



City of Mesa, Arizona

Parks & Recreation

Adult Softball

Rules & Regulations

*As of Summer 2025



City of Mesa Parks, Recreation and Community Facilities – Athletics

Contact Email: adult.sports@mesaaz.gov

Phone Number: 480-644-5308

Website & Schedules: www.teamsideline.com/mesaaz

OVERVIEW

Welcome to the City of Mesa. Thank you for participating in the Adult Softball program. This recreational program is provided for your fun and enjoyment. Your cooperation, good sportsmanship, and communication with our Sports Office is important in making this program a success. The City of Mesa reserves the right to make changes to this document as necessary. These amendments would regard only matters of very unusual circumstances deemed necessary by the City of Mesa. All softball games will be played in accordance with ASA/USA Softball rules except for any rule changes specifically stated in these rules as pertaining to local situations (house rules). Umpires as well as City of Mesa Staff and their decisions will be respected and not interfered with at any time. Unsportsmanlike conduct, disrespect, vulgarity, or profanity will not be tolerated at any time. On behalf of our department, we would like to wish your team a successful season.

RULE HIGHLIGHTS

Home Run Rule: If an over the fence home run is hit then the ball needs to be retrieved before the next inning. Each team will have the opportunity to hit up to the limit number for that specific level.

“A” Division – **5** home runs followed by the one up rule

“B” Division – **4** home runs followed by the one up rule

“C” Division – **1** home run followed by the one up rule

“D” Division – **0** home runs. Any over the fence home run will end the inning and not count.

One Up Rule: After both teams reach the home run limit, either team may hit one more home run than their opponent at any time – going “one up”. This can continue back and forth until the bottom of the final inning.

- In the last inning, the home team may only match the visiting team’s total (not exceed it).
- If neither team has hit the limit by the final inning, the home team may still hit up to the original limit (e.g. in “B” their 4th)

Bats: Must be USA/ASA certified and be compression tested. Needs an “All City” sticker dated through the current year. Illegal or altered bats = ejection and up to a 5 year suspension.

Scorekeeper: Home team is responsible for keeping the official score.

Lineup: Teams can bat up to 12 players. Must have 8 players to start game and avoid forfeit. Grace period to start a game is 10 minutes for the 1st & 3rd games of the night.

Tie Breaker Rule: The last person at bat in the previous inning shall start off on 2nd base with ONE out. If the game is still tied after one extra inning, then that game will be recorded as a tie.

Forfeit: Less than 8 players = forfeit. 2+ weeks of forfeits = possible removal from the league.

Rosters: Must be completed by week 4’s games. Max of 20 players on the roster.

LEAGUE FORMAT

Field Locations

• Red Mountain Park Ballfields	7808 E. Brown Rd	300 feet	8 fields
• Skyline Softball Complex	655 S. Crismon Rd	300 feet	4 fields
• Eastmark Softball Complex	4907 S. Inspirian Pkwy	300 feet	4 fields
• Kleinman Softball Fields	710 S Extension Rd	284 feet	2 fields

Managers Responsibilities: All managers are expected to inform their players concerning all rules and regulations. Make sure all rosters and release forms are in by the set deadline. They will inform all players of scheduled games, schedule changes, make-up games, and standings. After a rainout, managers are responsible for knowing when the makeup is. Managers are also responsible for notifying the adult sports office of any changes in their contact info. Managers should also check the score of games periodically on teamsideline to ensure accuracy and to initial the final score on back of the scorecards. Game scores are final 2 weeks after the game was played. Team managers are also responsible for their team members as well as spectators.

Season Length/ Tournament: The regular season will consist of 7 weeks of double-header games adding up to 14 games guaranteed. See weather information for weather related cancellations/ makeups. Following the regular season there will be a single elimination tournament consisting of the **top 8 teams** in the league.

Schedules: Once the league is full and rosters are submitted, team schedules will be posted at: www.teamsideline.com/sites/mesaaz/schedules

Schedule requests are not guaranteed but usually offered. This is done to allow teams the ability to play every game and avoid forfeits if several players on a team won't be able to attend a game.

- Managers must ensure the adult sports office has an up-to-date email address
- Make-up games may be rescheduled on different nights, fields, or times than normal
- The league coordinator reserves the right to reassign teams to the appropriate division or classification in the best interest of the league balance and fair play

Standings: Scores are final 2 weeks after the game concludes and can be found at www.teamsideline.com/sites/mesaaz/schedules Standings are determined in order by:

1. Best winning percentage.
2. Head-to-head record
3. Head-to-head run differential
4. Total run differential (Runs for – runs against)
5. A coin flip

Any team that has forfeited multiple weeks will automatically take the lowest position in the standings.

Classification of Teams: We offer Men's and Coed leagues. If divisions do not have at least 4 teams, divisions may be combined with other divisions to fill them out. If that is the case, rules would abide by the lower division.

- "A" Division - Competitive Skill Level (Highest)
- "B" Division - Intermediate, Moderate Skill Level Competition
- "C" Division - Recreational, Low Skill Level Competition
- "D" Division – Beginner, Entry Level Competition (Lowest)

Any team winning the tournament may be asked to move up to the next highest classification in the following season in which the team participates (if a higher level is available). Teams who request & are approved to stay in the same division that they were in; will be excluded from tournament play regardless of how they placed in the league.

The league coordinator reserves the right to move any team (up or down) based upon past performance record. No reclassifications are guaranteed once a team is signed up in a league. (It is the manager's responsibility to sign up in the correct league. If a team registered accidentally in a higher division, the team may choose to play in that league or drop from the league without a refund.


ROSTER POLICIES

Roster Rules

1. Roster Requirements

- All players must be listed with their full name and email on the roster to be eligible to play.
- Teams may have up to **20 players** on their roster.
- Managers need to add themselves as a player if they also intend on playing.
- Managers are responsible for finalizing the roster **no later than Week 4** of the season.

2. How to Submit the Roster

- Rosters must be completed online at:
 <https://www.teamsideline.com/sites/mesaaz/home>
- Managers will add players in the manage rosters section once they login to the site above and must invite their players so they can enroll.
- Once the Week 4 deadline passes, rosters will be frozen (no changes allowed).
- **If a manager needs special accommodation, they may submit a paper roster instead.**

3. Roster Deadlines & Consequences

- If the roster is still not completed by Week 5, the team may be ineligible for the tournament.
- **If a manager is having any issues with their roster they must email the adult.sports@mesaaz.gov email by the night of their week 4's games at the latest.**

4. Player Eligibility

- Players must digitally sign the waiver as well as the adult sports code of conduct.
- A player may only be on one team per night, across all divisions and levels.
- If a player is found playing on multiple teams, they risk being suspended.

5. Free Agents

- If a manager needs more players, the adult sports office has a list of free agents that the manager can request. Please email adult.sports@mesaaz and specify the gender in need.

6. Roster Verification

- PRCF staff may randomly verify rosters to confirm eligibility.
- Inaccurate or false player information may lead to:
 - The removal of the player or
 - Disqualification of the entire team.

 **Reminder:** Managers must keep their team's roster up to date

Roster Submit Help for Managers

When a Roster Status is Open. Follow these steps to add team members and change your Roster Status from Open to Submitted.

Step 1: Go to www.teamsideline.com/mesaaz then login at the top left part of the screen.

Step 2: Find your team on the left side bar and click. Click the "Add to Roster" button to add team members. To add team members, you need their first and last name plus their e-mail address. You can also click the "Copy Roster" button to add all team members from a previous seasons roster.

Note: If you do a copy or start adding players to your roster, then you will not see the "Copy Roster" button again. The copy should be done first, and then new players should be added to the existing roster. If your copy button is no longer available, contact the adult sports office.

Step 3: When done adding team members, click the "Submit" button to change your roster to *Submitted*.

Note: You must change your Roster status to *Submitted* to notify City of Mesa that your Team has met the minimum Roster requirements.

THINGS TO KNOW

Weather Information: Game-day (field) conditions can change quickly. The **Rain Line (480-644-2765)** will be updated by 3:00 PM on game days. It is the team manager's responsibility to check the Rain Line & notify their team of any changes. If the rain line isn't updated, you can assume games are on.

- Games will proceed as scheduled unless fields are unsafe or unplayable
- If games are canceled, managers will be notified by email and the schedule will be updated
- Make-up games will be rescheduled when possible and may occur on any day of the week
- Games will resume from the point they were stopped.
- A game is considered regulation after 4 or more innings have been completed.

Evaluations/Complaints/Incidents/Protests: Written complaints will only be accepted within 24 hours after the incident for review. Please email complaints or recommendations to adult.sports@mesaaz.gov. Teams are encouraged to use the flipside of the scorecard to provide professional, constructive evaluation of their game/umpire (s).

Any issues, errors, or topics in need of clarification? Don't hesitate to contact us!

Identification: All participants are required to carry a photo ID during league and tournament play (due to players' protest.)

- Print first and last name on lineup (scorecard).
- False or none identification of players will result in a one-week suspension for the player and/or captain and can't participate in games. First Warning.

Age: All participants (men & women) must be at least 16 years old by the first game of the season.

Ball Return Policy: The City of Mesa uses top-grade ASA/USA softballs. Men's & Coed leagues will receive one new ball each game. Used softballs are the property of the City of Mesa and must be returned to the umpire or site staff after every game.

- The hitting team is responsible for retrieving all foul balls and home run balls
- Balls must be attempted to be retrieved before the next inning begins. If not, the first batter of the inning will be called out.
- Teams may use identical ASA/USA certified softball with MAX 300 lb & MAX .52 COR in place of retrieving balls

The City of Mesa sells used game balls may be purchased from the Adult Sports office for use during games. Please email adult.sports@mesaaz.gov to coordinate purchase and pickup.

Uniform: No team uniform rule. Dress appropriately. Including no vulgar or sexually related attire.

Steel/Metal Cleats: No steel or metal cleats are allowed. Cleats must be of nylon or rubber substance on a single sole. Still need to have closed toed shoes on. (no open toed shoes).

Jewelry: Casts & splints must be padded. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed & not worn during the game. Medical alert bracelets/necklaces are not considered jewelry. If worn, they must be taped to the body and medical alert information visible.

Infield Warm-Up: Teams are encouraged to use the space between fields for warmups. DO NOT warm up near spectator areas.

Soft Toss: Batting the ball against any fence at any field is not allowed.

Penalty for first offense: warning, second offense: suspension.

Bats: All bats must meet the requirements in the USA/ASA softball rulebook. Please use the link below for more information.

<https://www.teamsideline.com/sites/mesaaz/content/7670/Bat-Testing>
[Equipment Bats \(teamusa.org\)](https://www.teamusa.org)

Softball Bat Compression Testing: All bats used in City of Mesa Adult Softball leagues must:

- Be an ASA/USA approved bat with stamp
- Appear on the USA Certified Bat list (www.usasoftball.com)
- Pass a bat compression test conducted by a City of Mesa or partnering city staff
- Must have the current "All City Softball" sticker dated through the current year

Enforcement & Penalties:

- Bats may be confiscated or have their sticker removed by staff and must be re-tested before further use
- Illegal bats or those that fail testing are not allowed in league play
- Using an unstickered bat in the batters box results in the batter being called out
- Altering a tested bat results in a 5-year suspension for the user and owner
- Final decisions regarding bat legality are made by the umpire and city staff

End Cap Rule - If a bat's end cap comes off during a legal hit, the play will continue until the umpire calls time. After the play, the umpire and/or site staff will visually inspect the bat, then:

- If the bat is not deemed altered, the play will stand, but the bat will be disqualified from further use
- If the bat appears to be altered, the player will be:
 - Called Out
 - Ejected from the game
 - All outs will stand, and base runners will return to the base they occupied at the time of the pitch
- The site supervisor will remove the bats sticker on the spot

Pre-Game and In-Game Procedures: To remain on schedule each night, each team is responsible for the following.

- Arrive for the scheduled game at least 10 minutes prior to game time.
- The home team is responsible for keeping the official score (must provide a knowledgeable scorekeeper over the age of 16). In the event the home team cannot keep an accurate score, the visiting team has the option to become the home team, provided a legitimate scorekeeper is available.
- Lineups should be completed at least 10 minutes prior to scheduled game time (first and last name).
- Umpires will start the games with a pregame meeting.
- Each team is responsible to keep track of the score and confirm with the scorekeeper after each inning. The umpire must initial the final score sheet.
- Umpires have jurisdiction at games.

Missing Umpire Procedure: The City of Mesa contracts umpires for every game. If for any reason there is no contracted umpire at a game site, please contact the site supervisor.

- The site supervisor may step in and officiate the game if no umpire shows up
- If multiple umpires are missing or other issues arise then games may be rescheduled

Alcohol/Smoking: Alcohol and/or smoking of any kind (including electronic cigarettes) is not allowed at any park at any time. Spectators are the responsibility of the team. If found to be in violation, the individual(s) will be required to dispose of the alcohol/smoking item immediately, plus:

- First Offense:
 - Player(s): Ejected from game & suspension including next scheduled game (8 days)
 - Team: Warning
- Second Offense:
 - Teams and/or Player(s) violating this policy a second time may be subjected to forfeiture and/or ejection of the game and/or expulsion from the league.

The City of Mesa Adult Sports reserves the right to contact Park Rangers/Police, if needed, as well as assess additional suspensions, forfeitures or removal from the league.

Park Hours: City of Mesa parks close at 10:00p.m. Activity in the parking lots or ball field areas is not allowed after 10:00pm. (City of Mesa programming may, upon approval from Deputy Director, extend game play to complete a game in progress)

Golf Carts/Scooters/Bikes/Roller Blades: Golf Carts, Scooters, bicycles, rollerblades, skateboards, or any other wheeled vehicles are **not allowed** in the sports complexes.

Insurance: Medical insurance is the responsibility of the team or the individual. The City of Mesa does not carry medical insurance for participants or spectators.

Music: May be played in the team's dugout. Music must only be of a volume that can be heard in that team's dugout. No vulgar or offensive music. Umpires and Site Supervisors have the right to request a team to change the music, turn volume down if too loud or vulgar & turn the music off completely.

Refunds: A transfer or refund (minus a \$100 nonrefundable fee) will be provided up to 7 days before the activity begins. No changes or refunds are allowed within 7 days of the activity's start date. (This also applies to teams who are removed from the league for registering in a lower or higher division than approved.)

PLAYING RULES

All City of Mesa Adult softball games will be played in accordance with USA Softball (formerly ASA) except for any rule changes specifically stated in these rules or on the team schedules as pertaining to local situations (house rules).

Number of Players: applies to all league types.

- A team must have at least 8 players to start a game and a maximum of 12 batters.
- If starting with only 8 players, there are no automatic outs for missing players #9 and #10
- Teams consistently playing with less than 10 players may be asked to leave the league.
- Teams are encouraged to bring at least 10 players to every game

Eligibility of Players: Beginning in week 4, A site supervisor may check a team's roster at any reason. All participants are required to carry a valid photo ID to verify eligibility. Any player found ineligible may cause their team to forfeit the game.

For protest purposes, teams must complete the lineup on the scorecard with first and last names. If an eligibility concern is raised, the Adult Sports Office reserves the right to take any disciplinary action.

In-Game Injuries: or a player having to leave a game other than ejection.

- The game may continue if the team still has 8 or more eligible players
- Coed teams must still meet the required male/female ratio (see “coed lineup” rules)
- The team may:
 - Substitute a legal player into the lineup for the injured or absent, OR
 - Take an automatic out the first time that spot in the lineup comes up (only once)
- If the injured/absent player is a base runner, a courtesy runner may be used to complete the play. If no eligible substitute is available, the runner will be declared out.

Eleventh or Twelfth Batter: Teams may add an 11th or 12th batter to their lineup at any time during the game unless, an ejection has occurred. Once a player is ejected, the lineup is frozen, and no new players may be added.

- If a team loses a player (non-ejection) and cannot maintain 11 or 12 batters, the vacant spot will result in one automatic out the first time their spot in the lineup comes up to bat
- If the player was lost due to ejection, the team will take an out every time that position comes up in the lineup
- Teams must always maintain a minimum of 8 players to continue to play

Game and Innings: All slow pitch softball games (including tournaments) are 7 innings or 55 minutes, whichever comes first.

- Championship game in the tournament will last seven innings or 60 minutes, whichever comes first. (Exception: inclement weather). The run rule is still in effect.
- A game is considered regulation if 5 or more innings have been completed or the home team is ahead after 4 ½ innings.
- If a game is not regulation when called, it'll be resumed from the exact point it was stopped

Tie Games: In the event of a tie game after 7 innings or the 55-minute time limit (whichever comes first), one extra inning will be allowed to attempt to break the tie using a tie breaker rule:

- The last person at bat in the previous inning shall start off on second base with ONE out
- If still tied after the extra inning, then the game is a tie. (only applies to regular season)

Pitching: Pitchers must deliver the ball underhand with an arc of 6 to 12 feet from the ground.

- The pitcher may stand from the front edge of the pitching plate up to 6 feet behind it, staying within its 24-inch width, with both feet in contact with the ground.

Face masks are not required but are highly recommended for safety reasons. The City of Mesa has pitchers masks available to borrow, just ask the site supervisor if needed.

Fouls and Strikes: Batter starts with a 1 & 1 count & has 1 foul to waste (with 2 strikes). A second foul ball with two strikes will result in an out.

Interference: Base runners must avoid interfering with the ball or any defensive player attempting to make a play

- Contact is not required for interference. Actions like arm waving/yelling may be interference. Result: Base runner will be called out.
- Sliding or running into a defender, especially past the base, will be considered out-of-control and a violation.
- If a runner is clearly out on a force play or chooses not to slide, they must give up the play and move out of the base path or the runner may be called for interference.
- This rule exists to protect all players and maintain safe gameplay.

Sliding: Allowed, NOT required. Runners must use caution and avoid contact with fielders.

- If a defender has possession of the ball, runners must slide, avoid contact, or give themselves up.
- Barreling into a fielder, with or without the ball, is grounds for immediate ejection.

Home Runs: A fair ball hit over the fence is an automatic home run. The batter and all base runners do not need to run the bases-runs are automatically awarded.

- Inside-the-park home runs do not count toward the team's home run total
- Once a team reaches its home run limit, any additional over-the-fence home runs will be ruled an out.
- In combined leagues, the lower division's home run limit applies. (e.g. B & C combined league follows the C rule of 1 HR per game.)

Division-Specific Home Run Limits:

- "A" Competitive Division: 5 HRs per game + the One-Up rule.
- "B" Intermediate Division: 4 HRs per game + the One-Up rule.
- "C" Recreation Division: 1 HR per game + the One Up rule.
- "D" Beginner Division: 0 HRs allowed; Any over-the-fence HR ends the inning & doesn't count.

Forfeits: If your team must forfeit, notify the Adult Sports Office at least 24 hours in advance of your scheduled game.

Failure to notify in advance will result in a \$50 forfeit fee to help offset umpire costs (note: this does not cover the full cost).

- The fee must be paid before your team's next scheduled game, or that game will also be forfeited.
- Forfeit payments can be made at the Adult Sports Office. Contact us for payment options.

Automatic Forfeits will be issued for:

- Insufficient players (fewer than 8)
- For the 2nd & 4th game of the night: game time = forfeit time
- For the 1st & 3rd games: 10 minute grace period before forfeit is declared
- Double Forfeit: If neither team has enough players, both teams are issued a loss-no makeup will be scheduled
- Use of ineligible, suspended, or non-rostered players
- Unsportsmanlike conduct before, during, or after the game

Forfeit limit: Teams with more than 2 weeks of forfeits in a season may be removed from the league without a refund.

Protests: Only rule interpretations may be protested--judgement calls cannot.

To protest:

- It must be before the next pitch to the next batter.
- Captains must notify the umpire, who will inform the opposing captain and record the protest on the official score sheet.
- All protests must be made in accordance with ASA/USA Softball rules.
- Ineligible player protests must be made before the end of the 3rd inning, to the umpire.

Courtesy Runner:

- Any eligible player may serve as a courtesy runner once per inning, except the pitcher.
- If the pitcher from the previous half-inning reaches base, they may also receive a courtesy runner of the same gender for that inning.
- The pitcher's courtesy runner doesn't count against the one allowed for the rest of the lineup.

Player Ejections

If a player is ejected during a game:

- The game may continue if the team has at least 8 eligible players remaining in the lineup.
- In coed leagues, if a female player is ejected, her spot in the batting order will be counted as an automatic out each time it comes up.
- The lineup is frozen after an ejection—no substitutions or additions are allowed.
- If the ejected player is a batter or base runner, they will be called out immediately, and the out may end an inning or the game.

Disciplinary Actions for ejected/ineligible Players:

- The ejected player will receive a minimum 2 week suspension from all City of Mesa sports leagues
- If police are called, the player will be suspended for the remainder of the current season and, if 4 or more weeks have passed, for the following season as well.
- Suspended players will also be banned from Gilbert, Scottsdale, Tempe, Queen Creek, and Chandler Adult Sports programs.
- The City of Mesa Adult Sports administrative team may impose longer suspensions based on the severity of the incident.
- Standings will be adjusted to reflect automatic forfeits, & the league coordinator's decision is final.

Player Eligibility Protests: Teams may protest a player's eligibility if they believe the opposing team is using an ineligible player (e.g. not on the roster or suspended)

To submit a protest:

- The protest must be made to the umpire before the end of the 3rd inning
- The protest must be clearly stated, and the umpire will record it on the official scoresheet

COED MODIFICATIONS

Coed Lineup:

- Teams may start with a minimum of 8 players and up to 12 players in the batting lineup
- Standard lineup consists of 10 players
- The batting lineup must alternate genders as much as possible.
- No 2 male batters may bat back-to-back. If this occurs, an automatic out will be recorded in the skipped female's spot.
- 2 females may bat back-to-back without penalty.
- If a team has extra female players, they should be added to the bottom of the lineup.
- Teams may bat up to 12 players in rotation, but both spots #11 & #12 cannot be male.

<u>Legal to Start Game</u>	<u>Legal to Start Game</u>	<u>NOT Legal to Start Game</u>
7 women - 3 men	5 women - 5 men	5 women - 6 men
6 women - 6 men	5 women - 4 men	2, 3 or 4 women - 6 men
6 women - 5 men	5 women - 3 men	
6 women - 3 or 4 men	4 women - 4 men	
	3 or 4 women - 5 men	

Incomplete 12-Batter Lineups:

If a team starts with 12 batters and cannot finish the game with all 12, the following rules apply:

- Female player/s who are injured or unable to continue, must be removed from the lineup and a substitute entered in her place.
- Female player is to be removed from the lineup and the vacant spot is declared an out every time it is skipped.
- Male player/s who are unable to continue (other than ejection) must be removed from the lineup and his spot will be declared an out the first time that position comes up in the batting order.

Coed Walk Rule:

- When a male batter is walked, whether intentional or not:
 - He is awarded second base.
 - The female batter following him must bat unless there are two outs.
With two outs, the female batter will have the option to bat or walk.
- For Men's league the batter gets one base.

Outfield Restraining Line:

- A restraining line will be marked 180 feet from home plate across the outfield
- All four outfielders must remain behind this line until the ball is hit or crosses home plate.
- If a fielder crosses the line too early, the result is a delayed dead ball. After the play, the offensive team's captain will choose one of the following:
 - Option 1: The batter is awarded first base; runners may advance only if forced.
 - Option 2: Accept the result of the play.
 - Exception If the batter safely reaches first base and all other runners advance at least one base, the play stands as-is and no option is given.
 - Example: Catcher Obstruction Rule (see ASA rule 8, section 1)

Commitment & Scoring Line (Home Plate Rules):

- In Coed a commitment line drawn at 20 feet from home plate along the 3rd base line.
- Once a runner crosses the line:
 - they cannot retreat or will be called out.
 - They must continue to the scoring line which runs parallel to the third base line.
- Runners must use the scoring line to score -not home plate
 - Sliding or touching home plate = out.
- The catcher may record an out by touching home plate while they have the ball.
- No rundowns are allowed between the commit line and home plate.

POST SEASON

Tournament: The **top 8** teams (based on win percentage) will qualify for a single-elimination postseason tournament.

- Championship game will be 7 innings or 60 minutes, whichever comes first
- It's possible tournaments may not be held on the usual league night or at your regular park. (only in cases where weather effected season length)
- In larger divisions, teams may be divided into multiple tournaments to accommodate competitive balance. (example: 12 team league)

Competitive Placement: The city of Mesa reserves the right to reassign teams to an appropriate division or classification in the best interest of the program and for fair competition.

Awards: Are provided to regular season champions and tournament winners

- Award types and quantity are determined by the Adult Sports Office

GENERAL SOFTBALL PLAY DEFINITIONS

Altered Bat: A bat is considered altered if its physical structure has been changed in any way. Any bat deemed illegal or questionable by umpires or City staff may not be used.

- **Penalty:** Any player caught using an altered bat will be suspended from all City of Mesa Adult Sports programs as well as neighboring cities/towns of Gilbert, Queen Creek, Scottsdale, Tempe and Chandler.

Illegal Bat: A bat with the ASA/USA softball certification stamp that is damaged (dented/cracked)

- **Penalty:** Batter is called out. Runners return to their previous base(s). Remove the bat.
- An illegal bat isn't the same as a non-approved or altered bat, which carry strict penalties.

Non-Approved Bat: Any bat without an ASA/USA softball certification mark is non-approved

- **Penalty:** If a player enters the batter's box with a non-approved bat, they are out.

Appeal Play: Is a play in which an umpire cannot make a ruling until requested by a manager, captain or player. The appeal must be made before the next pitch.

Base Path: A base path is an imaginary line, three feet on either side of a line between the bases.

Fake Tag: A form of obstruction where a fielder fakes possession of the ball in attempt to deceive or delay a runner

- Ruled obstruction by umpire

Interference: Is the act of an offensive player or team member, that impedes or hinders a defensive player attempting to make a play.

- Contact is not required for interference to be called.

Obstruction: A fielder impedes a runner without possession of the ball or not in the act of fielding.

- Contact is not required to be considered obstruction
- Examples: blocking the base path without the ball or delaying a runner's progress.

Courtesy Runner: One male and one female courtesy runner per inning is allowed (coed)

- The runner may be any player in the lineup
- If a courtesy runner's spot in the batting order comes up while on base, the runner is called out. A second courtesy runner or substitute is not allowed at that time.
- Courtesy runners do not have to be the same player if the batter bats twice in one inning.
- Use of a courtesy runner is optional
- In coed leagues the runner needs to be the same gender
- **PITCHERS will get their own courtesy runner that is in addition to this rule.**

Home Team: Bats last and keeps official score.

Catch & Carry: A legal catch followed by a defensive player carrying the ball into dead ball territory.

- Unintentional: One base award from last base touched
- Intentional: Two base award from last base touched

Fair Territory: The part of the playing field within and including the first and third base foul lines, extending to the outfield fence and vertically upward.

General Field Rule: “Out of play” is defined as the backstop extended past first and third base.

Infield Fly: A fair fly ball (not a line drive) that can be caught by an infielder with ordinary effort when 1st and 2nd, or bases loaded, with fewer than 2 outs.

- Result: The batter is out, ball is live, and the runners may advance at their own risk.

Field Specifications

- Bases 70 feet
- Fence 265 to 300 feet (varies, depending on park)
- Batters Box 3 feet X 7 feet
- Strike Pad 24”x 27”
- Pitching Distance 50 feet from home plate

One-Up Rule: Once both teams reach the home run limit, either team may hit one more home run than the opponent (go “one up”) until the bottom of the last inning.

- In the bottom of the final inning, the home team may only match the visitor’s home run total (not exceed it).
- If neither team has reached the home run limit by the last inning, the home team may still hit up to the limit

Pitching Arc Rule: The ball must be pitched with a clear arc between 6 & 12 feet from the ground.

- Pitchers may stand up to 6 feet behind the rubber, remaining within the 24-inch width.

Run Rule (Slaughter): A game will end early if one team is ahead by:

- 20 runs after 3 innings
- 15 runs after 4 innings
- 12 runs after 5 innings

Strike Zone: Any part of home plate or the strike mat, if the pitch meets the required arc (6-12 ft).

Substitution Rule: 1 re-entry is allowed per player (starter or substitute).

- If a team is short due to injury, an ineligible-to-reenter player may be used if no other legal substitutes are available.
- The replacement must bat in the injured players spot.

ADULT SPORTS CODE OF CONDUCT

Every person (staff, player, fan, etc.) is required to show good sportsmanship. Each person is responsible for their actions whether they were provoked or were the ones provoking. Some forms of unsportsmanlike conduct will warrant automatic ejection. Abusive and/or vulgar/foul (swearing) language will not be tolerated. Two reprimands or warnings to an individual or team for unsportsmanlike conduct will warrant automatic ejection of said player, team, fan, etc. from park premises. A third reprimand to any other member or player, fan of said team will warrant termination of game with said game to be forfeited to opposing team. Ejections may also occur without an official warning and may be carried over to future seasons.

Any person ejected from a game will be suspended for a minimum of one week (depending on the nature of the altercation) from all City of Mesa Sports leagues, including kickball, volleyball, and softball. This suspension is in addition to the game/night in which the player was ejected and includes probation for the remainder of the season.

A second offense will constitute being suspended from the remainder of the season (depending on the altercation). If a player receives a second offense on or after the fourth week of play, then he/she will be suspended for the entire next season.

Managers may submit a written statement regarding the incident. Written statements will be accepted within 24 hours of the game time. Phone messages won't be accepted in place of a written statement. Please email statements to adult.sports@mesaaz.gov.

No person shall:

- Threaten another person.
- Lay a hand upon, shove, or strike another person.
- Be guilty of objectionable demonstrations of dissent at umpire's decision.
- Refuse to abide by officials' decision.
- Be guilty of physical attack upon any other person including but not limited to spitting and damaging property.

Any person ejected from a game must leave the gym/field immediately. Refusing to leave is considered trespassing and may have the suspension extended and police called.

The Adult Sports Code of Conduct applies to all players, managers, and spectators. Penalties may be applied on an individual and/or team level. This code becomes effective as soon as individuals arrive at the facility and remains in effect until the individual leaves the facility.