

2025 SOFTBALL RULES



Foster City Parks and Recreation Department
650 Shell Boulevard
Foster City, CA 94404
(650) 286-3379
ojimenez@fostercity.org

IMPORTANT INFORMATION

*Sports Web Site - <https://www.fostercity.org/parksrec/page/adult-softball-league>

*Stats Web Site - <http://bayareastats.com/>

THIS RULEBOOK IS DESIGNED TO ACQUAINT SOFTBALL MANAGERS, PLAYERS AND SPONSORS WITH SPECIFIC LEAGUE RULES AND CONDITIONS OF PLAY SET FORTH BY THE FOSTER CITY PARKS AND RECREATION DEPARTMENT FOR THE ADULT SOFTBALL LEAGUES.

IT IS IMPORTANT FOR ALL PARTICIPANTS TO BECOME FAMILIAR WITH THE INFORMATION CONTAINED IN THE FOLLOWING PAGES.

IT IS THE INTENT OF THE FOSTER CITY PARKS AND RECREATION DEPARTMENT TO PROVIDE AN OPPORTUNITY FOR ADULTS TO TAKE PART IN AN ORGANIZED AND STRUCTURED ATHLETIC PROGRAM WHICH WILL ENABLE ITS PARTICIPANTS TO ACHIEVE A SENSE OF PERSONAL ENJOYMENT AND PHYSICAL DEVELOPMENT.

PLEASE KEEP IN MIND THE VALUE OF SPORTSMANSHIP WHEN PLAYING IN RECREATIONAL SPORTS.

TABLE OF CONTENTS

LEAGUES	3
TEAM ROSTERS	3
PLAYER ELIGIBILITY	4
PRE-GAME AND GROUND RULES	5
LOCAL RULES AND REGULATIONS	6
CORPORATE COED	8
HOME RUN RULES	9
PLAYOFF RULES	9
PLAYER LIABILITY	10
FINAL LEAGUE STANDINGS	10
AWARDS	10
PLAYER MISCONDUCT	10
MANAGERS-CAPTAINS	10
BLOOD BORNE PATHOGEN PARTICIPANT COMPLIANCE	11
FORFEITS	11
PROTESTS	11
MISCELLANEOUS INFORMATION	12
INSURANCE	13
SANCRA-PLAYER CODE OF CONDUCT	14

LEAGUES

FORMAT

1. Generally, every team will play one game per week on their regular league night; although, circumstances may dictate a bye, double header, or time change. **The Foster City Parks and Recreation Department and League Director have the final authority to make decisions pertaining to all Adult Softball League Format.**
2. The league format is a 10-game schedule for Spring, Summer and Fall. The league format during the winter will be a 6 game schedule. The top four teams will be invited to the playoffs at the end of the season.

DIVISION PARITY

In an effort to provide parity among divisions, league champions will be reviewed each season to determine how dominant they were in the division they won. Dominating teams will be moved to at least the next highest division. The league director will determine the definition of dominating a division.

We will have the following divisions available during the fall:

MONDAY CORPORATE COED LEAGUE - (7 pm, 8 pm, 9 pm) 7 Men and 3 Women

TUESDAY CORPORATE COED LEAGUE - (7 pm, 8 pm, 9 pm) 7 Men and 3 Women

WEDNESDAY MEN'S D2 LEAGUE - (7 pm, 8 pm, 9 pm)

THURSDAY MEN'S D2 LEAGUE - (7 pm, 8 pm, 9 pm)

TEAM ROSTERS

1. Players must be 18 years of age to compete in all softball leagues offered by Foster City Parks and Recreation Department.
2. A completed roster is due at registration. A minimum of 12 and maximum of 18 players must be on the roster. All information requested on roster must be complete. Printed names must be legible.
3. Teams that participate in one game automatically forfeit their right to reclaim any part of their entry fee if they drop or are suspended from the league. Teams that drop from the league prior to playing in a game are eligible for a refund.
4. Add/Drop Deadline: Teams have up to the 3rd game of the season to add and drop players. No player may be added to any rosters after the fifth game.
5. Players must play in at least 3 regular season games to be eligible for the playoffs.
6. Teams that lose players through injury, employment transfer or Armed Forces may petition the league director to get permission to replace the player.

PLAYER ELIGIBILITY

1. A player may participate in the league only if the player's name, address, telephone number, and signature appear on the official team roster as filed with the Parks and Recreation Department.
2. Players must be able to show identification on the field if a question of eligibility arises. No I.D. will result in a forfeit. **Questions of eligibility must be raised upon entry into the game (as a substitute), prior to completion of their at bat, or prior to the end of the second inning of play.** You must inform the umpires, the scorekeepers, and the Field Supervisors of the protest, and any illegal players involved. The home umpire will be in charge of checking ID's of players in question. Please have all of your players bring ID's to your games.
3. A team will forfeit any protested games that an ineligible player participated in, and the player and the manager will be automatically suspended from their next scheduled game.
4. Professional and College players are ineligible to play in a Foster City league for a period of 1 calendar year from the finish of such participation.
5. A player can only be on one Foster City softball team per division.
6. If caught playing on two (2) teams in the same division, the player will be suspended for one game. It is the responsibility of all team managers, to know what other teams his/her players are participating on.

PRE-GAME AND GROUND RULES

1. Line-up cards must be turned into the scorekeeper at least five minutes prior to game time. **The lineup cards must be complete with first and last names.** Stats will be kept throughout the season, please make Line Ups have first AND last names, and must be given to the scorekeeper at least 5 minutes prior to game time for accurate stats.
You can find stats here at <http://bayareastats.com/>
2. Do not submit names of players to scorekeeper who are not present at the field at game time. Once the line-up is entered in the book, it becomes official. The penalty for submitting names of missing players is an out every at bat, for the entire game. The only exception being if the missing player shows up, then they can be inserted into their original batting position.
3. Home team will be listed first on the schedule and will occupy the **3rd base** dugout.
4. Taking infield practice prior to the start of the game is **NOT** permitted.
5. Be sure to pick up any trash you create at the park. Food and drinks consumed at the park before, during and after your games usually include some sort of packaging or containers. Please be sure when you are finished to place your trash in the proper receptacle. There are a number of trash cans throughout the park for you to put trash, and there are even recycling containers available in some locations for the discarding of plastic bottles and aluminum cans. We encourage you to recycle whenever possible
6. The drinking of alcoholic beverages in the park is prohibited by City Ordinance and softball league rules. As I have reminded you previously, possession of alcoholic beverages in the dugouts or on the playing field is prohibited. Teams may face sanctions for possession of alcohol and players may be ejected from play for being intoxicated. It is also against City ordinance to consume alcohol anywhere in the park without the proper permits. The police may be contacted by staff or the public to respond to the consumption of alcohol in the park and you may be cited.
7. No smoking is allowed on the playing field by players, coaches and managers.
8. No batting practice allowed on playing infield prior to game time.
9. All equipment must be placed inside dugout. Teams must provide their own bats, warm up balls, and individual equipment.
10. Edgewater Dislodged Base Rule: When a runner dislodges a base from its proper position, that runner and trailing runner(s) in the same series of plays are not compelled to follow a base out of position. At Edgewater field in Foster City runners may touch either the dislodged base or the base painted on the turf (located underneath the area where the dislodged base was before it became dislodged) if play continues after the dislodgement.
11. No Seeds on the Field.

LOCAL RULES AND REGULATIONS (SUBJECT TO CHANGE)

Official rules as set forth by USA Softball will be used except where superseded by Foster City rules and regulations.

The Foster City Parks and Recreation Department and League Director have the final authority to make decisions pertaining to all Adult Softball League Rules and Regulations.

TIME LIMIT

All games will consist of 7 innings or 1 hour 5 minutes time limit, whichever comes first. If tied after 1 hour 5 minutes, the game is over and the final result will be a tie. If the score is tied after 7 innings, but time has not expired, the International Tie Breaker will be played for each additional inning. Once time expires, a new inning may not begin. (The championship game will be 1 hour and 15 minutes.)

RUN RULE

1. 12 run rule is in effect after 5 innings or 4.5 innings if the home team is ahead by 12 runs.
2. 20 run rule is in effect after 4 innings or 3.5 innings if the home team is ahead by 20 runs.

BALLS AND STRIKES

1. Prior to the pitch the batter will enter the batter's box with a one ball one strike count.
2. 3 balls constitutes a walk
3. 2 strikes is a strike out
4. Third foul rule in effect. One strike and 2 fouls, or 3 fouls and batter is declared out
5. **Homeplate and mat count as a Strike - NEW**

EQUIPMENT

1. No metal spikes are allowed in the leagues. Any player wearing them may not continue to play until shoes are changed. Players still wearing metal cleats after being warned by the umpire not to do so shall be ejected.
2. Players must wear shirts and closed-toed shoes.
3. The official softball men's leagues will be a 12" restricted flight ball. For coed leagues the women will use an 11" ball. The City of Foster City will provide balls.
4. Only ASA approved bats may be used in Foster City Softball Leagues. Approved bats will have an ASA stamp **AND will not appear** on the ASA list of banned bats, or have an ASA re-certification stamp. This list of banned bats may be found on the ASA website at <https://www.teamusa.org/USA-Softball> Bats which are considered **ILLEGAL**, will be posted at Edgewater Park, and umpires will be checking them prior to the game.
5. Bats that rattle will be considered illegal.
6. The bat barrel shall not have signs of excessive wear
7. Bats that have either tape on the end of the knob-or have a "Trigger" on the end of the bats are illegal.

8. Bats that have been shaved, loaded, compression viced, or repainted will be illegal. Foster City reserves the right to remove any bats that appear to be altered, and/or send to ASA for bat testing. Should these bats be altered, painted, or deemed illegal, the owner will be suspended from SANCRA for up to 2 years. If the player refuses to turn the bat over to the league director, then that player will be suspended for 3 years. By playing in this league, all players agree to these conditions.
9. When a batter enters the batter's box or is discovered using an altered or non-approved bat. The batter shall be disqualified from the game. If a legal substitute (must be listed on line-up card) is not available for the ejected player an out will be recorded every time that player is scheduled to bat and that player may be subject to a season-long suspension in Foster City and also subject to further suspension by SANCRA.
10. It is optional that the catcher, base runner, and pitcher wear protective head gear. It is recommended that you do wear this safety equipment to avoid injury.

BATTING LINE-UP

1. All teams must have at least 8 legal offensive and defensive players to start or continue a game. A maximum of 14 spots in the lineup.
2. A team must insert late arriving players to the bottom of the lineup. A 9th or 10th player can be added at any point in the game. Late arriving players that would occupy the 11th or later spots in the batting order, can be added only so long as their first at-bat has not yet occurred.
3. If a player is listed on the lineup card, he/she must bat when it is his/her turn. If a player cannot bat when it is his/her turn, an out will be credited against the team each time his/her position in the lineup occurs. Exception: In the event of an injury to a male player, and no substitute is available, no outs will be recorded to the injured male batter. In coed, if a woman player cannot bat, the male players batting above and below her in the batting order will alternate for the rest of the game. The A.S.A. rule for batting out of order applies here. It is the responsibility of the opposing team to inform the umpire that the scheduled batter isn't able to bat. The scorekeeper will then keep track of the out for the remainder of the game.
4. The free substitution rule allows for a full roster batting order and free defensive player substitution during the game. This rule is optional, and any team playing under this rule must notify the scorekeeper at the time the lineup card is submitted. If a player arrives late to the game, he/she must bat at the end of the lineup. A team cannot change to the free substitution or extra player rule once the game has started.
5. The ASA Re-Entry rule allows any of the starting players to be withdrawn and re-entered once provided players occupy the same batting positions in the line-up.

SLIDING

Sliding is permitted in all Foster City divisions except at home plate where a commit line is used. Players will be called out for sliding across the home plate line unless they are attempting to avoid contact with the ball or player. Players must slide directly into the base or veer out of the base path and give themselves up. The player closest to home plate will be called out for not doing so.

COURTESY RUNNERS

The courtesy runner must be the last recorded out. One courtesy runner is allowed per inning (per gender in coed).

1. Male for Male

2. Female for Female (Females may courtesy run for Male players in Corporate Coed)

STEALING

Stealing is not allowed in Foster City

PITCHER'S BOX

The pitcher's box shall be a box the width of the pitching rubber, extending from the front (home plate) side of the rubber and going 10 feet back towards second base. The pitcher may deliver a pitch from anywhere inside the box as long as he (a) has one foot planted inside the box upon release, (b) pauses for a minimum of one second before starting his pitching motion, & (c) abides by all ASA pitching guidelines

OFFICIALS

California Penal Code 243.8 covers battery against sports officials and representatives. Penalty is up to a \$2,000 fine or imprisonment not exceeding one year.

CORPORATE COED LOCAL RULES AND REGULATIONS

1. Corporate Coed male players may go automatically to 2nd base on a walk only if there is a female batting behind them.
2. Corporate Coed may play a maximum of 7 men and a minimum of 3 women in the field.
3. Corporate Coed teams must have a woman lead off the batting order. Any defensive arrangements are allowed.
4. A minimum of 30% of females must be playing at all times. For example, 3 women and up to 7 men. A team with 3 women and 8 men (only 27% females) would need to have two male players share and alternate one spot in the lineup. 4 women and up to 8 men. 5 women and up to 9 men.
5. If a female becomes injured during the game and the team with the injured female only has 2 remaining females, they may continue to play as long as they only field 9 players (including the 2 remaining female players). The team with the injured female must take an out every time the female was due to bat in this scenario.

COMMIT AND HOME PLATE

All Coed divisions will use a commit line that is approximately mid-way between third base and home plate, and a **home plate line** located at the front point of the plate. Runners will be considered committed to home once **crossing** the commit line. Runners will be considered safe if they cross the home plate line, **touching the ground on the other side of the line**, before a force is made on them at home plate. Runners attempting to score who touch home plate in any way or run through the batter's box will be automatically out. Tagging a runner between the commit line and plate line does not constitute an out. Sliding into a commit line is considered an out unless in the opinion of the umpire it was done to avoid a dangerous situation.

HOME RUN RULES

1. Corporate Coed: 3 home runs **TOTAL (Men and Women combined) - NO EQUALIZER**
2. Men's D1: 3 Homeruns - NO EQUALIZER

LEFT FIELD

All batted balls hit over the fence are considered a home run. Any ball that hits the Left field fence on the yellow pole or yellow marker on a fly is a home run.

RIGHT FIELD

Any ball, fair or foul, that hits or passes the Edgewater Park Boulevard Sidewalk on a fly is an automatic 3 outs. The player who hit the ball will be disqualified from the game (a disqualified batter is not an ejection for purposes of suspension). If there are one or two outs when the ball is hit, the team will start the next inning with one or two outs (note: these outs do not affect the batters following the disqualified batter). Any ball that is hit foul and rolls or bounces past the Edgewater Park Boulevard sidewalk is an automatic one out. Any ball that hits the right field fence on a fly is a live ball. **(No Home Runs will be awarded for hitting the Right Field Fence.) If the disqualified batters turn comes up again, the spot will be skipped.**

A ball hit over the right field fence does **not** count towards a team's 3 homerun limit.

CENTER FIELD

All batted balls hit over the fence are considered a home run. Any ball that hits the center field fence on the yellow marker on a fly is a home run. Any ball that is hit through the gap of these fences below the imaginary yellow marker will be awarded a ground rule double and all players on base will advance two bases.

RIGHT-CENTER FIELD (NEW)

If a ball is hit through the right-center field gap in the fence and goes on the grass area and/or rolls into the street, it is a dead ball and automatic ground rule double. This is true whether the ball rolls into the grass area or lands there on the fly (having not passed over the center field fence in the air). Please have your outfielder raise their hands once it reaches the grass.

Note: the rule that any ball that hits or passes the Edgewater Park Boulevard sidewalk on a fly is an automatic 3 outs and disqualification applies to right-center field as well.

PLAYOFF RULES

1. To speed up game play for the playoffs both the home team and the visitor team may have 1 minute for warm-ups in the first inning. After the 1st inning there will be no warm-ups allowed between innings. The pitcher may throw 1 pitch between innings.
2. Playoffs will be at the conclusion of the season – top four teams are invited to the playoffs unless schedule is adjusted, depending on number of teams in the division.
3. There will be 10 minutes added to the championship game. (1 hour and 15 minutes).
4. There will not be a run rule in the championship game.
5. The home team for playoff and championship games is the highest seeded team from the regular

season.

PLAYER LIABILITY

Player's will be held liable and are responsible for any damages to the facility, equipment, or private property as a result of their actions. Please inform all players to park at OWN risk and be aware of the liability issues while playing at Edgewater Park.

FINAL LEAGUE STANDINGS

League winners will be the team that completes the schedule with the best win-loss record (2-point win, 1-point tie, 0-point loss). If teams are tied with the identical point total after completing the league schedule, the tiebreaker will be as follows (in order):

1. Forfeits
2. Head-to-head record
3. Head-to-head run differential
4. League point differential against playoff teams
5. Blind draw or coin flip.

AWARDS

DIVISION WINNER

Champions will receive a \$200 credit toward their next season.

PLAYER MISCONDUCT

1. A player using profane and/or abusive language, or whose actions endanger the safety of others, may be ejected from a game without prior warning.
2. Any player ejected from a game for any reason will automatically be suspended from their team's next game with the possibility of an extended suspension upon the League Director's review.
3. An individual ejected from a game must leave the field, bleachers and facility.
4. If they refuse to leave, the official will stop the game. If he/she continues to refuse to leave, his/her team will forfeit their game.
5. The City of Foster City Recreation Department and the League Director have the final authority to make decisions on penalties imposed to players for violations of the S.A.N.C.R.A Player Code of Conduct.

MANAGERS-CAPTAINS

1. The manager shall be the representative of his/her team unless he/she designates a player on his/her roster as the team captain prior to the start of the game. Only the team representative is permitted to raise a question concerning a rule interpretation.
2. The team Manager is responsible for the conduct of his/her players and spectators at all times and may be held responsible for their actions. It is the Managers responsibility to make sure all players become familiar with the S.A.N.C.R.A "Player Code of Conduct."

3. Any team manager may submit an Official Comment Form to the scorekeeper to bring to the League Directors attention the good or bad representation of an official

BLOOD BORNE PATHOGEN PARTICIPANT COMPLIANCE

Any bleeding participant must stop bleeding before continuing play. No participant may continue play until all exposed blood on the body and clothing is removed and/or properly bandaged.

FORFEITS

1. Forfeit time is game time. A team that cannot field eight players at game time will forfeit to the opposing team with the exception of the 7:00PM weeknight game. Games will start on schedule if eight players are present. The 7:00PM weeknight game has a 10-minute grace period. The clock will start exactly when the first game is scheduled to start. The offending team will be penalized their first inning at bats. The opposing team gets their 3 at bats, clears the bases and begins the second inning.
2. An official or scorekeeper may forfeit a game in the event there are excessive game disturbance problems with players or spectators. League Director will review on a situational basis.
3. In the event of a double forfeit, both teams receive a loss.
4. Fields may be used for a practice game in the event a game is forfeited due to lack of players. (NOTE: Officials will not umpire a practice game.) The game area must be vacated 10 minutes prior to the next scheduled game or as directed by the scorekeeper.
5. A team that forfeits more than one game in a season will pay a \$25 forfeit fee and will be subject to suspension until fees are paid on their 2nd and 3rd forfeits unless they give 24 hour notice to the Recreation Department of their intent to forfeit.
6. This fee must be paid in cash to the Recreation Department by 5pm on the day before their next scheduled game. Failure to do so will result in forfeiture of their next scheduled game.
7. Any team forfeiting three (3) times in a season, even if notice is given, will automatically be dropped from the league and given low priority for upcoming seasons until all fees (if any) are paid.

PROTESTS

Protests shall not be reviewed if they are based solely on a decision involving the accuracy of judgment on the part of an official. Protests that will be received and considered, concern matters of the following type:

GAMESCORE

Only the manager can address questions on the score to the scorekeeper at that time, once play has stopped. Team scorekeeper may be involved upon the approval of the officials.

GAME RULES AND INTERPRETATIONS

Protests must be stated at the point of contention (before the ball is put back into play or before all players have walked off the playing field, if the final play is the play being protested). The manager must notify the officials and scorekeeper of his/her intent to protest.

PLAYER ELIGIBILITY

The protest must be stated as soon as the player in question participates (on the field for one pitch, or first pitch in his/her at-bat). An ineligible player cannot be protested after the completion of the first inning he/she participates in. The scorekeeper will then check the team's roster. If the person's name is not on the roster, or cannot show a picture I.D. for verification, he/she is not eligible to play. If the protesting team feels the player is on more than one roster or has not played enough regular season games to be eligible for the playoffs, then the protest procedures below must be followed.

PROTEST PROCEDURES

1. All protests must be filed with the scorekeeper on an official protest form at the time of protest.
2. All protests must be accompanied by a \$50 protest fee (which will be returned if the protest is upheld) and a letter outlining the situation being protested. Protest fee and letter must be turned into the Library Community Center, 1000 E. Hillsdale Blvd., Foster City within one working day of the protest.

PROTEST LETTER MUST CONTAIN THE FOLLOWING INFORMATION

1. Names of teams involved
2. Date, and time of incident
3. Names of the official and scorekeeper
4. Rule and section of the official rules or local rules under which the protest is made
5. The decision and condition surrounding the making of the decision
6. All details involved in the matter protested

Failure to follow the protest procedures outlined above will void protest. On upheld protests, the League Director will decide the outcome or whether the game will be continued or replayed.

MISCELLANEOUS INFORMATION

1. Games that have to be made up due to weather, unforeseen conflict, power failure or other circumstances will be rescheduled in the order that they occur immediately following the completion of all scheduled games. A game that has completed less than 4 innings will be replayed. If the games cannot be played, the win-loss record will be computed on games actually played.
2. In case of inclement weather the games will be decided by the umpire at game time.
3. Normally, two officials will officiate each Men's game and one official will officiate a coed game. If no official is present, games will be postponed and made up according to the above rules on makeup games.
4. No schedule changes are allowed. Teams must play when scheduled.
5. League standings can be found on the official City of Foster City website. The address is <https://www.fostercity.org/parksrec/page/adult-softball-league> Home teams will be first team listed on the schedule.
Scores will be updated the next day on by clicking on your schedule.

Stats will be kept throughout the season, please make Line Ups have first AND last names, and must be given to the scorekeeper at least 5 minutes prior to game time for accurate stats.
You can find stats here at <http://bayareastats.com/>

NOTE: NO PARKING WILL BE ALLOWED ON POLARIS (EITHER SIDE OF STREET) FROM ARCTURUS CIRCLE TO CASTOR DURING THE LEAGUE.

INSURANCE

Persons or players participating in activities sponsored by the Foster City Parks & Recreation Department are not covered in any way for personal liability or property damage. There is a liability waiver on the roster that is signed by all participants. Players, coaches, managers and team scorekeepers all participate at their own risk.



SPORTS ASSOCIATION OF NORTHERN CALIFORNIA RECREATION AGENCIES

PLAYER CODE OF CONDUCT

The following "Player Code of Conduct" has been adopted by all municipal softball directors within S.A.N.C.R.A. and will be strictly enforced. Individual League Directors have the final decision on any situation. A suspension in one city is recognized as a suspension in all cities. PLEASE READ IT CAREFULLY.

A. **NO PERSON SHALL**: At any time lay a hand upon, shove, strike, spit upon or threaten an official, player or spectator.

PENALTY: Suspension for life/and or assault charges filed. A California Law states that anyone who is found guilty can be fined \$2,000.00 and sentenced to jail for up to one year.

B. **NO PERSON SHALL**: Refuse to abide by official's decision. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his case has been considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two league games, and placed on probation for remainder of season.

C. **NO PERSON SHALL**: Be guilty of objectionable demonstrations of dissent at official's decision. Discuss with an Official, in any manner the decision reached by such official, except the team manager or captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game, and one additional complete league game.

D. **NO PERSON SHALL**: Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two league games and placed on probation for remainder of season.

E. **NO PERSON SHALL**: Use profane, obscene or vulgar language in any instance at any time.

MINIMUM PENALTY: Warning by official

MAXIMUM PENALTY: Removal from game

F. **NO PERSON SHALL**: Have in his/her possession or consume an alcoholic beverage, illegal substance or be under the influence while on the field of play or during his/her scheduled game. Officials are required to immediately suspend the player from further play and report such player to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension from two league games and placed on probation for the remainder of the season.

G. **NO PERSON SHALL**: Be guilty of discussing publicly with spectators in a derogatory or abusive manner any decision by the officials or any opinions of players.

MINIMUM PENALTY: Warning by official.

MAXIMUM PENALTY: Removal from the game.

H. **NO PERSON SHALL**: Be guilty of intentionally throwing his/her bat.

MINIMUM PENALTY: Removal from the game.

MAXIMUM PENALTY: Suspension from two league games.

I. **NO PERSON SHALL**: Be guilty of using altered equipment. Which means doctoring equipment to improve performance of sports equipment (bats, balls, gloves)

MINIMUM PENALTY: 2 year suspension.

MAXIMUM PENALTY: 3 year suspension for not giving possession of possible Altered equipment to municipal softball directors within S.A.N.C.R.A.

Appeal Process: Suspension of 2 or fewer games may be appealed to the League Director in your city. Suspensions of more than 2 games can be appealed to the SANCRA Board of Directors.