

2007 Adult Softball League Dates and Information

EVENT	SPRING 2007	SUMMER 2007	FALL 2007
Manager's Meeting	January 9		
WEEK 1 Sign-ups	Jan. 22- 26	April 30-May 4	July 30 - Aug. 10
WEEK 2 Sign-up	January 29 - Feb. 2	May 7-11	August 6 -10
WEEK 3 Sign-ups	February 5 - 9	May 14- 18	August 13 - 17
WEEK 4 Sign-ups	February 12 - 14	May 21-23	August 20- 22
Registration Deadline ...	Wed., Feb 14	Wed., May 23	Wed., Aug. 22
Schedule Pick-up	Feb. 20-Feb. 23	May 29 - June 1	Aug. 27 - 31
League Play Begins	Feb. 25 - Mar 2	June 4 - 10	September 4 -10
League Play Ends	April 30 - May 8	Aug. 13 - 19	Nov. 4 - 9



TABLE OF CONTENTS**Registration Procedures**

A) General Information	3
B) Priority System	3
C) Out-of-District Restrictions	3
D) Registration Location	3-4
E) Registration Requirements	4

Team Conduct & Eligibility

A) Team Conduct	4
B) Team Discipline (<i>also see pages 12-14</i>)	5
C) Team Eligibility	5

Team Players

A) Individual Players	5
B) Player Eligibility	5
C) Player Adds and Drops	6
D) Illegal Players	6

Rules & Regulations

A) League Rules	6
B) Scheduled Game Time	6
C) Official Time	7
D) Official Games	7
E) Forfeited Games	7
F) Substitutions	7
G) Additional Rules & Regulations	8
H) Batting	8
I) Pitching	9
J) Baserunning	9
K) Equipment	10
L) Coed Teams	10
M) Protests	10-11
N) Rain-out Policy	11
O) Classification Guidelines	11-12
P) League Standings	12
Q) League Champions & Playoff Procedures	12
R) Team Practices	12
S) Reservation Procedures	12
T) Awards	12

Code of Conduct

A) Code of Conduct	13-15
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Addendums

A) Blood Rule	15
B) Participation Policy	16
C) Team Notes	17

REGISTRATION PROCEDURES

A. GENERAL INFORMATION

1. Each manager shall be responsible for completing the team roster. The manager must accurately complete each roster and return it to the District office.
2. Upon filing and acceptance of the roster, each manager agrees that he/she has read all of the rules and regulations, and further agrees that he/she will conduct himself/herself and control his/her team in accordance with all policies, rules and regulations. The manager shall report all player's changes of address to the league director. The Sports Coordinator will work through the manager to conduct official league business such as scheduling, make-ups, disciplinary actions and protests.
3. Team managers must submit a roster and entry fee to the Pleasant Valley Recreation and Park District office during appropriate registration dates in conjunction with their team's priority status. See priority system information below.
4. Important dates relating to the registration of teams and players are listed on the current sports information handouts available in the District office or on page 1 of this handbook.

B. PRIORITY SYSTEM

1. In-District teams currently playing in the Pleasant Valley Recreation and Park District softball leagues will be given priority in league registrations. This also includes teams that are registering for the Spring league after playing in the previous Fall league.
2. Returning teams must have a minimum of 10 returning players. If at any time the team falls below 10 returning players the team will lose its status as a returning team in the next league registration.
3. Teams missing their priority registration week will be on a first-come, first-served basis with other teams of the week they register in.

WEEK ONE	In-District, Returning Teams - Same League & Night
WEEK TWO	In-District, Returning Teams - Any League or Night
WEEK THREE	In-District / Non-Returning Teams
WEEK FOUR	In-District/Out of District Teams

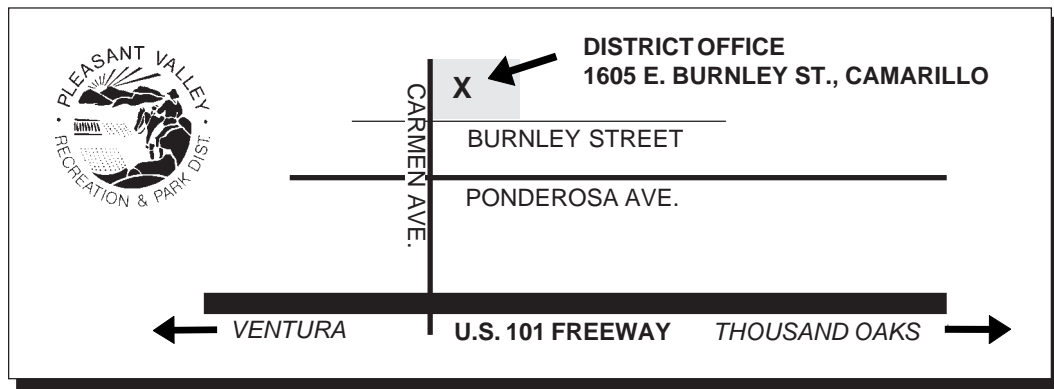
C. IN-DISTRICT AND OUT OF DISTRICT TEAMS

1. Teams must have a minimum of twelve (12) players on their roster that live or work within the park district boundaries to be an IN-DISTRICT TEAM. Managers and/or players will be required to provide verification of employment and/or residence when requested by the Sports Coordinator. Teams having less than twelve (12) players that neither live nor work in the park district boundaries will be considered OUT-OF-DISTRICT TEAMS.
2. There is an additional 25% surcharge on all registration fees charged to Out-of-District teams.

D. REGISTRATION LOCATION

1. Registrations will only be accepted at the Pleasant Valley Recreation and Park District office. 1605 E. Burnley St. (Camarillo Community Center). Office hours are: Monday through Friday from 8:00am to 5:00pm.

D. DISTRICT OFFICE LOCATION (MAP)



E. REGISTRATION REQUIREMENTS

1. You must have a completed roster which includes:
 - 12 players, (minimum) 18 players, (maximum)
(returning teams must have at least 10 of the same players)
 - necessary information regarding players. (addresses & license #)
 - each player's signature on the back of the roster.
 - manager's information and signature.
2. Complete registration fee:
 - Cash, Check, Visa, Master Card or American Express accepted.

TEAM CONDUCT & ELIGIBILITY

A. TEAM CONDUCT

1. In order to provide an atmosphere of fun and sportsmanship, certain regulations are necessary and must cover all who are connected with the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted to impact the program.
2. The manager shall see that all players and team followers abide by the Pleasant Valley Recreation and Park District "Code of Conduct".
3. No comments or yelling by players, managers or spectators, regarding personal appearance, nationality, color, creed, etc. will be tolerated.
4. Umpires are to officiate games, not to be abused by participants or spectators. The manager is the only person who may talk with the official. For detailed scorekeeping, each team is encouraged to keep its own book.
5. Teams, managers and players are to abide by all the rules of the program. Teams, managers or players in violation of the "Code of Conduct," or the rules, will have disciplinary action taken against them.
6. Discipline will be assessed as needed for violations listed under the "Code of Conduct" section. *(Please also see page 14, item E)*
7. All Pleasant Valley Recreation and Park District sports leagues (male, female and co-ed) will be operated in accordance with the policies and regulations of the Pleasant Valley Recreation and Park District.

TEAM CONDUCT & ELIGIBILITY

B. TEAM DISCIPLINE

1. Managers are responsible for all actions of his/her players. If necessary a manager may have to discipline or remove a player(s) from the team in order to prevent any continual problems. (see "Code of Conduct" pages 12-14)
2. Each manager shall see that the team is on the playing field at the designated hour.

C. TEAM ELIGIBILITY

1. All teams must file an official team roster in the district office prior to the deadline date set for the season to be eligible to play. Teams entering the Adult Softball League must post an entry fee. The fees are payable in advance before any practices or league games may be scheduled. The fee is payable to the Pleasant Valley Recreation and Park District by check, cash, money order or major credit card.
2. If any team is deemed to be of higher caliber of competition than teams in the Pleasant Valley Recreation and Park District leagues, that team may be prohibited from playing.

TEAM PLAYERS

A. INDIVIDUAL PLAYERS

1. Individual player(s) who are interested in joining a softball team are welcome to attend the managers' meetings. A sign-up list will be available in the District office. Managers looking to add players are urged to check the players list in the District office.

B. PLAYER ELIGIBILITY

1. Team players are those persons who are listed on the original team roster, or legally added. All players must sign the roster/waiver form. Each player is to read the liability responsibilities. Players participate at their own risk.
2. At no time shall a manager or other person sign a roster/waiver form for another person. Managers are responsible for all information submitted to the district. Managers are subject to disciplinary for information found to be incorrect or fraudulent. (An individual may be liable for signing another person's name on the roster/waiver form in the case of injury.)
3. The maximum number of teams a ballplayer may participate on during one season is four (4). A player can only play on one team per night. Women may only play on coed teams.
4. Players must be 16 years of age in order to play in P.V.R.P.D. sports leagues.
5. High School students currently engaged in inter-school or community athletic association competition are ineligible to play on any softball team. However, they may be placed on the roster providing they do not play until inter-school competition has terminated. It will be the manager's responsibility to notify the league director when they sign students who are temporarily ineligible to play.
6. The Pleasant Valley Recreation and Park District reserves the right to see proper identification of any player questioned. This includes, scorekeepers, umpires and supervisors of the league asking for identification. Opposing managers, may request of the umpire to have a player of question show positive I.D. Any player unable to present positive I.D. to league officials will be considered an illegal player and prohibited from playing. The use of "illegal players" will result in an immediate forfeit.
7. A pregnant player may not participate without written notification from her doctor.

C. PLAYER ADDS & DROPS

IMPORTANT:
Please read this
player add/drop
section carefully.

Please Note

Any player dropped from a team roster during the season is not eligible to be added by the same team or another team. Players part of an officially disbanded or officially dropped team are eligible to be picked up by another team.

D. ILLEGAL PLAYERS

1. Completed rosters are due at the time of registration. **No additions or drops will be allowed after 5:00 p.m. the day of your second scheduled league game* except:**

If a team falls below twelve (12) rostered players because of medical reasons, job transfer, work shift change or any reasons making the player(s) in question unable to compete for the remainder of the regular season, the manager may appeal to the league director to add a player(s) to bring the roster up to twelve (12) players. This exception applies to regular season games only. **No additions for playoff games.** (Coed team managers: Please see page 9, section L, item 8 for specific coed team player addition rules.)

* Sunday teams must add players by 5:00 p.m. of the Friday before their first scheduled game. Additional adds, if permitted under the rules, must also be made by 5:00 p.m Friday to be effective that weekend.

2. Player releases and additions or any other roster changes must be filed in the Pleasant Valley Recreation and Park District office in writing (using the district add form) before 5:00 p.m. and will be considered to be effective that night. (* See above for Sunday league restrictions) Any add forms received after 5:00 p.m. will be considered effective the following work day. *This is only in effect if teams are allowed to add or drop players.*

1. Players must use their own names when playing. Any team that willfully falsifies a player's name in a game, or has a player participating under an assumed name loses that game, and the manager or person responsible will automatically be suspended.
2. Any player playing under an illegal residence shall be considered an illegal player and shall have disciplinary action assessed upon him/her, according to proper "Code of Conduct" rules. The league director reserves the right to request proof of residency, such as rent receipts, utility bills, employee identification, etc. The burden of proof rests solely with the player in question
3. The Pleasant Valley Recreation and Park District reserves the right to see proper identification of any player questioned. This includes, scorekeepers, umpires and supervisors of the league asking for identification. Opposing managers, may request of the umpire to have a player of question show positive I.D. Any player unable to present positive I.D. to league officials will be considered an illegal player and prohibited from playing. The use of "illegal players" will result in an immediate forfeit.

RULES & REGULATIONS

A. LEAGUE RULES

1. Rules not specifically mentioned will be governed by the Southern California Municipal Athletic Federation of Rules. Line-ups must be ready before the scheduled game time. First and last names must appear on the scorecard.

B. SCHEDULED GAME TIME

1. Infield may be taken by both teams if time permits. Visiting teams take infield first. The home team will go second and remain on the field. No batting practice.
2. Games must start at the scheduled game time if the preceding game is completed and both teams have eight (8) or more rostered players. No player(s) name shall appear on the line-up card unless the player is available in the team area. To do so will mean forfeiture of the game. No games may start with less than eight (8) legal rostered players. The game clock will still start at 6:15 p.m. (4:45pm on Sunday) and the game cannot extend past 7:25 p.m. (5:55 on Sunday) unless extra innings are required. See page 6, item D3.

RULES & REGULATIONS**C. OFFICIAL TIME**

1. Game time is forfeit time. If a team is not ready to start play at the scheduled game time, the game will be forfeited to the opposing team.
2. The umpire will keep the official time. The official time will be announced to each manager at the start of each game.

D. OFFICIAL GAMES

1. Seven (7) innings of play or 1 hour and 10 minute time limit, or four (4) complete innings when called because of rain, darkness, or other cause will constitute an official game.
2. No new inning will begin after 1 hour and 10 minutes from the scheduled game time. If the time elapses during play, that inning will be completed if necessary to determine a winner.
3. Games tied at the end of seven (7) innings or 1 hour and 10 minutes will be extended a maximum of three (3) innings. If still tied, the game is considered complete and will be recorded as a tie. Tie games will not be rescheduled.

E. FORFEITED GAMES

1. Any team forfeiting a game, for any reason, is responsible for payment of the full umpire fee for the game (\$24.00). When on-the-spot payment cannot be made, it must be made at the District office before the team's next game. Failure to make the payment will result in the forfeiture of the next game, and the team will be dropped from further league play. If a team notifies the district office 24 hours in advance, the forfeit fee will be waived. If rain or other events cause a postponement of a previously forfeited game, the forfeiture will be reversed and the game will be played at the designated make-up date and time.
2. Any team forfeiting two games will be dropped from the league without the possibility of re-entering*. These teams will also lose their priority as "returning teams" in the following league registration process. (* Teams will be allowed to continue playing after a second forfeit if all fees have been paid and a \$24 non-refundable fee is paid to the District office 48 hours before the next scheduled game. A third forfeit will eliminate the team from further league play.
3. Complete payment of outstanding umpire fees must be made and recorded by the league director before any team resumes its playing schedule or is eligible for registration for a new season.

F. SUBSTITUTIONS

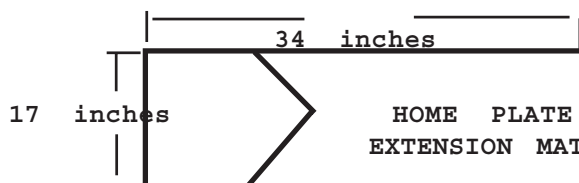
1. **Non Round Robin Style:** Only the 8, 9 or 10 defensive players' names may appear on the line-up card. The manager, coach or substitute must notify the umpire immediately of any offensive or defensive changes. Any substitutes entering the game without being announced will be removed from the game. If a substitute enters the game unnoticed, any play made by or on the substitute shall be legal, but the substitute shall be removed when detected. Any player substituted for either offensively or defensively may not return to the game at any time.
2. **Round Robin Style:** A team will have the option of batting their entire legal roster (18 players) or any number of players from 8-18. The batting order will be established before the game starts. The starting batting order must be followed, but defensive changes may be made at any time. The umpire need not be told of any defensive changes, but must be informed of substitutions. Any batter failing to bat for any reason (except injury), regardless of the number of batters in the order is automatically out if a legal substitute is not available. The first time a batter fails to bat, said batter shall not participate further in the game. This space shall be skipped for the remainder of the game without further penalty.
3. **Late Arrivals:** Players arriving late, may be added to the bottom of the batting order at the time they arrive.

RULES & REGULATIONS**G. ADDITIONAL RULES
CONTINUED:**

1. No alcoholic beverages are allowed before or during games. Any area considered part of the Pleasant Valley Recreation and Park District facilities will be governed by this provision. (This includes parking areas).
2. There will be no moving of teams into other leagues. Teams must remain in the league in which they registered once the season has begun.
3. Games will not be rescheduled. Teams are required to play games as they read on the schedule.
4. Games may be forfeited by the umpire if a team persists in using tactics that delay the progress of the game.
5. The umpire will keep the official score of the game. Score updates will be given every half-inning to each manager by the umpire. Any disagreements over the official score must be discussed with the umpire before the next half-inning begins.
6. Teams may provide a "courtesy" catcher if their opponent has only 8 players. The catcher does not make plays. Once a "courtesy" catcher is installed he/she must play the entire game until the teams' 9th player arrives.

H. BATTING

1. A team may bat round robin or non round robin style. This must be determined before the game and the umpire must be notified. Only ten (10) players are allowed to play defense at one time.
2. A batter may not bunt or chop with a downward motion at the ball. It will be declared a dead ball and the batter will be called out.
3. A strike zone-home plate/extension mat, approximately 17" X 34" will be used. If a pitched ball hits any part of the home plate/extension mat on the initial contact with ground, it will be declared a "strike." If the ball does not hit the home plate / extension mat on the initial contact with the ground, it will be a "ball."



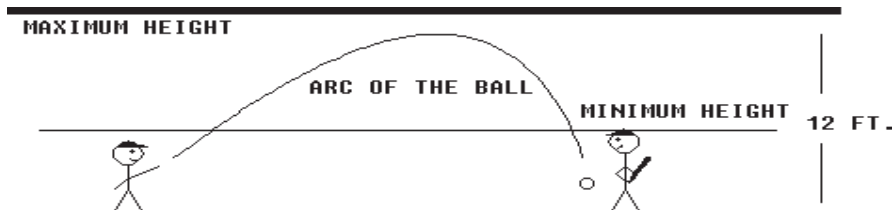
Please note: Batter's boxes measure three feet by seven feet. The front line of the box is three feet in front of a line drawn through the center of home plate.

4. The batter will be declared out when after having two (2) strikes, he hits a second foul ball.
5. If a pitcher desires to walk a batter intentionally, the pitcher shall notify the plate umpire, who shall award the batter first base. (Coed rule: See page 9, COED TEAMS, item #4)
6. If the batter swings at the ball after it bounces on the ground, plate, or plate extension, the ball is dead and the batter is out.
7. The batter will start with 1 ball and 1 strike when he/she comes to bat.
8. A team may hit one (1) over the fence home run more than the other team and must wait to hit another over the fence home run until the other team hits an over the fence home run. Additional over the fence home runs in excess of the one-up rule results in an out.

RULES & REGULATIONS

I. PITCHING

1. The pitcher shall take a position with one or both feet in contact with, but not off the side of the pitcher's plate. The pitching distance shall be 50 feet for both men and women. The ball must be delivered at a moderate speed with an underhand motion.
2. The pitcher shall present the ball by holding the ball in front of the body plane with the pitching arm.
3. A legally pitched ball must arc higher than the batter's head, yet not exceed a height of more than 12 feet above the ground. The ball must also hit the home plate/extension mat on initial contact with the ground to be considered a strike.
4. Pitchers shall not wear a sweatband, bracelet, or wristwatch on the wrist or forearm, nor shall the pitcher wear a white shirt or jersey unless the entire team is wearing alike colored uniforms.
5. Pitchers shall pitch from a "Pitcher's Box." The dimensions of the box shall be six (6) feet by twenty-four inches, and shall extend from the regular pitcher's plate backwards toward second base. Using this format, the pitcher may deliver the pitch from any point inside the "Pitcher's Box," and for the purpose of rule enforcement, the "Pitcher's Box" is treated the same as the pitcher's plate.



J. BASERUNNING

1. Base distance is 60 feet. In using the double first base bag, the batter-runner must touch the orange side and the defense uses the white portion when a play is being made. On hits to the outfield, the batter-runner may use either side.
2. Base runners must remain in contact with the base until the ball is pitched, that is, the ball leaves the pitcher's hand. Runners leaving the base too soon shall be declared "out." The ball is dead, no pitch on the batter.
3. If ball is not hit, runners may advance at their own risk when: catcher throws the ball to any fielder except the pitcher and the ball is overthrown, or mishandled by a fielder. However, it is a force play on the returning runner if there is no overthrow.
4. Sliding is allowed, but not mandatory. ***A non-sliding baserunner must avoid contact or interference with the defensive player.***
5. A defensive player may not "BLOCK" a base in attempting to prevent a runner from getting to that base. The runner will be declared safe. An offensive runner may not "RUN-OVER," or "TAKE-OUT" a defensive player in order to knock the ball loose. Effect: The runner will be ejected from the game. The umpire's judgement shall be final. Note: An "out" will be declared and ball is dead.
6. One "unquestioned" courtesy runner is allowed per inning. Other courtesy runners may be allowed if the opposing manager agrees. The courtesy runner must be the last previous out or the last batter in the line-up if no outs have been recorded.

RULES & REGULATIONS

K. EQUIPMENT

1. Foot wear is required of all participants. Players may use rubber/plastic cleats or tennis shoes only. (Multi-purpose or soccer style shoes are recommended). No metal cleats, track, or hard-soled shoes shall be allowed.
2. Gloves may be worn by any player; however, mitts may be only used by the catcher and first-base person. Pitchers' gloves shall be of one color other than white or gray. Multi-color gloves are acceptable for all other players. Gloves with white or gray circles on the outside giving the appearance of the ball are illegal for all players.
3. Exposed jewelry, such as wrist watches, bracelets, large or loop earrings and neck chains, may not be worn by any player in order to prevent potential injuries. Casts (plastic or other hard substance in its final form) are not permitted.

L. COED TEAMS

1. A team shall consist of ten (10) players. However, a game may be played without forfeit with eight(8) or nine(9) rostered players. A minimum of four women and four men must be in the game defensively when a team plays with 8 players. When nine (9) players are present, there may be no more than five (5) or less than four (4) of a sex on the field. With ten (10) players, a team may field five and five or six (6) females and four (4) males.
2. Players must bat in alternating order by gender - woman, man, woman, man, etc. When the number of males and females differ, the manager may bat either a set rotation or a round robin alternative. The manager must declare his batting order at the start of the game and may not deviate from that style for the remainder of the game.
3. If a female player is removed from the game, and no legal substitute is available, and a male batter is scheduled to bat prior to and following her position, an out will be recorded each time that position is scheduled to bat. Unless round robin style batting order is used.
4. A male batter who is walked on four consecutive balls with no strikes thrown during his time at bat shall be awarded second base. Base runners advance only if forced to vacate their bases. The following female must bat. An intentional walk after one strike does not apply to this rule.
5. The courtesy runner shall be the last recorded out made by the player of the same sex. If no player of the same sex has recorded an out, the last player of the same sex listed in the batting order shall be the courtesy runner.
6. A minimum of three (3) outfielders must remain behind an outfield restriction line (180 foot arc from home plate) until the batter hits the pitch. When a female is at bat, only a female defensive player, "rover", may be inside the 180 foot arc. Penalty: Batter will be awarded 1st base unless he or she reaches the base safely.
7. There are no restrictions on a player (man or woman) as to which defensive position he or she may play.
8. Teams falling below 6 male or 6 female players may add players up to 6 of each at any time during the regular season to maintain a minimum of 12 total players. **This exception applies to regular season games only. No additions for playoff games.**

M. PROTESTS

1. All rule protests must be made verbally to the official by the manager immediately following the situation, and prior to the next pitch. The protest must then be recorded on the scorecard and signed by the protesting manager and the game official.

RULES & REGULATIONS

M. PROTESTS CONTINUED:

2. Protests must be made before the next pitch (legal or illegal). Protests may only be made on rule interpretations. Decisions by the officials regarding judgment will not be accepted for a protest.
3. All rule protests must be made in writing and filed in the recreation office before 5:00 p.m. of the next business day following the disputed game. Protests filed must be accompanied by a \$10.00 protest deposit. That deposit is refundable only if the protest is upheld.
4. All protests on illegal players shall be made to the official and the opposing manager. In the case of a person playing under an assumed name, the protest must be made prior to the end of the game, at which time the player in question will sign the score sheet and present I.D. Without I.D., the player will be assumed illegal and a forfeit victory will be awarded. In the case of a person playing under an illegal resident's address or any other reason that would make a player illegal, a manager may protest that person and game anytime during the season (league and playoff games included). The team manager and game official shall sign the scorecard, indicating the intent to protest. If an illegal player is noticed by the district staff, corrective action may be taken at anytime during the season. The district protest committee shall render decisions on protests.
5. If the protest is allowed, or disallowed, a decision will be given to both managers regarding the game by the league director.

N. RAIN OUT POLICY

1. If the evening's games appear to be threatened by rain or if the fields may be too wet because of a previous rain, managers must contact the the Pleasant Valley Recreation and Park District office after 3:00 p.m. to see if games will be postponed or cancelled.
2. All rained out or postponed games shall be made up at the end of the season. The rained out games shall be replayed in the order of their cancellation the first week after the conclusion of the regular season. If time does not permit a replay of games missed, only games affecting first place will be played.

O. CLASSIFICATION GUIDELINES

1. One of the most difficult tasks in any softball program is the classification of teams. The accurate classification of teams is important in order to create a level of competition as equal as possible in each league.
2. The following guidelines have been developed to help in this process of classifying teams equally. It is hoped that these guidelines will develop consistency in the classification process. We encourage you to use these guidelines. They are intended as an aid to develop classification consistency and should not be misinterpreted as absolute rules to follow.

C+ Classification

The C+ classification consists of a majority of players who play two or more times per week and play in five to ten tournaments per year. The majority of players have extensive high school, college or other softball/baseball experience.

C Classification

The C classification consists of a majority of players who play one or more times per week and play in two to four tournaments per year. The majority of players have some high school, college or other softball/baseball experience.

RULES & REGULATIONS

O. CLASSIFICATION GUIDELINES CONT:

C- Classification

The C- classification consists of a majority of players who play only once a week and no more than two tournaments per year. The majority of players have limited or no high school, college or other softball/baseball experience. **NOTE: *The Pleasant Valley Recreation and Park District staff reserves the right to re-classify any team prior to the start of league play, if necessary to maintain an even level of competition.***

P. LEAGUE STANDINGS

1. Teams are given a win, loss or tie* for each game played according the official score. In the event of a team dropping out of the league before the end of the season, all games played before the team dropped will count as originally recorded in the league standings. All remaining unplayed games will be awarded to the scheduled opponent as a forfeit win regardless of at which point during the season the team in question drops out of the league.

(*See page 6, section D Official Games, item 3, for tie game procedures.)

Q. LEAGUE CHAMPIONS & PLAYOFF PROCEDURES

1. League champions will be determined by the best overall record in the ten (10) week season.
2. If upon completion of league play, two teams are tied for first place, the first tie-breaker is head-to-head competition. If a tie exists in head-to-head competition a playoff game will be arranged (1st place only). Playoff games will require a mandatory I.D. check of all eligible players on the roster playing in the playoff game.
3. If three teams are tied for first place, a playoff will be arranged. In a three team playoff, the team with the lowest number of runs scored against them versus the other two teams will be given the bye. A mandatory I.D. check of all eligible players on the roster playing in the playoff game will be conducted.
4. A flip of the coin will determine home teams in all playoff games and the time limit rule will be waived — all other regular season rules apply. (*Playoff games may be played on any weekday evening or on weekend days or nights depending on field availability.*)

R. TEAM PRACTICES

1. Currently registered softball teams may reserve the following softball fields for practice. (Subject to field availability) **a)** Freedom Park fields 1, 2 & 3; **b)** Mission Oaks Park fields 1, 2 & 3.
2. The team manager or a team member must fill out a field reservation form in the Pleasant Valley Recreation and Park District office at 1605 E. Burnley Street, Camarillo.

S. RESERVATION PROCEDURES

1. Reservations will be accepted beginning each Monday morning for that week - Monday through Sunday. (***Subject to field availability - call 482-1996 for more information***)
2. Teams will be allowed a maximum of 2 hours per week of reserved field time.
3. There is no cost for the use of the field. However, if lights are requested, there will be an hourly fee charged. (Minimum 2 hour light reservation required.) Fee is payable at the time the reservation is submitted. Call 482-1996 ext. 12 for current fee information.

T. AWARDS

1. The District awards a sponsor plaque and up to 15 individual awards to the first place team in each league.

CODE OF CONDUCT

CODE OF CONDUCT

In order to provide an atmosphere of fun and sportsmanship, certain regulations are necessary and must cover all who are connected with the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted to impact the program.

The manager shall see that all players and team followers abide by the Pleasant Valley Recreation and Park District "Code of Conduct."

A. The following regulations should be kept in mind and no person, player, manager, coach or others in the program should be in violation of the following:

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1. **Consuming alcohol before participating or while participating in an athletic contest. (Any area considered part of the Pleasant Valley Recreation and Park District facilities will be governed by this provision.) Officials are required to immediately remove player(s) from the game, or if observed prior to game, prevent that person from playing.**

Effect: Two (2) game suspension, to one (1) year suspension and/or probation of one (1) year.

2. **Intimidating or aggressive action toward an official, spectator or other player will not be allowed.**

Effect: Two (2) game suspension to one (1) year suspension and/or probation of one (1) year.

3. **A physical attack on an official, spectator or other player will not be allowed. Officials are required to immediately eject the player and report such player to the League Director.**

Effect: Three (3) game suspension to five (5) year suspension and/or one (1) year probation, depending on the severity of the infraction. After two (2) years a player may appeal to the League Director.

4. **No profane, obscene, derogatory or racial remarks to an official, spectator or other player, or speak in such a manner as to cause a disturbance will be allowed. Officials are required to immediately eject such a person from the game.**

Effect: Ejection from game and/or two (2) games to one (1) year suspension, and/or one (1) year probation.

5. **Participants shall abide by the officials final decision. Officials are required to immediately eject the player from further play and report such player to the League Director for failure to comply with decision. Managers have the opportunity to speak with the official.**

Effect: One (1) game suspension to seasonal suspension and/or one (1) year probation.

CODE OF CONDUCT

CODE OF CONDUCT CONTINUED:

6. Participants shall not use flagrant rough tactics in the play of the game against an opposing player. Officials are required to immediately eject the player from further play and report such player to the league director.

Effect: Two game suspension to one (1) year suspension and/or probation of one (1) year.

7. No smoking while on the field of play. (In the case of basketball and volleyball, no smoking in or around the building. Officials are to notify the gym attendant.) Smoking is permitted in the dugout.

Effect: Probation for one (1) year to three (3) game suspension.

8. There shall be no unnecessary throwing of equipment, or any other objects.

Effect: Ejection from the game to season suspension and/or one (1) year probation.

9. There will be no cause for defacement or destruction to any public facility or equipment.

Effect: One (1) game suspension to one (1) year suspension and/or payment to replace damaged facility or equipment.

10. Participants (managers, players, coaches, etc.) at no time shall falsify their own name or any other player's name on a team roster or scorecard to participate in a game.

Effect: Manager and/or player will be suspended for the remainder of the season to one (1) year, and/or one (1) year probation. The team that the illegal player is playing for will forfeit all games thus far (proven to have played in) when the illegal player is discovered.

11. There shall be no illegal players participating in any athletic contest.

Effect: Manager and/or player will be suspended for the season to one (1) year, and/or probation for one (1) year.

12. Any participant (manager, player, coach, etc.) ejected from two contests during the season shall be suspended.

Effect: One (1) year suspension, effective the date of the last ejection and probation for one(1) year.

CODE OF CONDUCT

CODE OF CONDUCT CONTINUED:

- A. If any violations occur, a written report by the official(s) is required to be submitted to the league director.
- B. A player, manager, coach or team spectator ejected or removed from an athletic contest will leave the facility within five (5) minutes. The team manager will be responsible to remove the offender within the same five (5) minute period, or forfeit the game. The person(s) will be completely removed from the game facility and under no circumstances may come back.
- C. Manager's meetings are held before each season by the league director and shall be for the purpose of giving information and securing advice, recommendations and suggestions from the team managers. The recreation staff shall consider all such advice, suggestions and recommendations and shall make final decisions as it sees fit. These decisions shall be final and not subject to appeal.
- D. ***The league director may discipline and/or suspend teams, players, or managers for incidents not specifically covered in this handbook and the code of conduct, but which might constitute poor conduct and/or are considered detrimental to the sports program and the Pleasant Valley Recreation and Park District.***

ADDENDUM

BLOOD RULE:

A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical treatment or care can be administered in a reasonable time, the individual would not have to leave the game. (The length of time considered reasonable is umpire judgement.) If there is an excessive amount of blood on a uniform, it must be changed before that individual may continue playing.

The umpire will be responsible for determining whether an open wound or bleeding condition requires treatment. The umpire will also determine in his/her judgement if a uniform/clothing needs to be changed due to excessive blood.

It is highly recommended that teams bring first-aid supplies to each game to treat potential bleeding situations. It is each team's responsibility to provide bandages & dressings, and administer appropriate care for a player determined by the umpire to need treatment.

SOFTBALL LEAGUE POLICY

2/94

Softball teams which are declared ineligible to re-register for future leagues by the Pleasant Valley Recreation and Park District League Director, due to that team's established pattern of dominance, may apply for re-instatement according to the below conditions:

- 1) The team may return 5 players from the previous league roster* (*also see item #2). In the case of co-ed teams, the manager may return 3 males and 2 females, or 3 females and 2 male.
- 2) The remaining players added on to the team's new roster (in addition to the returning 5) may not be players who have been on the team's roster up to 3 seasons prior to the last season in the league.
- 3) The remaining players added to the team's new roster must be rated at a player skill level no higher than that which is standard for the league for which they are registering to play. That level of play (C+, C, C-, etc.) will be determined by the PVRPD League Director. The manager is responsible for providing verification to the PVRPD League Director that all new player's skill ratings comply with this player rating system. In the case of new players being added from leagues outside of PVRPD jurisdiction, this verification of skill level must be received from that program's current or former director.
- 4) In all cases of team re-entry, the final decision as to a team's eligibility to return to PVRPD leagues shall be determined by the PVRPD League Director.

Team Notes