

# **Chesapeake** **VIRGINIA**

## **Parks, Recreation & Tourism**

### **2022 Spring Adult Softball** **Rules and Policies**

Chesapeake Parks, Recreation, and Tourism Department  
1224 Progressive Dr. ▪ Chesapeake, VA 23320  
(757) 382-6411 ▪ Athletics Weather Hotline – (757) 382-6400

## GENERAL RULES & POLICIES

The Department of Parks, Recreation and Tourism will administer and govern public recreational athletic leagues in the City of Chesapeake. Rules and policies are updated annually.

### REGISTRATION

1. **Adult Leagues** - Adult softball leagues must consist of a minimum of four teams.
2. **Fees** - Registration fees are established by the department and will be paid by each adult team registering to play in a Chesapeake City league. A team that has not paid their registration fee in full by the designated date will not be eligible to begin practice or participate in the league.
3. **Registration Fee Refunds** - Teams will receive full refunds of their paid fees, provided they give the department written notification no later than five working days prior to the completion of the game schedule, after the established deadline for payment of fees. Otherwise, the entire fee will be forfeited and not returned.
4. **Team Names** – The department will approve all team names and sponsor information on uniforms and may reject any that are deemed inappropriate.
5. **Team Placement** - Teams are subject to be placed in divisions other than their requests based on past performance and known roster information.

### PLAYER ELIGIBILITY

1. **Ages** – Players must be the required age on or before the first game of each season.
  - *Men's and Coed* - Players must be 16 years or older. Players under age 18 must have parental consent with age and parent's signature entered on the player roster form.
  - *Seniors* - All players must be 50 years or older.
2. **Church Players** - In order to play on a church team, participants must be members of the church or attend services at the church at least two times a month during softball season.
  - Each church's minister must sign each player's contract, verifying their eligibility.
3. **Female Participation** – Female participation is allowed in the Men's Open, Industrial and Church Leagues and will use the same size ball as the men.

### ROSTERS

1. **Number of Players** - No team may have more than 25 eligible players on their roster at one time. If the coach is also a player, he/she will be included in this limit.
2. **Roster Deadlines** - Before and during the season, completed team roster forms must be submitted to the Parks, Recreation and Tourism Department at least 48 hours before a player or team is eligible to participate in a game. Add/Drop forms must be submitted for additional players by the cutoff date for adding new players printed on the game schedules and 48 hours before participating in a game. Players' names will not be accepted over the telephone, at community centers or ball fields, and postmark dates will not be accepted. First and last names on the roster must be identical with the names that appear on the player's driver's license or other legal identification. The players' jersey numbers must also be placed on the roster. It is the coaches' responsibility to notify the Department of any changes such as players' jersey numbers, coach's address, email or phone number in writing. Teams failing to submit a team roster 48 hours prior to their first game will not be authorized to play until they have met the 48-hour requirement. If a team has not turned in a roster by the deadline, that team will forfeit each scheduled game until the 48 hour requirement has been met.
3. **Roster Additions Deadline** - No new players may be added to rosters after the deadline designated by the Parks, Recreation and Tourism Department. Should any team drop from the league, players on the team will not be eligible to play with any other team in the league after the deadline.
4. **Roster Drop Deadline** - All players dropped from a roster must be in writing and on the team roster form. No player or players will be permitted to switch teams within the league after the deadline.

5. **Release Appeal** - When a player's release has been refused, he can make an appeal, in writing, to the Parks, Recreation and Tourism Department. The Department will decide if the player in question is entitled to his/her release. Coaches will abide by the decision made. The ruling of the Parks, Recreation and Tourism Department is final.

## GAME SCHEDULES

1. **Schedules** - Once a game schedule is prepared for printing, there will be no changes for special considerations from coaches or participants.
2. **Number of Games** - Games will be played in accordance with the schedule set by the Department of Parks, Recreation and Tourism, depending on the times available, number of teams in the league, and the budgeted funds available.
3. **Conditions for Postponement** - The Parks, Recreation and Tourism Department will not postpone any regularly scheduled game, except in the case of bad weather, poor field conditions, or extreme emergency.
4. **Non-league Conflicts** - Games will not be postponed because of conflicts with non-league games or practices.
5. **Rescheduling** - When a scheduled game is postponed for any reason whatsoever, the game will be rescheduled in the order of its postponement. The Parks, Recreation and Tourism Department will set a date for the rescheduled game to be played. When necessary, games may be rescheduled on alternate nights of play. The Department may change the schedule when necessary.
6. **Forfeits** - Any team that forfeits two consecutive double headers (4 games) or 6 games over the course of the season will be subject to removal from the league.
  - Teams forfeiting two or more double headers during the season without notifying the Department in advance will be determined ineligible for the playoffs.
  - If the first game of a double header is forfeited, the second game is automatically forfeited 15 minutes after the scheduled time of the first game, unless a team representative is present within 15 minutes and stipulates to the umpire that they will participate in the second game.
  - If neither team has the minimum number of players to start a game, it will be a double forfeit.

## GAME OFFICIALS

1. **Payment** - The Chesapeake Parks, Recreation and Tourism Department will schedule and handle payments for the officials for each game. The rate of pay will be established by the Department.
2. **Number of Officials:**
  - Adult Softball - One Umpire
3. **Authority** - The game officials have authority to suspend/terminate games prior to their scheduled start and during the contest in the event of bad weather conditions, lighting problems or other difficult situations that make the athletic facilities unplayable. The Parks, Recreation and Tourism staff has the final authority which may overrule a game official's decision pertaining to safe or unsafe field conditions. Parks, Recreation and Tourism staff does not have the authority to overrule a game official's decision on judgment calls or interpretations of game rules.
  - Termination of any game prior to its normal conclusion for unsportsmanlike conduct issues will result in forfeiture of the game in favor of the team not at fault.
  - The umpire has the right to eject any player, coach, or spectator before, during, or after a game before the team has left the field for unsportsmanlike behavior. Abusive language towards an umpire or game official will not be tolerated.
4. **End of Games** - At the conclusion of games, officials are off limits to coaches, players, and spectators.

## TEAM RESPONSIBILITIES

1. **Seating** - The home team will occupy the third base bench; the visiting team will sit on the first base side. Only players, one scorer, and coaches will be allowed on the bench.
2. **Official Scorebook** - The home team will be designated as the official scorer. The visiting scorekeeper is requested to check with the home scorekeeper frequently so no mistakes will be made. In the event of a dispute that cannot be settled, umpires will collect both books immediately and make all necessary notations. Coaches should confirm the final score with the umpires at the end of every game.
3. **Game Balls** – All teams will hit their own balls during games. Teams will provide their balls to the opposing team at the start of the game. Each team is responsible for replacing the balls their team hits out of play. **See Equipment Section for specific ball type.**

## COACHES RESPONSIBILITIES

1. **Knowledge of Rules** – It is the responsibility of each coach to be familiar with all league rules and ensure all players on their roster are aware and follow these guidelines.
2. **Agreements Outside of Rules** - There shall be no agreement between coaches that conflicts with any article of these official rules. Coaches will be expected to enforce all rules and support the officials.
3. **Payment of Participants** - No player or coaches in a Chesapeake Parks, Recreation and Tourism Department recreational athletic activity shall receive pay for coaching or playing. Any player or coach who violated this rule will be expelled from the league.
4. **Game Site** - Coaches are responsible for controlling all players, coaches, and spectators associated with their team, as well as keeping all non-rostered people out of their team's dugout.

## PLAYER REQUIREMENTS

1. **Multiple teams** - A player may not be registered on multiple rosters within the same league night. The player will be suspended until they are removed from all but one roster.
  - A player may play on multiple teams that play on different nights.
  - No scheduling accommodations will be made for player on multiple teams.
2. **I.D. Requirement** - All players must have in their possession a legal identification during games. Lack of identification will result in forfeited games. Examples of identification that will be accepted are as follows: driver's license, military I.D., State I.D., birth certificate, or passport.
  - A player's identification verification must be handled by staff after receiving a request from a coach. No more than two identification checks will be allowed in any given game.
  - Player numbers are required on the roster, but an individual player's number will not be an eligible protest.
3. **Eligibility Protest** – Only coaches may submit protests. Protests regarding the eligibility of players must be submitted in writing, including the individual's name, team name, and all other pertinent details within two business days after the protested game. The Department will investigate and take necessary actions. A fee of \$50.00 (payable to the Chesapeake Treasurer by check or money order) must accompany each protest. If the protest is upheld, the fee will be returned. If the protest is overruled; the fee will be deposited into the general fund of the City of Chesapeake. The City has the right to investigate a player's eligibility at any time.
4. **Forfeiture Due to Ineligible Players** – Any players who are determined to be ineligible by the adult player roster form or other pertinent verification will result in the forfeiture of the protested game. Ineligible players will be suspended from the league for the remainder of the season.
  - The head coach will receive a one game suspension in the event an ineligible player was verified by the Department as a participant in a league game(s). A second offense during the season will result in the coach being suspended for the remainder of the season.
  - A team may be subject to loss of playoff eligibility, if they play an ineligible player multiple times in a season.

## EQUIPMENT

1. **Shoes/Cleats** - Rubber sole shoes or molded rubber cleats are required to be eligible to participate. Shoes with metal spikes are prohibited and players who are detected wearing metal spikes will be ejected from the game and subject to the automatic additional one-game suspension.
2. **Protective Equipment** - Chest protectors and face masks are recommended for catchers. Face masks and shin guards are suggested for pitchers.
3. **Uniforms** – Uniforms are not required, but uniformity is requested. Teams must have like-colored shirts with numbers. Numbers should be printed on the back and must be permanently affixed to the shirt (NO tape-on numbers). Numbers should still be visible when shirts are tucked in. No duplicate numbers on the roster. Two players cannot play with the same number in a game. If the players with a duplicate number do not have another jersey with a unique number, all but one player with the same number will be ineligible for that game. Numbers should be 4 inches or larger. Players without numbers will be ineligible. Violation of this rule may result in a written warning or player(s) being ineligible to play.
4. **Bats** – All bats must be USA Softball approved. Age/gender specific bats may only be allowed in those leagues. If an illegal bat is found during a pre-game inspection, the bat will be removed, and no penalty will be assessed. If a team suspects an illegal bat is being used in a game by an opposing player (or team), it should be brought to the umpire's attention. The umpire on the field will determine the legality of any bat used. Questionable bats may be disallowed. In the case that an umpire allows or disallows a bat, this action will be a judgment call and cannot be protested. Players found to be using an illegal bat upon reaching base will be called out by the umpire; the player will be ejected from the game. For an up to date list of illegal bats, visit [www.teamusa.org/usa-softball/certified-equipment](http://www.teamusa.org/usa-softball/certified-equipment) for a list of certified equipment.
5. **Ball Type** – All Male players will use the 12-inch .52 cor., 300 lbs. compression USA approved softballs. All female players will use the 11-inch .52 cor., 300 lbs. compression USA approved softballs. Seniors league players will use 12" .44 COR, 375 lbs. compression balls with the U.S.A. (or ASA) Logo on approved softballs. Ball color MUST be optic Yellow.
  - If a ball is found to be illegal before a batter hits the ball into play, that ball is tossed out of the game. If a ball is found to be illegal after the batter reaches base, the batter will be called out and the ball is tossed out.
6. **Jewelry** - The City of Chesapeake strongly recommends that all players remove all their jewelry prior to game time. There is no jewelry rule, but players play at their own risk. The City of Chesapeake will not be liable for any damages caused because of players wearing jewelry.

## GAME PROCEDURES

1. **General Time Limit** - The time limit for all games will be 55 minutes, or 7 innings, whichever comes first. However, if time runs out during an incomplete inning, the inning will be finished unless the home team has the lead and the visiting team completed their turn at bat. The 55 minute time limit applies to all regular season games. Play-off games will have a 75 minute time limit, and all championship games will have no time limit. The run rule applies to all games. Official time for the game will be kept by the umpire.
2. **Ties** - If the game is tied at the end of seven innings or after the time limit has expired the game will result in a tie.
3. **Infield** - Due to a shortage of time, no infield pre-game practice will be allowed. Coaches are instructed to keep teams off the infield entirely. Umpires and field monitors are to enforce this rule.
4. **Time Consideration for Injuries** - In the event of an injury to a player, the umpire will allow only the time he deems necessary for the safe removal of the player. This amount of time will be added to the time limit of the game and the umpire will immediately inform each coach of the new time limit.
5. **Regulation Game** - The game will be considered a regulation game if five (5) or more innings have been played. Four- and one-half innings (4 ½) will constitute a regulation game if the home team has scored more runs in its four (4) innings. The final score reverts back to the last complete inning if a game is called after five (5) complete innings. If the game is ended prior to regulation, it will be rescheduled for a later date, and resume where it was delayed.

6. **Start of Game Delay** - If the start of a game is delayed for any reason (late umpire, lighting issue, etc.), it will not be delayed for more than 15 minutes. Teams must wait the 15 minutes for the umpire or staff's decision.
  - If the situation is resolved: The umpire or staff may start play.
  - Any team not present at game time will be issued a forfeit for that game.
  - If the issue is not resolved: The game will be rescheduled.
  - Coaches may not agree to reschedule the game

## **PLAYING RULES**

1. **Official rules** – League play will be governed by USA Softball rules, with the following additional rules for City of Chesapeake leagues.
2. **Minimum number of players** - A team may start a game with as few as 7 players. The batting line-up will be 1 through 7 or the number of players available to start the game. The remaining positions will be recorded as outs. If additional players arrive at the field, they must be inserted into the line-up in the next vacant position until the 10th position is filled. All Coed batting line-ups must alternate male/female.
  - Exception: coed leagues (must have a minimum of 6 including at least 3 men and 3 women)
  - If a team goes below the minimum number of players during a game, the game will end resulting in a forfeit for the team without enough players.
  - Teams starting with less than 10 players will be subject to the 10 run rule from the start of the game.
3. **Replacing players** – Teams that lose a player for any reason during a game may substitute an eligible player in their place. If a team loses a player during the game for any reason other than an ejection, and has no eligible substitute, that batting position becomes an automatic out. If a team loses a player during the game due to an ejection and has no eligible substitute, the game shall be declared a forfeit.
4. **Courtesy Runner** – Teams may use one courtesy runner per half inning. Any non-ejected player not on base may be used as a courtesy runner. Courtesy runners must stay on the base until they score, are put out, or the half-inning ends. Should the player who is acting as a courtesy runner come to bat while still on base, their batting position becomes an out and the next scheduled batter will come to bat
  - Coed Leagues: a male must run for a male and a female must run for a female.
5. **Open Substitution** – All teams may utilize open substitution allowing any legal player to play on defense and not be in the official batting line up.
6. **Re-entry rule** - A substitution only occurs when a change is made to the batting line up. All substitutions must be announced to the scorekeeper for both teams and the umpire. Any of the starting players may be withdrawn and re-entered into the batting order once, provided they always occupy the same position in the batting order. Exceptions will be considered in the event of an injury or emergency.
7. **Balls and Strikes** – Two (2) strikes will be an out and three (3) balls will be a walk. Under the 3-2 rule, the 2nd foul ball after the first strike will be an out.
8. **Run Rule**- 20, 15 & 10 rule will be used in all games. If a team is ahead by 20 runs after 3, 15 runs after 4 and 10 runs after 5, the game will be called.
9. **Grace Period** - Teams scheduled for their first game of the day shall be ready to play at the scheduled time with NO GRACE PERIOD. Provided both teams agree, they may start a game early.
10. **Bases** - All leagues will have 70-foot base paths and use the 53-foot pitching rubber.
11. **Home Run Rule** - All home runs hit in excess of limit shall be declared an out. Base runners cannot advance on excess home runs that result in an out.
12. **+1 HR Rule** – In a league with a +1 home run rule, once both teams reach the limit of home runs, either team is allowed to hit an additional home run, to go one home run ahead of the opposing team. No team is ever allowed to go up by more than 1 HR against the opposing team after the limit is reached. Any home run hit over the limit will be declared an out. The home team is not allowed to go 1-up in the bottom of the 7th inning or if time has expired.

13. **Double First Base** – A double first base will be used in all leagues. The white portion will be fair territory and the orange portion will be foul territory.
- When making a force out play at first base, the defense will use the white portion and the runner will use the orange portion. If a play is being made at first, and the runner touches only the white portion, the runner is out provided that the defense appeals prior to the runner returning to first base.
  - If an errant throw causes the defensemen to come off the bag and/or a play is being made at first from foul territory, the defense and the runner can use either side of the base.
  - If a ball is hit into the outfield and/or there is no attempted play at first base, the runner may use either side of the base. When tagging up on a fly ball, the white or orange portion of the base may be used. On an appeal for the runner leaving the base too soon, the defense may use the white or orange portion.
  - If there is a force out attempt at first base and the runner touches only the white portion and collides with the defender trying to catch the ball while on the white portion of the base, the ball is dead and the runner is out. All other base runners must return to the last base they touched before the interference.
14. **Hit and Sit** - The batter who hit a home run, and any runners on base when a home run is hit, are not required to touch all the bases and can return to the dugout.
- \*Home Run Rules can be subject to change by league commissioner based on number of registered teams.
- *Men's Open League*
    - 6, 4, or 2 Home Run Limit
  - *Women's Open League*
    - Unlimited
  - *Men's Church League*
    - 6 or 2 Home Runs Limit
  - *Co-Ed League*
    - 6, 3 or, 0 Home Run limit
  - *Senior League*
    - 3+1 Home Run Limit
15. **Stealing** - There is no stealing. Runners must remain at the bag until contact is made between the bat and ball.

## CO-ED RULES

1. **Minimum Number of Players:**
  - A team must have a minimum of 3 men and 3 women in the batting lineup to start the game.
  - Each team must have a minimum of 3 men and 3 women in the field to start the game.
    - For the 7th, 8th, 9th and 10th fielders, females may play in place of a male, but a male cannot play in place of a female.
2. **Batting Lineup** - The batting lineup must alternate between male and female. However, if a team is shorthanded for the 7th through the 12th positions, a female may bat in a male's position, but a male cannot bat in a female's position. Any vacant batting positions will be declared as outs and must go at the end of the batting order.
3. **Late Players** - A late player may be added to the lineup, but must bat at the end of the current batting lineup, in the next gender appropriate position.
4. **12 Batter Lineup** - The 12-person batting option is in effect. At the start of the game, the coach has the option of putting an extra male and an extra female batter in the line-up. This option must be declared before the game begins by notifying the umpire and the official scorer.
5. **Losing a Player** - If a team loses a player due to injury during a game, and has no same sex substitute, their batting position will be declared an out. If a team loses a player during the game due to an ejection and has no same sex substitute, the game shall be declared a forfeit.
6. **Walks** - Any walk to a male batter will result in a two-base award. The next batter, a female, will bat. (Exception: With two outs, the female batter has the option to walk or bat.)

7. **Scoring Plate** – A scoring plate (second home plate) shall be placed eight (8) feet, or a suitable safe distance to fit the field, from the back tip of home plate on an extended line from first base. The home plate shall be used by the defensive player and the scoring plate shall be used by the base runner. All plays at home plate are force outs after the base runner crosses the commitment line. To record an out the defensive player needs only to touch home plate and be in possession of the ball before the runner touches the scoring plate. It is an automatic out for the base runner to touch the home plate.
8. **Commitment Lines** – There shall be a commitment line drawn between third and home plate. This line will be twenty (20) feet prior to home plate and perpendicular to the foul line. A runner who crosses this line on the way to home plate must continue home and cannot return to third base.

## **SENIOR RULES**

1. **Protective Screen** – A protective screen will be provided for all games by the league. Teams may not use their own screens. If the screen is hit, it is foul ball, and 2nd foul ball rule applies.
2. **Bats** – Players may use unlimited “senior” bats (such as USSSA bats 1.21 (BFP)). Otherwise it must be ASA/USA Softball Approved.
3. **Run Rule** - In Senior play, each team is only allowed to score 5 runs per inning except for the last inning where there is no run limit. This is not an open inning, each team will only be allowed 3 outs. A run rule of 15 runs after 4 innings & 10 runs after 5 innings’ (time permitting) will apply.
4. **Home Run Rule** – All home runs hit in excess of 3 will go under the “1 up rule”, where each team may score 1 more home run when the 3 limit is reached by both teams.
5. **Strike Mat** – A strike mat shall be placed directly behind home plate. Any pitched ball of legal height striking any part of home plate or the mat shall be declared a strike by the umpire.
6. **Scoring Plate** – A scoring plate (second home plate) shall be placed eight (8) feet, or a suitable safe distance to fit the field, from the back tip of home plate on an extended line from first base. The home plate shall be used by the defensive player and the scoring plate shall be used by the base runner. All plays at home plate are force outs after the base runner crosses the commitment line. To record an out the defensive player needs only to touch home plate or mat and be in possession of the ball before the runner touches the scoring plate. It is an automatic out for the base runner to touch the home plate or mat.
7. **Commitment Lines** – There shall be a commitment line drawn between third and home plate. This line will be twenty (20) feet prior to home plate and perpendicular to the foul line. A runner who crosses this line on the way to home plate must continue home and cannot return to third base.
8. **Sliding** – Sliding is permitted and optional.
9. **Courtesy Runner** – Teams may use as many courtesy runners as necessary per inning, but no player may run as a courtesy runner more than once per inning. Once a courtesy runner is on base he may not be replaced. If that runner’s turn at bat comes up while they are on base that position in the lineup will be recorded as an out.

## **SCOREKEEPING**

1. **Score** - The plate umpire will record the official score of runs on the official's scorecard between each inning. He will also announce the score in order to prevent confusion. Coaches should confirm the final scores with the umpire before leaving the field.
2. **Forfeits** - The official score of a forfeited game shall be recorded as 7-0. In the case of a double forfeit, the official score shall be recorded as 0-0.
3. **Scorebook** - The home team will be required to keep the official scorebook. The scorekeeper is instructed to write down the beginning time for each game in the scorebook and notify the visiting team. The official scorekeeper is instructed to ask the umpire for starting time and notify the visiting scorekeeper and write the time in the scorebook. It is the scorekeeper’s responsibility to check with the official scorekeeper after each half inning, notifying umpire immediately of any discrepancies.
4. **Scorebook Entries** - Game scorebooks must list the players' names and jersey numbers exactly as they are written on the roster.



## POST SEASON

1. **Post Season Tournament** - Single Elimination playoff
  - For divisions with 4-6 teams: The top 4 teams will advance to the post season tournament
  - For divisions with 7 or more teams: The top 6 teams will advance to the post season tournament
2. **Time Limits** - 75 minute time limit for playoff games, and no time limit for championship games.
3. **Run Rule** – The run rules are still in effect for all playoff and championship games.
4. **Home Field** - Home field will be given to the highest seed
5. **I.D. Requirement** - It is mandatory that each player possess a photo ID at each game. ID's will be checked prior to all playoff games.
6. **Tie Breakers** - In the event that teams have matching records at the end of the season, the following procedure will be used to break all ties for purpose of playoff seeding:
  1. Head to head record versus all tied teams
  2. Runs scored in head to head games
  3. Record against common opponents
  4. Total runs scored for the season
  5. Coin Toss

## PROTESTS

1. **Judgment Calls** - A PROTEST CONCERNING AN UMPIRE'S JUDGMENT WILL NOT BE CONSIDERED.
  - Judgment calls include, but are not limited to, balls and strikes.
2. **Documentation** - Protests, applications, agreements, suggestions, and any other matters brought to the attention of the Department of Parks, Recreation and Tourism, must be presented in writing over the signature of the writer.
3. **Protests** - Only a coach may submit a protest. Any coach who protests that an umpire made an incorrect ruling, the coach must notify the umpire immediately at the time of the incident before the next pitch is thrown. The umpire will then announce to both coaches that the game is being played under protest.
  - All statistics will be recorded by the umpire in the home team scorebook and on the official game scorecard to include:
    - Time
    - Inning
    - Runners on base (Name and Jersey number)
    - Batter
    - Balls and strike count
    - Any other pertinent information
  - The game will then continue. No protest will be accepted at the conclusion of the game after both teams leave the field, unless the protest is on the last play of the game, then the umpire and coaches must be notified before leaving the field. (Exception: Eligibility Protest). The protesting coach must notify the Parks, Recreation and Tourism Department office, in writing, within two (2) business days which also includes eligibility protests. The written protest must include:
    - Time
    - Field/site
    - Team names
    - Game information taken on the field
    - The specific rule and section that was violated
    - Any other pertinent information
4. **Fees** - A fee of \$50.00 (payable to the Treasurer, Chesapeake by check or money order) must accompany each protest. If the above procedure is not followed, a protest will not be considered. If the protest is upheld, the fee will be returned. If the protest is overruled, the fee will be deposited into the general fund of the City of Chesapeake.

5. **Complete Protest** - (incomplete protests will not be considered) Team submitting protest must submit their scorebook and it must be in order as to players' names and numbers as written on the roster. The scorebook must be signed by the umpire. All facts concerning the protest must be in writing stating which specific rule was misinterpreted. The protest must be signed by the team coach.
6. **Protest Decisions** – The Department of Parks, Recreation and Tourism staff will make the final decision on all protests and decide on protests determined incomplete or unacceptable. If the protest is found to be invalid, the result of the game will stand. If the protest is determined to be valid, the game will be restarted from the point of the rule violation.
7. **Tournament Protest** - Rule interpretation protests will be decided before the next pitch. Written ineligible player protests that do not involve a player's identification requirement will be addressed the next business day. The protest must be submitted in writing to staff with the \$50.00 protest fee before leaving the site.

## PENALTIES

1. **Penalties** - Penalties assessed to players or coaches as deemed appropriate by the Parks, Recreation and Tourism Department may include probation, suspension, or dismissal.
2. **Suspension** - The Chesapeake Parks, Recreation and Tourism Department and authorities thereunder have the authority to suspend any player, coach, or spectator for any action detrimental to the success and welfare of the league. Players or coaches who lose their tempers or go out of their way to unnecessarily cause injury to other players, are hereby warned that such actions will not be tolerated in a recreation league. Any player or coach suspended from an adult league will be prohibited from coaching, scorekeeping, or participating in any way, in the youth recreation program while the suspension is in effect.
3. **Profanity** - The department has a no tolerance policy towards the use of profanity. Any coach or player identified by staff or officials as using profanity will be immediately ejected from a game and will be subject to the automatic two game suspension. Coaches are responsible for the behavior of any spectators associated with their team.
4. **Ejection** - Any player, coach, or spectator ejected from a game because of fighting, profanity, arguing with an official, or any other reason, may not return to the game, must leave the game site, and will automatically be suspended for the rest of the night, and, at a minimum, the next 2 games unless the action calls for a more severe penalty.
  - A second ejection during the season, for any reason, may result in a suspension for the remainder of the season. A more severe penalty may be given if deemed necessary by the department.
  - All ejection rules apply to postseason games and will carry over to the next season if necessary.
5. **Reports** - Officials are responsible for reporting ejections, including the person's name, number and reason for ejection on back of game scorecard. City staff are responsible for writing an incident report.
6. **Appeals** - Any suspension may be appealed to the Department. The Department may be unable to address an appeal prior to the next played game if key parties are unable to be reached. Appeals must be submitted in writing to the league commissioner by 5:00 p.m. on the next business day following the game in question. Verbal appeals will not be accepted. An appeal decision will be final.
7. **Striking an Official or Department Representative** - Any player or coach who strikes an official or department representative will automatically be suspended from the league and all City recreation programs for a period of no less than 3 years. Striking is considered physical abuse and is defined as any physical contact or attempt to strike prior to, during or after an athletic activity. Depending on the severity of the offense, this period could be longer or permanent.
8. **Altercations** - Players must remain in their respective dugouts during any altercation or incident. Violators will receive at least a one game suspension.

9. **Future Participation** - The Chesapeake Department of Parks, Recreation and Tourism reserves the right to deny or revoke privileges for an individual or team to participate in our programs, if the player or team is suspended from participating in any other area recreation department's programs, tournament associations' programs, or officials' associations for abusive behavior. Furthermore, in the event any individual or team is suspended from participating in our programs for abusive behavior, a written notice of that suspension will be forwarded to all area recreation departments and tournament associations immediately. This action does not apply to one or two game suspensions but does apply to severe cases where abusive behavior warrants further suspension.

## FACILITIES

1. **Alcoholic Beverages** - The drinking of alcoholic beverages is not allowed on or around recreation facilities. Parks ordinance 17-B.18 prohibits the consumption of alcoholic beverages on or at Parks and Recreation facilities. Anyone caught will be subject to arrest and suspended from the league. Also, any player who has been drinking must not be allowed to participate.
2. **Tobacco Products** - Since the use of tobacco products is harmful to one's health and sends a negative message to our youth, the use of tobacco products will not be allowed by anyone at outdoor athletic facility playing areas, dugouts, in the bleachers, in the restrooms or in and around concession stands. If someone must use tobacco products, they must do so away from the public in the parking lot or away from the bleacher/spectator areas.
  - **Penalty:**
    - 1st Offence: Verbal Warning
    - 2nd Offence: Request person to leave the athletic area.
3. **Domestic Animals** - Park ordinance 17B - 21 places the following restrictions on domestic animals.
4. **Animals** - No person shall bring or be responsible for the entry of a dog or other domestic animal into areas other than automobile parking concourses and walks immediately adjacent thereto and in such other areas as may be clearly marked by signs. Nothing herein shall be construed as permitting the running of dogs at large. All dogs in those areas where such animals are permitted shall be restrained at all times on adequate leashes not greater than five feet in length. (10/13/92)
5. **Collections** - Collections of any type will not be made at or in the vicinity of any Parks and Recreation facility without prior permission from the Parks and Recreation Director.
6. **Repairs** - Any repairs to the playing fields, other than minor ones, must be approved by the Parks and Recreation Department.
7. **Ball Field Lights** - The Parks, Recreation and Tourism Department will designate which field lights will be used, and staff will control operations. All field lights must be turned off within 15 minutes following the last ball game or practice.
8. **Field Reservations** - Fields may be reserved in accordance with department policies and procedures for preseason practice. Dates will be determined by the department.

## WEATHER AND FIELD CONDITIONS

1. **Cancellation of Games Prior to Game Time** - If there is any inclement weather, please call the Athletics weather hotline (382-6400) after 4:30pm for any cancellations or updates. After 5:00pm the decision will be made at the field by the umpire and staff if the field is playable. If the first game of the night is cancelled due to field conditions the rest of the games for that night on that field will be postponed. The Department of Parks, Recreation and Tourism cannot assume the responsibility of notifying all coaches about the conditions of playing fields. Coaches of the teams involved may call the Department for any available information. Players are requested to call their coaches and not the Department. Games will not be canceled because of threatening weather.

2. **Cancellation of Games After Start** - After a game has started the weather and field conditions will be judged by the umpires and staff. If a game is halted due to rain or other adverse conditions other than lightning, teams must not leave the park for 15 minutes. Umpires will make a definite decision whether the game will continue or be canceled. If the umpires decide to continue the game and either of the teams have left or are not ready to play at the end of the 15-minute period, the team at fault will forfeit. Games will not be permitted during a drizzling rain which, in the opinion of the umpires or Parks, Recreation and Tourism officials, will be unsafe or could affect the lights.
  - A decision regarding the playability of any remaining games at that field/site will be determined by the umpire and staff on site
3. **Lightning Procedure** – If a lightning strike is seen, the field and dugout should be cleared and a 30 minute delay will be in effect before play can resume. The 30 minute clock will restart if there are any other lightning strikes. If the delay will last longer than 30 minutes the game will be postponed and made up at a later date, resuming from where the game was delayed. If a lightning delay is in effect before the start of the game and the delay would cause the game to start more than 15 minutes late, that game will be postponed.