters.
4. Authority to rule on player eligibility, rules, and regulations.
5. Awards to division and league champions.

PLAYER ELIGIBILITY

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 years of age can only be added by submitting a team roster or player add/release form with the written parental consent with age and parent's signature attached.

ROSTERS

1. Maximum of twenty (20) players for men's and maximum of twenty-five (25) players for coed leagues. Two (2) coaches will be allowed per team roster not counted against the maximum allowed players, and one (1) non-rostered score keeper or team sponsor.
2. **There is no residency rule.**
3. Players who fail to join their team online during the Individual Player Registration period must complete the team roster form or player add/release form in order to be enrolled. Failure to do so will jeopardize player eligibility for upcoming games. Team rosters and player add/release forms will not be accepted by telephone or by SM staff at game locations. All rosters must be filled out completely and legibly. Any player with missing information (address, phone number, birthdate, and/or handwritten signature) will not be added to the team's online roster until missing information has been provided. Any team that does not have a legal roster on file will forfeit all games until such time that a legal roster is submitted to SM. Team roster and player add/release forms are available online at VBgov.com/Sports.
4. Team rosters can be viewed online at VBgov.com/Sports. When a player add/release form is submitted to SM, it will be processed immediately to confirm player eligibility. Only players who have completed all roster requirements will appear on the online roster and be permitted to occupy the bench/dugout area and participate in the game. Team representatives (two (2) coaches, one (1) scorekeeper or team sponsor) are authorized to occupy the bench/dugout area but may not participate in the game.
5. Jersey numbers must be supplied to SM no later than **Friday, April 15, 2022**. It is the coach's responsibility to notify SM of any changes to players' jersey numbers.
6. **A player on a Recreational league roster is ineligible to be on a Competitive league roster and a player on a Competitive league roster is ineligible to be on a Recreational league roster. A player may participate on multiple Competitive league teams during regular season play ONLY as long as:**

- A. The teams are not in leagues which play on the same night of play.
- B. The player(s) have enrolled or signed each team's roster.

SM is not responsible for scheduling conflicts which may occur involving players participating on multiple teams during regular season play and will not reschedule and/or revise schedules to resolve conflicts created by this participation.

Individual players appearing on multiple regular season rosters: if more than one of their teams qualify for Championship Play (playoffs), they must choose **ONE** team to participate with for the entire Championship Play (playoffs) prior to the first Championship Play (playoff) game.

7. To switch teams, a player must obtain a written release or written consent from the coach and submit a player add/release form from the coach of the team to which the player is transferring. The player add/release form must be received by the SM Office prior to a player participating in any league games.
8. **The final cut-off for any team roster changes will be 5:00pm on Friday, May 13, 2022.** New or additional players will not be added after this date/time (Exception: Crisis Responder, see page 3, article 12).
9. SM reserves the right to investigate player eligibility at any time.
 - A. Any team roster or player information found to be invalid and not in accordance with these bylaws will result in forfeiture of the most recent games played by the ineligible player(s).
 - B. Playing a player who has not joined the team roster online, signed the roster, submitted a signed player add/release form, or is playing under an assumed name may result in any/all of the following:
 - i. Forfeiture of all games played with ineligible player(s)
 - ii. Coach and player(s) probation and/or suspension from the league in which the illegal participation occurred for up to one (1) year from the date of the infraction
 - iii. Loss of Championship Play (playoff) eligibility or removal from Championship Play (playoffs)
 - iv. Subsequent violations can lead to further sanctions
10. Players must be ready to provide a photo ID at any time (during Regular Season and Championship Play (playoffs)) to an umpire or SM staff. Players unable to prove their identity will not be allowed to play. Approved ID includes: **current Driver's License**,

Passport, Military ID, and state issued ID (physical and/or electronic version as long as photo identification provided is clearly readable). Identification through social media accounts such as Facebook, Instagram, etc. and/or a birth certificate/social security card will not be accepted. In the event that a player is asked for identification either by a SM staff member or an umpire, and that player fails to produce identification, the umpire will declare the game a forfeit and the player in question's team will be credited with a loss.

11. Current professional softball players are not eligible to participate in any league.

12. **Player Substitution Procedure for Crisis Responders**

If a national and/or international crisis occurs which requires a rostered player to respond to the crisis as a requirement of their job duties (first responders, active-duty military/reservists, or national guard) after the player cut-off date has passed and prior to the end of the regular season (not during playoffs), a team may add a substitute player to their roster for the remainder of the regular season (not eligible for playoffs). See the Adult Softball webpage at VBgov.com/Sports for details.

SCHEDULING OF GAMES

1. Games will be played in accordance with the schedule created by SM with game times distributed as equitably as possible.
2. Any coach finding it impossible to play a scheduled game must notify the SM Office as soon as possible (no later than 3:00pm), so that necessary arrangements 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 the SM Office of forfeiture (no later than 3:00pm), the coach can request the game either be recorded as an official forfeit or have it rescheduled in the event games are cancelled due to inclement weather by 5:00pm, the day of the game.**
3. If a game is postponed due to weather, light failure, or conditions beyond our control, SM will post make-up game information on the online league schedule (VBgov.com/Sports) by the next business day of the cancellation. Postponed games can be rescheduled at the end of the regular season or on alternate nights of play (due to excessive cancellations and/or to maintain consistency of same level league end dates). Games that have no bearing on league standings may not be rescheduled (see Inclement Weather – Condition of the Playing Field, page 10).
4. SM reserves the right to arrange postponed games, reschedule games, change game times, move games, and/or cancel games, if necessary, due to conditions beyond our control. Please contact the SM Office with any questions.
5. If a team forfeits two (2) double-headers in succession or three (3) double-headers in a season for not having the required number of players to start the game, the team may be subject to removal from the league.
6. There will be no postponement or rescheduling of league games to permit teams to prepare for, travel to, or play in tournaments of any kind and/or other league games.
7. If during a game, conditions (light failure, loss of power, field playability, safety concerns, etc.) force a stoppage of play before the game is considered official, a fifteen (15) minute delay shall be in effect. If after fifteen (15) minutes conditions have not improved so as to continue the game, that game will be suspended and rescheduled for a later date. The remainder of scheduled games at that site for that day may also be cancelled and rescheduled for a later date (see Regulation Games, page 7, and Inclement Weather – Condition of the Playing Field, page 10).

STANDARD GAME PROCEDURE

1. Umpires will be paid by SM and will be assigned by the contracted Umpires Association. One (1) umpire will work each game during the regular season and two (2) umpires will work each post season game. No team has the right to refuse any umpire assigned. If the umpire has not arrived by game time, please see the on-site Sports Management staff. A game will not be delayed for more than thirty (30) minutes to wait for an umpire, unless the teams are informed otherwise. Should there be an umpire "no show", the game(s) will be postponed and rescheduled for a later date.
2. Staff are assigned by SM. Coaches, players, and spectators are expected to cooperate with them.
3. **Head coaches are responsible for maintaining proper conduct among their assistants, players, and spectators at all times (before, during, and after games while at the game site). Players, coaches, and spectators may be suspended from future games due to inappropriate behavior. Unsportsmanlike conduct is not tolerated.**
4. Coaches are responsible for keeping spectators and non-rostered individuals out of their team's dugout/bench area. For safety and liability purposes, any non-playing person (other than coaches and scorekeeper or team sponsor) will not be allowed to sit/stand in the dugout/bench area.

5. Coaches are the **ONLY** people who may address an umpire.
6. Home team is listed to the left on the schedule. For a double-header, when playing the same team twice, the home team for the first game will also occupy the same bench/dugout area during the second game.
7. The home team shall provide an official scorekeeper, furnish the score book, and will be designated as the official scorer. The visiting team's scorekeeper should frequently check with the home team's scorekeeper to avoid scoring errors or mistakes. The score books of home and visiting teams must be filled out with all player's first and last names, and uniform numbers. If this information is not provided, protests will be denied. In the event of any disputes which cannot be settled, the umpire will review both score books immediately and make all necessary notations. **THE GAME WILL CONTINUE**. After the conclusion of the game, the official scorekeeper will present SM with the score book and all pertinent information.
8. Players on teams scheduled for the next games shall stay behind the fences in the outfield and/or on the sides of the outfield 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 safety of spectators and fairness to the teams playing, coaches must enforce this rule.
9. **Starting of Games:**
 - A. There is no grace period. Game time is forfeit time. Official time is administrated by the umpire's watch/mobile phone.
 - B. Teams should be at their game site thirty (30) minutes ahead of their scheduled game time. **A game can start earlier than the scheduled game time only if both coaches agree.**
 - C. **Game Time:** 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, page 7). 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.
 - D. Time Consideration for Injuries: In the event of an injury to a player, the umpire will only allow the time they deem necessary for the safe removal of the player. This amount of time will be added to the time limit of the game and the umpire will immediately inform each coach of the new time limit.
 - E. Teams must have a minimum of six (6) players present at game time to begin. If a team cannot field the minimum six (6) players at game time, the game will be declared a forfeit by the umpire.
 - F. If neither team is able to field the minimum number of players necessary to play, both teams will be credited with losses.
 - G. **Double header when playing the same team (only)** - if the first game of a double header is forfeited because the minimum number of players are not present at game time, forfeit time for the second game will be thirty (30) minutes after the scheduled start time of the first game. During the thirty (30) minute waiting period when the first game of a double header versus the same team is forfeited and no players/coaches are present from the team (no show), pregame warm-ups are permitted.
 - H. At the Princess Anne Athletic Complex (PAAC) and City View Park (CVMP), practices and/or scrimmages of any kind are prohibited. Pre-game warm ups are permitted in the outfield or foul territory of the infield of the team's scheduled SM league game no more than thirty (30) minutes prior to game time. Coaches are instructed to keep teams off the infield.
 - I. Should there be an umpire "no show" for any league games, for which only one umpire is assigned, the game(s) will be postponed and rescheduled for a later date.
 - J. SM will determine postponement or cancellation of games up to 5:00pm of each game day. After 5:00pm, all cancellations will be determined by the umpire at the field.

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:

Men: Optic Yellow 12 inch .52 COR and 300 Compression ball with A.S.A. or USA Softball stamp

Women: Optic Yellow 11 inch .52 COR and 300 Compression ball with A.S.A. or USA Softball stamp

Optic yellow balls are **required** for all leagues. COR/compression and A.S.A or USA Softball stamp must be legible.



2. **COED: Balls will alternate between male and female batters: 12" for males, 11" for females.**

- A. Teams will hit their own balls during games. Teams will furnish game balls to the opposing team at the start of the game. Each team is responsible for replacing the balls their team hits out of play.
- B. 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.
- C. 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. **Game Bats:** All leagues will use the following rules:

- A. All bats must have one or more of the following stamps in order to be used in Virginia Beach Parks & Recreation Leagues:



- B. Bats that have one (1) or more of the above stamps but are listed on the "USA Softball Non-Approved Bat List" are illegal and may not be used. This list is subject to change throughout the season. For additional information, see USA Softball Non-Approved Bat List with ASA Certification Mark, page 14.
 - C. 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 determine the legality of any bat used. Questionable bats may be disallowed. In the case that an umpire allows or disallows a bat, this action will be a judgment call and cannot be protested. Players found to be using an illegal bat upon reaching base will be called out by the umpire and the bat tossed out of the game.
 - D. If an umpire suspects a team is using altered bats or non-sanctioned bats, the umpire will inform the coach of the team in question, toss the bat out, and warn the coach that if another questionable bat is put into play, the game will be forfeited immediately.
 - E. 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. Since there are no Senior Leagues, all senior bats are illegal.
 - F. Fast Pitch bats are not allowed.
4. **Uniforms:** are not required, but uniformity is requested. Teams must provide their own uniforms that are **like-colored shirts with numbers**. Numbers should be printed on the back and must be permanently affixed to the shirt (**NO tape-on numbers**). Numbers should still be visible when shirts are tucked in. Violation of this rule may result in a written warning or player(s) being in-eligible to play (see Rosters, page 2, article 5). Uniform numbers are not protestable.
5. Visible jewelry (watches, bracelets, rings, etc.) are not allowed. (Exception: Stud earrings, while not recommended, are allowed). Players who fail to remove jewelry after a warning from the umpire may be subject to ejection and a two (2) game suspension.
 6. Players wearing a cast of any type (soft or hard) are not eligible to participate in any league games.
 7. Shoes with metal spikes are not allowed in any leagues. Only shoes with rubber or plastic molded soles will be allowed. Any player found wearing steel or metal cleats may be ejected from the game and suspended from the next two (2) league games.
 8. Chest protectors and face masks are recommended for catchers. Face masks and shin guards are suggested for pitchers.

PLAYING RULES

1. A team may start a game with as few as six (6) players. The batting line-up will be one (1) through six (6) 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 tenth (10th) position is filled. The run rule will be in effect from the first

(1st) inning through the entire game for the team beginning with less than ten (10) players. The COED batting line-up will alternate male/female (see general COED rules, page 13).

2. **11 or 12 PLAYER BATTING RULE:** Coaches have the option of using eleven (11) or twelve (12) players in their batting line-up (Men's Leagues). This option must be declared before the start of the game. The umpire and the official scorekeeper must be notified before the game begins. Once the game begins, the eleventh (11th) or twelfth (12th) player cannot be added or dropped. COED leagues have a 12-player option, consisting of one (1) male and one (1) female, and must maintain the alternating male/female rotation when batting.
3. If a team loses a player during the course of a game 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 ten (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 six (6) players defensively, regardless of the number of players in the batting line-up, but once the batting line-up drops below six (6) players, the game will be declared a forfeit.
5. **3-2 RULE:** All batters will begin their turn at bat with one (1) ball and one (1) strike. Two (2) strikes will be an out and three (3) balls will be a walk.
6. **FOUL BALL RULE:** Under the 3-2 rule, the second (2nd) foul ball after the first strike will be an out.
7. **PITCHING AND BASE DISTANCE:** All leagues will use 70-foot base paths and a 53-foot pitching rubber.
8. **PITCHING ARC:** the pitching arc must reach a height of at least six (6) feet from the ground and not exceed ten (10) feet from the ground. No illegal pitch will be called aloud by the umpire, only a "Ball" or a "Strike".
9. Pitchers are permitted to pitch from up to five (5) feet behind the pitching rubber. If pitching on the sides, one (1) foot must be in contact with the pitching rubber.
10. **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 of the base and collides with the fielder about to catch a thrown ball standing on the white portion of the base, the ball will be declared dead, and the batter-runner deemed out. Runners must return to the last base touched at the time of the interference.
11. **RE-ENTRY RULE:** The re-entry rule will be in effect for all leagues. Any **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.
12. **COURTESY RUNNER:** One (1) 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 (one (1) male, one (1) female) per half inning may be used.

13. Runners must remain on the base until contact is made between the bat and ball. There is no stealing.
14. **HOME RUN LIMITS:** Home run limits will be implemented per league as follows:
Men's & Coed Competitive 1+1 Home Run Limit - Coed Recreational 0 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. 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).
 - E. **Men's & Coed 1+1 Home Run Limit Leagues** will use the one-up home run rule.
 - i. Once both teams reach the limit of home runs, either team is allowed to hit an additional home run, to go one (1) home run ahead of the opposing team. Example: With a one (1) home run limit, the home team hits their first home run in the third (3rd) inning. The visiting team can then hit a total of two (2) home runs and do so in the top of the fourth (4th) inning. In the bottom of the fourth (4th) inning, the home team can now hit two (2) home runs to go "one-up" again, with a total of three (3) home runs. This can continue throughout the game until the bottom of the seventh (7th) inning.
 - ii. No team may ever go more than one (1) home run up on the opposing team. Any additional home runs above one-up will be scored as an out.
15. 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.
16. **12-RUN RULE:** A twelve (12) run rule will be in effect for all leagues. The game is over and shall be declared so by the umpire after four and one half (4 ½) innings if the home team is twelve (12) or more runs ahead or after five (5) or more complete innings if either team is twelve (12) or more runs ahead. This rule applies at the beginning of the game for a team which starts the game with fewer than ten (10) players. The game is over immediately after the team with fewer than ten (10) players is behind by twelve (12) runs (inning is not completed).

REGULATION GAMES

1. It will be a regulation game when seven (7) 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 7). If seven (7) 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. A new inning must not start after the time limit has elapsed. If the time limit expires during an inning, the home team will only bat in the bottom half of that inning if the game is tied or the home team is losing. The inning continues until the home team scores the winning run or the side is retired (3 outs).
2. It will be a regulation game when the umpire calls it on account of darkness, rain, lightning, or other factors, which based on their judgment, interferes with further play provided five (5) 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 (4) innings than the visiting team has in its five (5) innings. The final score reverts back to the last complete inning if a game is called after five (5) 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:** Championship Play (playoff) games are continued from the point of interruption.
3. If a game ends in a tie after seven (7) 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 SM Coordinator will impose penalties/suspensions upon teams/players as necessary to insure orderly conduct of the leagues.

2. Coaches are responsible for controlling the conduct of players and spectators before, during and after their game, and informing them of any and all league rules and regulations. If a player and/or spectator cannot be identified by an umpire or SM staff, coaches are responsible for identifying any player and/or spectator suspected of misconduct. Any coach who is not forthcoming regarding player and/or spectator identity may be subject to additional penalties and/or team suspension from the league.
3. Any player, coach, and/or spectator ejected before, during, or after the game (while at the game site) by an umpire for unsportsmanlike conduct shall automatically be suspended from the remainder of the current game and a minimum of the next two (2) league games to be played by their 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, coach, and/or spectator deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player, coach, and/or spectator will still be suspended from the next two (2) league games to be played by their team.
4. Any player, coach, and/or spectator ejected before, during, or after the game (while at the game site) by an umpire for fighting and/or guilty of striking an opposing person, umpire, and/or SM staff member in any manner on City property before, during, or after a game will automatically be suspended from the remainder of the current game and a minimum of the next two (2) league games to be played by their 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, coach, and/or spectator deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player, coach, and/or spectator will still be suspended at minimum from the next two (2) or more league games to be played by their team.
5. If a player or coach is ejected from a game (or spectator is asked to leave), they must leave the premises immediately and is prohibited from any further contact (direct or indirect) with the team, umpire, and SM staff for the remainder of the game and after the game. Failure to comply may result in termination and forfeiture of the game. Police may be called for assistance if actions pose a potential threat to players, spectators, coaches, umpires, or city staff.
6. Any player, coach, or spectator guilty of acting in a threatening/abusive manner towards an opposing player, umpire, and/or SM staff member in any manner on City property before, during, or after a game can be suspended indefinitely from participating in all leagues sponsored by SM.
7. Unsportsmanlike conduct by players, coaches, or spectators before, during, or after a game (while at the game site) will not be tolerated. SM staff and umpires have the authority to ask unruly players, coaches, or spectators to leave the facility. SM 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.
8. The use of profanity by players, spectators, and/or coaches is **PROHIBITED**. Any violation of this rule may result in ejection from the game for individual(s) involved (by the umpire) and suspended for a minimum of the next two (2) league games.
9. Teams are responsible for the conduct of their spectators at all games. Any team refusing to control a spectator will forfeit the game and will be subject to additional penalties and/or suspension.
10. Any violation while under probation/suspension will be treated as a second (2nd) offense and all penalties will apply, including extending the existing suspension and/or an additional suspension.
11. Any player, coach, and/or spectator suspension which cannot be completely served in the current season shall carry over to the next season.
12. SM reserves the right to vary suspension length based on the severity of the action.

PROTESTS

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

1. To protest a rule interpretation or infraction:
 - A. Protesting coach must immediately notify the umpire at the time of the alleged infraction before the next pitch is thrown. It will be announced that the game is being played under protest. Scorekeeper will note in their score book the following: the exact time, the inning, players on base (if any), batter, balls and strikes, and any other pertinent game information. **THE GAME MUST CONTINUE.** Specific violations of League Bylaws or USA Softball 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.

- B. All protests must be clearly stated to the umpire on the field at the time of the infraction as stated above. Protests must also be submitted in writing to the SM Office within two (2) business days 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.
- C. The decision rendered on a protested game will result in one of the following:
- i. The protest is found invalid, and the result of the game stands as played.
 - ii. The protest is found valid, and the game is replayed from the point at which the incorrect ruling was made by the umpire now corrected.
2. To protest player eligibility during a game:
- A. All protests must be clearly stated to the umpire on the field, identifying the player being protested, and submitted in writing to the SM Office within two (2) business days of the incident. The protest (both on the field and in writing) must detail the reason for the protest (i.e. the player in question is not on the team's online roster; the player is participating under an assumed name; etc.).
- 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. SM staff 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 and SM staff will document the protested player's full name and contact information. If SM staff determines the player's name **is on** the online roster, the game will then continue.
 - ii. If the player in question produces a photo ID, the umpire SM staff will document the protested player's full name and contact information. If SM staff determines the player's name **is not on** the online roster, the player will be removed from play and the game will then continue being played under protest.
 - iii. 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 up to one (1) year. A second offense will result in the coach being suspended for up to one (1) year.
- C. Upon receipt, SM will review the written 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 (1) year
 - iii. Loss of Championship Play (playoff) eligibility
- D. All decisions rendered by SM are final.

CHAMPIONSHIP PLAY (Playoffs) for Competitive Leagues only

Note: Recreational League will have a Division Champion, but no playoffs.

COMPETITIVE LEAGUES: Top two (2) high division teams from each night of play (men's) will advance to a High Level championship. Top two (2) low division teams from each night of play (men's) will advance to a Low Level championship. Top two (2) teams from each night of play (coed) will advance to a Coed championship.

1. At the end of the regular season, the team with the best win/loss record will be the Division Champion. In the event of a tie, the tiebreaker will be: 1) head-to-head play amongst all tied teams; 2) coin toss. When head-to-head play is used, runs scored/run differentials will not be considered; only win-loss.
2. At the end of the regular season for leagues with multiple divisions of play, the top two (2) finishing teams will advance to their respective league's playoffs. In the event of a tie for second (2nd) place, the tiebreaker will be: 1) head-to-head play amongst all

tied teams; 2) a play-in game. With head-to-head, runs scored/run differentials will not be considered; only win-loss.

3. At the end of the regular season, for leagues which only have one (1) division of play, the top four (4) finishing teams will advance to the playoffs. In the event of a tie for second (2nd) or third (3rd) place, the tiebreaker will be: 1) head-to-head play amongst all tied teams; 2) coin toss. In the event of a tie for 4th place, the tiebreaker will be: 1) head-to-head play amongst all tied teams; 2) a play-in game. When head-to-head play is used, runs scored/run differentials will not be considered; only win-loss.
4. Teams forfeiting two (2) or more double headers during the season without notifying the SM Office in advance may be determined ineligible for the playoffs.
5. All playoff games are single elimination.
6. 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).
7. The run rule will be in effect for all playoff games.
8. If a playoff game is stopped before the time limit is reached or a full seven (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 cancelled.
9. All players are required to **bring and present** a picture ID to **each** playoff game. Approved ID includes: **current Driver's License, Passport, Military ID, and state issued ID (physical and/or electronic version as long as photo identification provided is clearly readable)**. Identification through social media accounts such as Facebook, Instagram, etc. and/or a birth certificate/social security card will not be accepted. If a player does not present their picture ID (physical or electronic) they will be ineligible to participate in playoff games.
10. Individual players appearing on multiple regular season rosters: if more than one of their teams qualify for playoffs, they must choose **ONE** team to participate with for the entire playoffs prior to the first playoff game.
11. A coin flip will determine home team for all playoff games.

LIGHT DIFFICULTY

1. If light difficulty should occur, please see the on-site SM staff.
2. Any light difficulties during the progress of a game will be decided in this manner:
 - A. If the losing team has batted five (5) times or more, it will be considered an official game.
 - B. If the losing team has not batted at least five (5) times, the game will be replayed.
3. Games will not be delayed more than thirty (30) minutes to wait for the lights to come on, unless teams are informed otherwise.
4. Any other problems which may arise out of light difficulties will be decided by the umpire. 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 7) 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.

INCLEMENT WEATHER - CONDITION OF THE PLAYING FIELD

1. In the event of inclement weather, call the RainoutLine (**781-0001**) or review the RainoutLine app for updates. SM cannot assume the responsibility for notifying all coaches of field conditions. Cancellations will be posted after 3:00pm. If weather conditions are questionable and no announcements have been made, report to your game at the regularly scheduled time. Please make sure all team members are aware of the RainoutLine. **GAMES WILL NOT BE CALLED BECAUSE OF THREATENING WEATHER.**
2. In the event of rain during the day, SM will check the condition of the fields, whenever possible, prior to 5:00pm. The decision as to the condition of the field will be final.
3. After 5:00pm, the umpire will make the decision on whether or not a field is playable. This decision of the umpire will be final. Coaches and teams will accept the umpire's decision without question. When a game is canceled, please keep off the field in order to protect it for play. If field conditions are questionable, the RainoutLine (**781-0001**) and RainoutLine app will be updated as information becomes available.

4. If the first game is canceled because of field conditions, all games for that field may be canceled, the RainoutLine and RainoutLine app updated, and games will be made up at a later date. SM will post make-up game information on the online league schedule (VBgov.com/Sports) by the next business day of the cancellation.
5. Once a game has started, the umpire may decide to suspend play if inclement weather conditions arise. The umpire's decision will be final. In the event a game is halted, teams should seek shelter, but should not leave the immediate area for a period of thirty (30) minutes. After the thirty (30) minute period, the umpire will make a final decision as to whether the game will continue or be canceled and notify coaches accordingly. However, if the weather becomes threatening (thunder, lightning, etc.), teams should follow the lightning procedures (see below). **Note: At all SM game facilities, the umpires are empowered to immediately cancel play when conditions which threaten player safety exist, or are imminent.**
6. Hazardous Weather Conditions: If on the date of your scheduled game there is a local Tornado, Tropical Storm, or Hurricane Warning in effect between the hours of 3:00pm and 11:00pm for the Hampton Roads area, all games may be canceled in advance for that date. For more information, call the RainoutLine (**781-0001**) or review the RainoutLine app for updates after 3:00pm.

LIGHTNING PROCEDURE

SM staff and umpires will use the following guidelines for suspension and resumption of play when thunder or lightning is present:

1. When severe weather is within a twenty (20) mile range, the Facility Supervisor will inform SM staff who will then inform the umpire of the possible storm approaching the area. The umpire will communicate with both teams of the possible impending weather.
2. When severe weather is within a ten (10) mile range and/or a cloud-to-ground lightning bolt is seen, SM staff will alert umpires to evacuate all fields who will then alert coaches, players, and spectators to take shelter immediately and suspend all games.
3. All team members should seek shelter in a vehicle away from the fields. The RainoutLine (**781-0001**) will be updated when a delay goes into effect. Coaches should continue to check the RainoutLine for updates on whether the game will resume or be postponed and inform their team.
4. **15 Minute Rule:** If a lightning delay (thirty (30) minute required waiting period) is in place prior to or at the scheduled game time, the game will be cancelled if it does not begin within fifteen (15) minutes of the originally scheduled game time (i.e., if a 7:00pm game does not start by 7:15pm, the game will be cancelled). If a lightning delay occurs while a game is in progress, it will result in an immediate game cancellation. Subsequent games on a field will be determined accordingly.
5. Any subsequent lightning, after the beginning of the thirty (30) minute count, the clock must be reset, and another thirty (30) minute count will begin before play can be resumed.
6. The responsibility for removing athletes from the game area in a timely manner lies with the coach of the team.

INSURANCE

1. Players participating in the league should have accident insurance coverage. This is your responsibility. SM does not provide insurance in case of injuries to players, coaches, or spectators.
2. It is to be understood that SM 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 by voice 757-385-0456 or by email at cwathletics@vb.gov by 8:00am the following morning. When reporting, provide the following information:
 - A. Date Played
 - B. League (Men's, Coed)
 - C. Division (Competitive or Recreational), and if applicable (High, Low, etc.)
 - D. Game Site/Field
 - E. Team Names
 - F. Scores (with winning team first)
2. It is very important that you report scores so accurate standings can be maintained. In cases of a tie, we ask both teams call in.

WEBSITE

Updated schedules, standings, and scores can be found on the following website: VBgov.com/Sports.

FACILITY USE

1. **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, umpires, and spectators.
 - A. 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.
 - B. Virginia Beach City Public Schools (VBCPS) 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, outdoors, and parking lots). This policy is in effect at all times (24 hours a day, 7 days a week).
2. **ALCOHOLIC BEVERAGES ARE PROHIBITED BY LAW ON ALL CITY AND SCHOOL PROPERTY.** Violations will be brought to the umpire's attention.
3. The penalty for the above facility use violations shall be ejection from the game. Players, coaches, or spectators ejected must serve an automatic suspension from the next two (2) scheduled league games. The umpires are empowered to enforce these rules. Violations will be brought to the attention of the SM Office for disciplinary action. Coaches are responsible for their teams; therefore, please notify all members of your team and their spectators of these rules.
 - A. Violations can result in an one (1) game team forfeiture and a two (2) game suspension of individuals.
 - B. Repeated violations will result in additional player suspensions and/or team expulsion from the league.
4. Participants and spectators must stay in areas designated by the umpire and/or SM staff and are asked to help police their bleachers and bench areas for trash once games are finished.
5. SM promotes a family friendly recreational sports environment and welcomes all family members and friends. For safety, please note that children are not permitted on the playing field (including dugout areas). All children under the age of twelve (12) must be directly supervised by a responsible person aged sixteen (16) or older.
6. Pets are permitted and must be leashed, leash in hand of a responsible person and under control at all times. Tethering is not permitted. Please be sure to scoop the poop (City code 5-531). League participants who bring a pet are responsible for ensuring this policy is followed. If a league participant is unable to comply, they will not be permitted to participate in games until compliance is received.

AUDIO/VISUAL

1. Recording or transmitting equipment is prohibited from being in live-ball areas and may not be attached to any part of the field of play {i.e., backstop, fencing, dugouts, on the person of a coach within the area of play (i.e., spy glasses, body cams, Go Pro, drone, cameras, cell phone use, etc.)}. All recording must be done outside the field of play.
2. Any videos taken should be for personal use only and cannot be used to dispute any decisions made by an umpire.
3. Stopwatches and electronic score keeping devices are the only devices allowed in live-ball areas.
4. Any violations to this rule may incur the following:
 - A. 1st offense: warning and removal of video device.
 - B. 2nd offense: team placed on probation for up to one (1) year.
 - C. 3rd offense: suspension of coach for two (2) games.
5. **Music in The Dugout:** Audio equipment and the playing of music is allowed outside the field of play (outside the field and dugout area) as long as the volume does not disrupt the game (as determined by the umpire and/or SM staff) and there is no profanity being played (clean and suitable music). Umpires and SM staff may request volume to be turned down and/or the removal of audio equipment from the field. If a team refuses to comply with an umpire's or SM staff's request to remove the audio equipment, the game will be declared a forfeit by the umpire and the team not at fault will receive credit for a win.

NOTE

- ✓ The SM 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. Unfamiliarity of any rule in the bylaws on the part of the coach, player, or spectators will not be tolerated.
- ✓ SM reserves the right to prohibit 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 (1) or two (2) game suspensions but to severe cases where abusive behavior warrants further suspensions.

THE FOLLOWING RULES APPLY TO COED TEAMS ONLY:

1. A team consists of five (5) males and five (5) females on the field.
2. Batting order shall alternate the sexes.
3. If a male batter is walked (intentionally or not), the next female batter has their choice of hitting or walking, until they step into the batter's box. **Any walk of a male batter will result in a two (2) base award.**
4. Starting with fewer than ten (10) players: Teams may start with as few as six (6) players. A team must always be "coed" (have both male and female players). When starting shorthanded, there are never more than five (5) 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****Batting order would be:**

- 1 - male
- 2 - female
- 3 - male
- 4 - female
- 5 - male
- 6 - OUT
- 7 - male
- 8 - OUT
- 9 - OUT
- 10 - OUT

5 men and 1 woman at game time**Batting order would be:**

- 1 - male
- 2 - female
- 3 - male
- 4 - OUT
- 5 - male
- 6 - OUT
- 7 - male
- 8 - OUT
- 9 - male
- 10 - OUT

5. There are no restrictions on defensive positioning. A team may play with a minimum of six (6) players (at least one (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.**
6. 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 twelve (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 twelve (12) and loses a player due to ejection and has no eligible substitute, the game will be declared a forfeit.**
7. **Courtesy Runner** – One courtesy runner per sex (one (1) male, one (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, their batting position becomes an out, and the next scheduled batter will come to bat. Males must run for males; females must run for females.

PANDEMIC PROTOCOLS

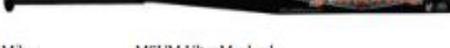
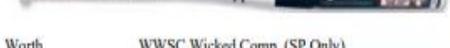
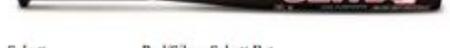
Games will adhere to the current Executive Order and follow current CDC, state, and local guidance relative to physical distancing, use of face masks, and sharing of equipment.

USA Softball Non-Approved Bat List with ASA Certification Mark

Bats depicted below are not permitted in Virginia Beach Adult Softball Leagues.

USA Softball Non-Approved Bat List with Certification Marks

2/7/2022

<p>Bass Quake </p> <p>Easton SCN1BH  New</p> <p>Easton SCN3  New</p> <p>Easton SCN5B  New</p> <p>Easton SCN7B  New</p> <p>Easton SCN9  New</p> <p>Easton SCX2 Synergy  New</p> <p>Easton SCX3  New</p> <p>Louisville Slugger FP1369  New</p> <p>Louisville Slugger SB34 Genesis  New</p> <p>Miken MSF Freak  New</p> <p>Miken MSUM Ultra Maxload  New</p> <p>Worth EST9  New</p> <p>Worth SBWKA  New</p>	<p>Combat VIRSP3 Lady Virus </p> <p>Easton SCN1B  New</p> <p>Easton SCN4B  New</p> <p>Easton SCN6B  New</p> <p>Easton SCN8  New</p> <p>Easton SCX14  New</p> <p>Easton SCX22 Synergy 2  New</p> <p>Louisville Slugger FP136  New</p> <p>Louisville Slugger FPC305 Catalyst (-8)  New</p> <p>Louisville Slugger SB404  New</p> <p>Miken MSU Ultra  New</p> <p>Nokona Tomahawk  New</p> <p>Worth QESTFP  New</p> <p>Worth WWSC Wicked Comp. (SP Only)  New</p>	<p>Easton SCN1  New</p> <p>Easton SCN2B  New</p> <p>Easton SCN5  New</p> <p>Easton SCN7  New</p> <p>Easton SCN8B  New</p> <p>Easton SCX14B  New</p> <p>Easton SCX24B  New</p> <p>Louisville Slugger FP1368  New</p> <p>Louisville Slugger SB304  New</p> <p>Louisville Slugger SB73V TPS Voltage  New</p> <p>Miken MSU2 Ultra II  New</p> <p>Schutt Red/Silver Schutt Bat  New</p> <p>Worth SBWK(Wicked)  New</p> <p>Worth WWSA  New</p>
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USA Softball Non-Approved Bat List with Certification Marks

2/7/2022

<p>Worth XEST9X </p> <p>Worth XRed </p>	<p>Worth XGold </p> <p>Worth XWICKX Wicked (SP Only) </p>	<p>Worth XPST4 </p>
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Caution: This list may change throughout the season. To find the most up to date list please go to the certified equipment section at USA Softball Certified Equipment webpage (<https://www.teamusa.org/usa-softball/certified-equipment>).