



**CITY OF MERIDIAN PARKS AND RECREATION
DEPARTMENT**

**ADULT SOFTBALL
RULES**

For Any Questions about the League contact.

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Meridian Parks and Recreation

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www.meridianscity.org/parks/sports

The City of Meridian, players, coaches, umpires, and the community, in general, have joined forces to build a bigger and better softball program. As part of City of Meridian responsibilities, City staff will register all teams with Idaho Softball. Registering with the affiliation provides teams the opportunity to play league and weekend tournaments. Teams may also have the opportunity to purchase secondary medical and liability insurance if desired through Idaho Softball.

League play with the City of Meridian will operate under a Code of Conduct (See Rule 1). All participants and spectators are expected to abide by the rules. It is imperative everyone supports a climate of respect, positive sportsmanship, and safety of self and others. Every guest will be held accountable for their behavior. The abuse of any of the rules and regulations stated herein will result in disciplinary action.

The City of Meridian reserves the right to add, delete, and/or change any rules at its discretion. All leagues will use the current Idaho Softball Rule Book with the following modifications and additions.

1. Code of Conduct

- 1.1. League play with the City of Meridian operates under a Code of Conduct. All participants, coaches, managers, and spectators are expected to abide by this Code of Conduct while on City of Meridian fields. Unsportsmanlike conduct, violence, threat of violence, and profanity will not be tolerated.
- 1.2. Respect the rules of the game and how it should be played.
- 1.3. Respect opponents by remembering a worthy opponent brings out the best in a player.
- 1.4. Respect the game officials even when calls are not agreed with.
- 1.5. Respect teammates and remember commitment on and off the playing field.
- 1.6. Respect the tradition of the game and remember it is a privilege to participate.
- 1.7. Be mindful of personal conduct. Make sure no action occurs that could reflect adversely on sponsors or teams. Remember, inappropriate action of even one player can reflect upon the entire team and the game of softball.

2. ADA Accommodations

- 2.1. A player requesting ADA accommodation must provide written documentation to the Sports Coordinator.
- 2.2. Once the player is approved the following accommodations can take place:
 - 2.2.1. A player can have a courtesy runner of the same gender from home plate, starting from the third base line extended.
 - 2.2.2. The courtesy runner must be the player who most recently finished their turn at bat (of the same gender.)
 - 2.2.3. The courtesy runner cannot leave until the bat makes contact with the ball.
 - 2.2.4. This courtesy runner does not count towards the team's general courtesy runner in that inning.
 - 2.2.5. The courtesy runner is not required to stop at first base.

3. Added/Late Players

- 3.1. Players can be added at any time, up to ten players per team, and must be added to the end of the lineup as well as be declared to the umpire. The umpire will communicate the late arrival to the scorekeeper and the opposing team.

4. Age Minimums

- 4.1. A player must be 18 years of age or older to participate and be eligible for the Adult program.

5. Awards

- 5.1. Awards will be awarded to the 1st place team of the end of the season tournament.
- 5.2. First place teams will receive individual awards. *Awards are subject to change.*

6. Classification Definitions

- 6.1. Elite (ELT): Players are highly skilled in all aspects of softball (e.g., hitting, fielding, and game/play execution). The level of play is competitive and consistent from inning to inning and from game to game.
- 6.2. Advanced (ADV): Players have above average skills in all aspects of softball play. The level of play is somewhat competitive and inconsistent from game to game. Players should be fundamentally solid with strategic approach to the game.
- 6.3. Intermediate (INT): Players have average or below-average skills in all aspects of softball play. The level of play is middle-of-the-road, recreational, and inconsistent from game to game.
- 6.4. Recreational (REC): Player's desire to engage in a beginner's level of softball play. The main purpose is to exercise, socialize, and have fun.
- 6.5. Social: Still typically recreational and are geared towards players who are new to the sport, want to have fun, or prefer a social aspect. Players at this level may not have played for an organized team before or have played for a couple of seasons.

7. Coach/Team Representative

Responsibilities

7.1. Coaches/Team Representative is responsible for turning in a current completed Registration form, current season roster form, team fee, and player fees prior to the registration deadline. *Spots are on a first-come, first-serve basis and not guaranteed until payment is received in full. Paperwork and payment must be received by the deadline and still have available spots open.*

7.1.1. To register first complete the current registration form, and current roster form. Once, paperwork is completed follow the below steps to complete and secure your teams spot in league.

7.1.1.1. Phone-In: Call 208-888-3579 and pay over the phone with a credit card after emailing in both the completed registration form and roster form to

recreation@meridiancity.com

7.1.1.2. Walk-In: Come into the office during business hours at 33 E. Broadway Ave., Suite 206, Meridian, ID 83642 with completed registration form and roster and pay in person with cash, check, or card.

7.1.1.3. Mail-In: Mail your completed registration form and roster with payment to 33 E. Broadway Ave., Suite 206, Meridian, ID 83642.

7.1.1.4. Must be received by the deadline and still have available spots open. **Sponsorship payments must be in by the deadline with current completed registration form, current roster form, team fee, and player fees.*

7.2. Roster forms must be current at all times. This includes full names, age, phone number, street address and/or PO Box, city, state, ZIP code, and t-shirt size for each player, coach, manager, or team representative.

7.3. Ensure that all players, coaches, managers, and team representatives have read and signed the Roster form prior to playing. Players, coaches, managers and team representatives who have

not signed the roster may not participate in the City of Meridian programs.

7.4. Make payment of all associated team fees by posted deadlines. Teams who have not met fee requirements will not be allowed to play until such time all fees are paid.

7.5. Immediately notify Softball Coordinator of any coaching and/or team representative changes, including new contact information.

7.6. Maintain control of team/players during a dispute. Team coaches and/or designated team representatives are ultimately responsible for personal and team member actions.

7.7. Coaches are the only team member that may communicate with the umpire during or after a dispute.

7.8. On game nights, coaches must be prepared to meet with the assigned umpire and opposing team's coach at home plate to discuss game rules, variations, and/or disputes.

7.9. Teams are responsible for the conduct of spectators who are affiliated with their teams. A game may be suspended until an offensive spectator leaves or until police arrive.

7.10. No children will be allowed in the dugouts or playing area. Only the players, coach, and scorekeeper will be allowed in the dugouts.

7.11. Ensure that all equipment used by team/players is approved equipment by the league sanctioning body.

7.12. Clean out the dugout after each game.

8. Coed Ratio

8.1. Playing with ten (10) players, teams must have 2 males and 2 females in the outfield, and 3 males and 3 females in the infield, with a pitcher/catcher combination of male/female.

8.2. Coed teams playing short can have no more than 5 players of one gender on the field. No more than 3 players of one gender shall be in the infield and no more than 2 players of one gender in the outfield. The catcher/pitcher must be male/female combination.

9. Count

9.1. Batter will start with a 1-1, and the batter will get 3 balls, 2 strikes, and 1 courtesy foul.

10. Courtesy Runner

- 10.1. One courtesy runner per inning.
- 10.2. In coed two courtesy runners are allowed, one male and one female, must be of the same gender.
- 10.3. If a courtesy runner is used, the courtesy runner cannot be replaced by a substitute.
- 10.4. A courtesy runner whose turn at bat comes while on base, the player who the courtesy runner is running for will be called out. The courtesy runner will be removed from the base and take their turn at bat. A second courtesy runner or a substitute is not permitted at this time.

11. Disciplinary Appeal Process

- 11.1. Individuals may appeal a disciplinary action. Appeals shall be directed to the Sports Coordinator. The individual must submit the appeal in writing to the Softball Coordinator, City of Meridian Parks and Recreation, 33 E. Broadway Ave., Suite 206, Meridian, Idaho 83642, within three business days from the date of the violation.
- 11.2. Appeals will be addressed by the appropriate City of Meridian staff and/or appeals committee.
- 11.3. All suspensions will begin at the time of ejection regardless of when the appeal meeting takes place.
- 11.4. If the City of Meridian staff feels the appeal is warranted, a disciplinary action hearing will be held within five business days.
- 11.5. If the appeal date is missed, then the disciplinary action will stand.
- 11.6. The decision of the hearing and/or appeal will be made and communicated within 24 hours. Players will be notified by phone call, letter, and/or notification of team coach.
- 11.7. Should a suspended player play a game prior to the appeals hearing, the appeal is automatically denied, and the team they are playing for will forfeit all games played with the suspended player. A team that knowingly allows a suspended player to play will be subject to *Rule Ejections/Suspensions*.

12. Ejections/Suspensions

- 12.1. A player, manager, coach, or spectator ejected from a game must leave the premises immediately. The ejected person is not allowed on the premises for the remainder of the evening. *Failure to leave the facility will result in the game ending and a forfeit for the associated team.* They will be subject to the following penalties:
 - 12.1.1. First Ejection
A minimum of one-game suspension from the fields and from the next scheduled league game with that team and cannot be involved in the next game in any way. Probation for a year to date with all sports.
 - 12.1.2. Second Ejection
A 30-day suspension from the fields, from all league play with that team and any other team for which they are rostered, and from any tournament play scheduled within that 30-day period. Probation for a year to date with all sports.
 - 12.1.3. Third Ejection
Banned from the fields, the league, and tournament play for one calendar year.
 - 12.1.4. Game Removal
At the discretion of the game umpire, a player may be removed from the game for minor infractions.
- 12.2. Teams will be subject to the following penalties:
 - 12.2.1. Any team with 3 or more players ejected from a single game will automatically forfeit the game, and play will be discontinued.
 - 12.2.2. Any team that forfeits more than two games because of disciplinary action will be suspended from the fields and from league play for the remainder of the season.
 - 12.2.3. Teams using an ineligible player or falsifying line-up cards will be assessed the following penalties:
 - 12.2.3.1. Games played by the offending team in which the ineligible player has participated will be recorded as a forfeit.

12.2.3.2. All ineligible players will be removed from the offending team's roster.

12.2.3.3. The team manager will receive a minimum 2 game suspension. A suspended manager cannot participate in the game in any manner (spectator, coach, etc.).

12.3. Approaching an umpire after the completion of the contest in any negative action.

12.3.1. If any personnel from a team approaches the umpire after the contest in any negative fashion (determined by the umpire and Meridian Parks and Recreation staff), they will receive a multiple game suspension. Severity of the suspension will be determined by the Softball Coordinator. If the individual approaching the umpire is a non-player, the associated manager and the spectator will receive the suspension.

12.4. Any player(s) involved in any aggressive physical attack, verbal threat, abusive language will be automatically suspended for a minimum of one year from the date of the infraction up to life. The participant will have the option to appeal the Softball Coordinator and appeal committee following the appeal process outlined in the *Rule Disciplinary Appeal Process*.

12.5. One game suspensions are non-appealable.

12.6. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or the fields.

13. Eligibility

13.1. All players must be registered prior to competition. Added players must complete an Official Team Roster and pay the resident fee.

13.2. If a roster is checked by the City of Meridian or a roster call is made by the opposing team, and the team being checked is in violation, the current game is forfeited by the team in violation. All roster checks are handled by the City and not the umpires. Coaches for team that have unregistered player will not be allowed to play or coach in the next game. If the team is found to have unregistered player on any subsequent game in the season, a more

severe penalty will be imposed on the coach and/or the team, pending review by the Softball Coordinator.

13.3. A player may be on a maximum of two rosters in the Meridian Men's Softball Leagues and two rosters in the Meridian Coed Leagues.

13.3.1. The two teams may not be in the same division.

13.3.2. The two teams the player is on cannot be more than two divisions apart. *Example: A player can play on a Elite team and a Advanced team.*

13.3.3. Each team may have up to five players who play on other teams no more than two divisions apart. *If divisions are combined to run a league, players can be on two teams but must notify the Softball Coordinator for approval.*

13.4. A player will be considered ineligible and potentially banned from play for the remainder of the season or a full calendar year if they do any of the following:

13.4.1. Roster on two or more.

13.4.2. Play prior to completing and filing a signed roster form or pickup player form.

13.4.3. Play under an assumed name.

13.5. A City of Meridian representative may check rosters and photo ID at any time, for any reason, for any league. If a player fails to provide proper ID, the player cannot return to play until proper ID is provided. If a player fails to provide ID on any subsequent games in the season with that team, they will not be allowed to play the remainder of games that night and are suspended for one week of play with that team.

13.6. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or from the complex.

14. Equipment

14.1. One new and one used league-approved game ball will be allocated for each game. Game officials will ensure the game starts with one new and one used league-approved ball. It is the responsibility of the batting team to retrieve game balls hit out by their team or replace them with league-approved game balls.

14.1.1. The yellow optic cover, red stitch ball with a ball COR of .520 or under and a ball compression of 300 lbs.

14.2. Bats

14.2.1. All bats used in the City of Meridian leagues must meet all the USA Softball specifications and requirements. The official bat must bear the correct and most current approved markings. (*The City of Meridian reserves the right to disapprove any equipment due to failure to meet current safety standards.*)

<https://www.teamusa.org/USA-Softball/Certified-Equipment/Equipment-Bats>



14.2.2. A player who enters the batter's box with a non-approved bat will immediately be called out, and the bat will be removed from the game. Should the bat come back into the game the player will be ejected from the game and receive a one game suspension. Second offense of using a non-approved bat will result in a minimum of a one-year suspension from the date of the incident.

14.2.3. Altered/Doctored Bats

14.2.3.1. Use of any modified bats is prohibited on the fields. Upon observing any modified bats, City Staff and/or Umpires will remove the bat from the field of play. Upon discretion of the City of Meridian Parks and Recreation Department, a bat may be sent to a certified tester for verification of compliance, following USA Softball procedures.

14.2.3.2. Umpires may examine a bat at any time if they have reasonable suspicion to believe the bat to be altered, based on appearance or performance. If, upon examination,

the bat is suspected to have been modified, the umpire shall identify both the user and the owner of the bat. The umpire has the authority to immediately take the bat into his/her possession for testing.

14.2.3.3. If a player refuses to submit a bat to the umpire for examination and/or testing will be immediately called out, ejected from the game and will receive a one-year suspension. *The player will be allowed to appeal the one-year suspension by writing a formal letter to the Softball Coordinator explaining the appeal.*

14.2.3.4. A player who enters the softball field with a bat verified to be altered or modified will face a minimum one-year suspension. *The suspension is subject to the discretion of the Softball Coordinator.*

14.2.3.5. The barrels of all bats shall be free of audible rattles when shaken. The bat barrels shall not have signs or excessive wear.

14.2.3.6. All equipment notwithstanding the foregoing, the Idaho Softball and local league representatives reserve the right to withhold or withdraw approval of any equipment which in the USA Softball's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of his/her equipment, rather than his/her individual skill.

14.3. Bat Testing

14.3.1. All bats on City of Meridian premises are subject to bat testing at any time, and any bat on premises is considered in use.

14.3.2. It is the responsibility of the owner of a bat having failed the bat test to have the bat retested prior to it being put into play again. If a bat fails the test the bat can no longer be used during league play.

15.Fields

- 15.1. No soft tossing against the fences.
- 15.2. Any damage to homeowner property from home runs or foul balls will be the responsibility of the player who hit the ball to repair said damage.
- 15.3. Only rostered players, coaches, managers, and team representatives that have read and signed the roster are allowed on the field.

16.Forfeits

- 16.1. One game missed in one night's play constitutes a forfeit.
- 16.2. If a coach knows his/her team is going to forfeit, they must notify City of Meridian a minimum of 24 hours before the scheduled game time to avoid a forfeit fee. Teams must notify City of Meridian of anticipated forfeit, even if it is past the 24-hour deadline, so that the opposing team and the umpire may be notified.
 - 16.2.1. Canceled games will not be rescheduled and will count as a loss for the canceled team.
- 16.3. In the event 14 players remain between the two teams, the umpire will work a forfeited game with a maximum 55-minute time limit. There will be no exceptions to this time limit rule.
- 16.4. Nonappearance Forfeit Penalties
 - 16.4.1. First Offense
Defined as a warning, and next offense will be probation.
 - 16.4.2. Second Offense
Team on probation for the remainder of the year.
 - 16.4.3. Third Offense
Ejection from league for the remainder of the year. No refund will be given for remaining games.

17.Home Run Limit

- 17.1. Home run hitters do not need to touch first base as home runs will be considered a walk-off.
- 17.2. A limit of four over-the-fence home runs may be hit by each team in all Men's Divisions. Home runs beyond this will be a dead ball out

until the other team also reaches 4 home runs. Once both teams have reached 4 home runs, the "straight progressive" limit will be in effect the remainder of the game.

- 17.3. A limit of three over-the-fence home runs may be hit by each team in all Coed Divisions. Home runs beyond this will be a dead ball out until the other team also reached 3 home runs. Once both teams have reached 3 home runs, the 'straight progressive' limit will be in effect the remainder of the game.
- 17.4. Only untouched, over-the-fence home runs are considered in the home run limits.

18.League Standings

- 18.1. League standings will be posted weekly on the website. Standings will determine seeding in the end of season tournament.
- 18.2. End of season brackets will be filled in after all league games have been completed.

19.League Structure

- 19.1. Spring/Summer League will consist of 9 regular season games from Late March/Early April until July. The season will conclude with a double elimination tournament.
- 19.2. Summer/Fall League will consist of 8 games and concluding with a single elimination tournament.
- 19.3. All games will be played on the following fields; Discovery Park, Storey Park on the Herald Cox Field, Bear Creek Park, and Tully Park.
- 19.4. Coed games will be played on Monday, Wednesday, and Friday's.
- 19.5. Men's games will be played on Tuesday, Thursday, and Friday's.
- 19.6. Games will be scheduled between the times of 6:15 p.m. and 10:00 p.m.
- 19.7. Time choices are not guaranteed. There will be no time preferences during the end of season tournaments.

20.Minimum Number of Players

- 20.1. Teams may start or finish a game with as few as 8 players.
 - 20.1.1. The missing players will bat in the lowest possible position(s) in the batting order.

An out will result in all missing player's batting positions.

20.1.2. If additional players arrive after the game has started, the players will bat in one of the open batting positions.

20.1.3. An extra hitter may be added to the lineup after the game begins only if that team has not already started their second time through the lineup.

20.1.4. A team can play short-handed in any position they choose, other than pitcher or catcher.

20.2. 6:15 p.m./6:30 p.m. games when a team has fewer than 8 players at game time, a ten-minute "Grace Period" will take effect.

20.2.1. The game clock will still start on-time. The grace period will not be added on to the end of the game.

20.2.2. The team with fewer than 8 players will automatically become the visiting team. *If they do not get their 8th player before they go on defense, they will forfeit or finish out the 10-minute grace period.*

20.2.3. Teams must have at least 1 player present for the Grace Period to take effect. If there are no players at the field at game time, the game will be cancelled and there will be no Grace Period.

20.2.4. If both teams have fewer than 8 players at game time, there will be a coin flip to determine the home team, and the grace period will begin. If neither team has 8 or more after the 10 minutes, it will be considered a double forfeit.

21. Music

21.1. Music with profanities being played by teams or players will not be allowed.

21.2. Music levels must be played at a safe level not inhibiting the opposing team's communication.

21.3. If officials, scorekeepers, City of Meridian staff, or the opposing team deems the music to be too loud, it must be turned down or off.

22. Park Ordinances

22.1. Park Ordinance prohibits alcoholic beverages in the park without a permit. Permits are only

available for special events or shelter reservations (not sports teams).

22.2. Park Ordinance prohibits smoking in the park but smoking is allowed in the parking lots.

22.3. Participants or spectators will be asked to either leave the premises or dump their alcohol out.

23. Pick-up Players

23.1. Teams will be allowed pick-up players, during regular season only. *There are no pick up players for the end of season tournament.*

23.2. You can use a max of 3 pick-up players per game.

23.3. Pick-up players are eligible for one game only.
23.3.1. Before a pick-up player plays in their second game, they must sign the roster and pay their residency fees before they play.

23.4. Pick-up players cannot be currently playing in a higher league.

23.5. All pick-up players need to sign the one time use waiver located at the fields. This needs to be completed prior to the start of the game.

23.5.1. If teams get caught using a pick-up player without signing the waiver, that team will forfeit the game, and the manager will be suspended for one game.

24. Profanity

24.1. The City of Meridian Parks and Recreation fields will, at all times, offer a family atmosphere; therefore, profanity is considered unsportsmanlike behavior and is unacceptable.

24.2. Any use of profanity will result in an automatic out for the next batter. Unless batter is still at bat, then the current batter is called out. If unsportsmanlike behavior continues, the player will be ejected. Should the coach not gain control of his/her team and profanity continues, the team will forfeit the game.

24.3. Excessive profanity, abuse, or unsportsmanlike behavior could result in a player, coach, or spectator being asked to leave on their first offense. See *Rule 1 Code of Conduct*. Enforcement of this section of rules and regulations is the responsibility of City staff and/or the on-duty umpires.

25. Protests and Umpires

- 25.1. Coaches and managers are allowed to question an umpire's call.
- 25.2. Coaches and managers may only protest the umpire's interpretation of playing rules or player eligibility.
- 25.3. Judgment calls such as safe/out, fair/foul, or calling a game due to rain, may not be protested. Once the umpire renders a ruling, that ruling will stand.
- 25.4. Should a player, coach, or manager choose to protest a call, the protest must be made to the umpire immediately and prior to the next pitch. Once the next pitch occurs the specific protest cannot be launched.
- 25.5. The written protest (email to the Softball Coordinator) must be filed within 24 hours of the game in question and the protest must contain: the date, time, location of the game, names of the teams, name of the umpire and scorekeeper, the rule(s) and section(s) of rule allegedly misinterpreted, the conditions surrounding the making of the decision and all other essential facts involved in the matter protested.
- 25.6. A player eligibility protest (not a roster check) may be verbal or written and can be made at any time during the game but must occur before the final out is made.
- 25.7. A '12-hour rule' will take effect if there is a complaint about an umpire.
 - 25.7.1. Manager's wishing to complain about an umpire must wait 12 hours after the completion of the game.
 - 25.7.2. After waiting 12 hours (allowing time to cool off and become collected), please submit written complaints to the Softball Coordinator.
 - 25.7.3. The 12-hour rule is in effect when you feel the umpire was:
 - 25.7.3.1. Not giving full effort.
 - 25.7.3.2. Not in proper position.
 - 25.7.3.3. Making incorrect calls.
 - 25.7.3.4. Misapplying the rules (if not protested).
 - 25.7.3.5. Purposely giving calls to the other team.
 - 25.7.3.6. Wearing inappropriate uniform/gear.

- 25.7.4. Complaints about umpires can be made immediately if manager feels the umpire was:
 - 25.7.4.1. Under the influence of drugs or alcohol.
 - 25.7.4.2. Putting players in danger by allowing teams to get out of control.
 - 25.7.4.3. Showing up late or not at all to games.
 - 25.7.4.4. Using profanity towards participants of fans.

26. Rain Outs and Umpire No Show

- 26.1. Rain out games will be determined by 4 p.m. the day of the game. Call the Rain Out phone number 208-489-0560.
- 26.2. Coaches and team representatives are responsible for informing all players of this procedure.
- 26.3. In the event of a rain out, games will be reschedule later in the season if time permits. Updated schedules will be posted online.
- 26.4. If an umpire does not show up for a game, the game(s) will be rescheduled.
- 26.5. Teams may elect to use a volunteer umpire, instead of rescheduling the game. If teams elect to use a volunteer umpire, both managers need to sign a statement in the official book agreeing to this. If both managers agree and a volunteer umpire is used, there will be no protests allowed for rule applications.

27. Registration

- 27.1. Coaches/Team Representative is responsible for turning in a completed Registration form, current season roster form, team fee, and player fees prior to the registration deadline. *Spots are on a first-come, first-serve basis and not guaranteed until payment is received in full. Paperwork and payment must be received by the deadline and still have available spots open.*
 - 27.1.1. To register first complete the current registration form, and current roster form. Once, paperwork is completed follow the below steps to complete and secure your teams spot in league.

27.1.1.1. Phone-In: Call 208-888-3579 and pay over the phone with a credit card after emailing in both the completed registration form and roster form to recreation@meridiancity.com

27.1.1.2. Walk-In: Come into the office during business hours at 33 E. Broadway Ave., Suite 206, Meridian, ID 83642 with completed registration form and roster and pay in person with cash, check, or card.

27.1.1.3. Mail-In: Mail your completed registration form and roster with payment to 33 E. Broadway Ave., Suite 206, Meridian, ID 83642.

27.1.1.4. Must be received by the deadline and still have available spots open. **Sponsorship payments must be in by the deadline with current completed registration form, current roster form, team fee, and player fees.*

27.2. Team fees for the Men's and Coed league must be submitted to the City of Meridian Parks and Recreation office by 5:00 p.m. on the last day of registration. Registration deadlines can be found on the website. *Late registration will be held until the league fills, or once the schedule has been made.*

27.3. Registration Fees:

27.3.1. Team Fee: Found on the registration form for the current season.

27.3.2. Meridian Resident Player Fee: \$10 per player.

27.3.3. Non-Meridian Resident Player Fee: \$20 per player. *Player fees are non-transferable from player to player.*

27.4. Refund Policy:

27.4.1. To receive a refund, requests must be made 3 business days prior to the registration deadline. Managers will receive a full refund minus a \$5 handling fee.

27.4.2. No refunds, whether player fees or team fees, will be given after 3 business days prior to the registration deadline.

28. Reschedules

28.1. Games will not be rescheduled unless there is extenuating situations.

28.2. If the game is less than a week out the game will not be rescheduled.

28.3. If the game is unable to be rescheduled due to unavailable field space or the opposing team cannot make what options are available, the game will be considered a forfeit.

28.4. Tournament games will not be rescheduled. *Teams with players playing on multiple teams will need to plan accordingly if there are conflicts of schedules.*

29. Roster

29.1. Official team rosters are due at the time of registration, with registration form, team fee, and player fees.

29.2. All players must be on the official team roster.

29.2.1. An official roster must have a minimum of 10 players listed on the roster at time of registration.

29.2.1.1. Rosters with less than 10 players at the time of registration will be charged the Non-Meridian Resident Player Fee for empty spots. *Player fees are non-transferable from player to player.*

29.2.2. There is no limit to the number of players you may have on your roster.

29.2.3. Roster additions or changes will only be accepted at the City of Meridian Parks and Recreation office between 8 a.m. and 5 p.m., Monday through Friday and will not be accepted on the field.

29.3. Participants must sign the roster prior to playing in their first game.

29.3.1. The City of Meridian does not provide medical or accidental insurance coverage. The parent/guardian/participant is responsible.

29.4. Teams will be randomly selected to show proof of residency. If teams cannot provide a proof of residency, the team manager along with the player or players that cannot show proof of residency will receive a two-game suspension and all games played will be considered a forfeit. Teams will be notified of a

residency check one week before their next game.

29.5. A player may be allowed to change teams once during the season.

29.6. Team rosters freeze when there are three regular season games left.

29.6.1. The Softball Coordinator can give permission to add players after the deadline in the case of extenuating circumstances, such as injury but not limited to. If a team is granted permission to add players after the deadline, the following policies come into effect:

29.6.1.1. The injured player being replaced will be removed from the roster and cannot participate for the remainder of the season and tournament. *Written proof of injury may be requested. No refunds will be given to players.*

29.6.1.2. The added player will be required to pay the residency fee.

29.6.1.3. If the Softball Coordinator deems the player is too skilled for the division, that player will be removed with no refund. No additional players will be added for that team. Once the tournament starts, no players can be added for any reason.

30. Roster Protests

30.1. A team's roster must be protested prior to the first pitch of the third inning. Once the third inning has started, a protest may not be initiated.

Exception: *Should a team add a player during the course of the game, a protest may be made at the time of the addition.*

30.2. If a manager elects to do a roster check, both teams will be checked.

30.3. Players shall bring with them some form of ID to all games in case of proof of identity is requested by the scorekeeper to verify player eligibility. Acceptable forms of ID are:

30.3.1. Any form of government ID

30.3.2. Student ID cards

30.3.3. Pictures of the above ID

31. Score Book and Lineup

31.1. Each field may be provided a scorekeeper by the City of Meridian. In the event a scorekeeper is not provided, the home team will be the official score book. *It is advised that each team communicate the score at the end of each inning.*

31.2. Each team shall provide a lineup to the scorekeeper prior to the beginning of the game.

31.3. Coed Lineups

31.3.1. There must be an even number of hitters in the lineup for all Coed Divisions.

Example: If a team bats 13, there will be an out in the 14th spot. To avoid taking an out, team can bat 12 and have the extra hitter rotate with another hitter. These two hitters must rotate every at bat. Each hitter cannot play in the field at the same time. If one of these hitters gets hurt or cannot participate in the game for any reason, the turn in the rotation can be filled by the partnering player.

32. Stealing

32.1. Stealing is not allowed.

33. Team Reclassification

33.1. At mid-season, City of Meridian staff will re-examine the classification of all teams. Teams will be evaluated as a team to possibly be moved up or down leagues, which can include being moved to a different division. Teams will be examined that meet one or more of the following:

33.1.1. Teams with a winning percentage of .750 or higher, in which the majority of those wins are by 6 runs or more.

33.1.2. Teams with a winning percentage of .250 or less, in which the majority of those losses are by 6 runs or more.

33.2. If a team feels they need to move up or down a division after the first two games, contact the League Coordinator. *This is not a guarantee as other factors can determine the move.*

33.3. Teams will not be allowed to move up or down a division once the 2nd half schedule is released.

34. Time Limit

- 34.1. League and end of season tournament games will maintain a 70-minute running game clock controlled by the umpire. The official scorekeeper and the umpire will coordinate the game clock and written in the official scorebook.
- 34.2. The clock begins immediately after the coin flip to determine home team.
- 34.3. No new innings will start after the time limit has been reached, even in the case of a tie.
 - 34.3.1. In the event of a tie game and the time limit has not been reached, extra innings may be played until the tie is broken or the time limit is reached. *During tournament play, extra innings must be played to determine a winner, even if the time limit has been reached.*
 - 34.3.2. All extra innings will be played using the international tie-breaker method (the last batter from the previous inning starts on second base.)
- 34.4. All innings started will be completed, unless an inning cannot be finished due to a safety issue such as darkness or weather. The game will revert back to the last completed inning.
 - 34.4.1. If the game has completed 4 innings and then called due to safety issue, the game is considered completed and will not be rescheduled.
 - 34.4.2. If the game is called due to safety issue and 4 innings have not been completed, the game will be rescheduled at a later date with the game starting completely over with a new coin toss.
Exception: If the Grace Period came in effect, the final score at the time limit will be final even if 4 innings were not completed.

35. Tournament

- 35.1. Blank tournament brackets will be posted online approximately 2 weeks prior to the start of the tournament.
- 35.2. During an end-of-season tournament, the home team and visiting team will be decided by a double coin flip.
- 35.3. Should an end-of-season tournament be scheduled, rosters will be frozen at the end of

the night, when there are three regular season games left. *Any exceptions must be approved by the Softball Coordinator.*

- 35.4. Players must play in a minimum of two league games to be eligible for playoffs. *Exceptions can be made for injury with prior approval in writing from the Softball Coordinator.*
- 35.5. Teams found to be using an ineligible player during the tournament, that team will potentially be removed from the tournament and only the game in which the ineligible player was found will be recorded as a forfeit.
- 35.6. Team's rosters if in violation, the game will be forfeit.
- 35.7. Teams with players playing on multiple teams will need to plan accordingly if there are conflicts of schedules.

36. Twelve-Run Rule

- 36.1. If either team is ahead by 12 or more runs after a completed inning beyond the fifth inning, the game will end.
- 36.2. If the visiting team is leading by 12 runs or more after the fourth inning has been completed, the Home team will "flip flop" and become the Visiting team to start the 5th inning.

37. Uniforms

- 37.1. Uniforms are not required for league play and are optional for all divisions. Uniforms, jewelry, tattoos, body art, and other displays of text worn or carried by any player need to be family-friendly; the City reserves the right to require a change or modification at any time.
 - 37.1.1. May not contain any of the following but is not limited to:
 - 37.1.1.1. Profane, obscene, indecent, violent, or pornographic content and/or language; content that promotes, fosters or perpetuates discrimination on the basis of race, creed, color, age, religion, gender, sexual orientation, ethnicity, or national origin; Defamatory or personal attacks; Threats to any person or organization; Content that promotes illegal activity; or Content that violates a known legal

ownership interest, such as a
copyright, of any party.

37.2. Headgear is optional but strongly
recommended.

37.3. Closed toed shoes must be worn. No metal
cleats allowed.

38. Unsportsmanlike Conduct

38.1. Unsportsmanlike conduct will not be
tolerated. Any abusive or inappropriate
conduct (physical or verbal) will not be
tolerated in the City of Meridian program.
Abusive or inappropriate conduct directed
towards spectators, umpires, opposing players,
league officials, or City of Meridian staff
before, during, or after games may result in the
suspension of the offending player(s).