

" WELCOME "

To Time Warner Cable Park, the finest sports complex in the Southwest. Our park is a privately operated complex opened since November 1991.

In this "Park Policy and League Rules Guide" we have attempted to inform you of items of importance concerning park policies, as well as answer commonly asked questions about rules for playing softball in our leagues. These rules were developed for benefit of the majority of teams who play in our leagues. Several game playing rules are covered, superseding rules in the ASA rule book.

Please read this guide carefully and completely, to fully understand its contents and how it will benefit you and your teams throughout the many seasons you may spend at Time Warner Cable Park.

REVISED JANUARY 2009

PARK POLICIES AND LEAGUE RULES

1. **PARK ADMISSION:** All players and spectators age 12 and older pay \$1.50 upon entering the park. Children under the age of 11 are admitted free.
2. **FOOD AND BEVERAGE:** No food, beverages or containers (except personal water bottle) may be brought into the park.

Please note: City ordinance prohibits the consumption of alcoholic beverages in a retailer's parking lot. Therefore, **tailgate parties** at Time Warner Cable Park are **not allowed.**

3. **WEATHER AND MAKE UP GAMES:** If managers or players are uncertain of field conditions call the weather line at (210) 491-6688 for updated information. If a rainout occurs, during any season, games will be rescheduled to make-up any and all games within the season. If double header games are in play, players will be scheduled to make-up 2 extra games within the season. If this is not possible, the games will be rescheduled on a weekend or another night of play. 1st choice same day of week that you now play; 2nd choice Monday(s) that may be open; 3rd choice Sunday(s) that may be open; 4th choice any other day of the week, including Saturday, that may be open.

Managers are responsible for informing team of make up games.

Managers make sure all team members are given weather line number

WEATHERLINE # 491-6688

4. **GAME TIME SPECIAL REQUESTS:** Time Warner Cable Park's Sports Director will make every effort to accommodate team requests for special game times in writing only. Please be aware that all requests cannot always be granted, due to multiple request being made by many teams, seasons being shortened due to rain-outs and team requesting opposite times from that of other teams (example-one league team request late games while another team in the same league requests early games). There will be a \$50 rescheduling fee for any schedule changes not requested before the start of the season.

5. **PLAYER FEES:** All league fees must be paid by the 2nd week of scheduled play, unless prior arrangements are made with The Sports Director. Teams who fail to pay as required or agreed will be dropped from the league with no refunds.

2nd Night Discount: Players that play on more than one team in the same season, and are on both team rosters will receive \$10 off one of the teams. It is the manager's and/or player's responsibility to inform the office staff of the discount prior to paying. There will be no refunds or credits for 2nd night discounts after payments are received.

6. **ROSTERS:** To be eligible to play on a Time Warner Cable Park softball team, players must be on the team roster for that night. Teams must have 60% of original players to take the field. Players caught playing on a team without being on the team's roster will be declared an illegal player and will be ejected from the park for that evening. The manager of the team who allows an illegal player to play will be warned on 1st offense. A 2nd offense will be cause for suspension for the remainder of the season. A

3rd offense team will be dropped from the league without a refund. The position in batting order of any player removed from the game by park officials will become an automatic out for the remainder of the game. All rosters must be turned in by the first game. Changes to the roster can be made prior to the start of the fourth game.

- 7. ELIGIBILITY: There are no residency restrictions for players wishing to play in Time Warner Cable Park's private leagues. Players may also play on as many teams as they wish providing that they stay in the same classification and play in a different league. Teams may play as many nights as they wish providing they play in the same classification, (i.e. Men's D players may not play on any E team). Women are not allowed to play in men's leagues. Minimum age of 18 required to play in our leagues. Age 17 may play in our league with consent from a parent. (Consent form must be turned in with a roster.)**

Any players classified as Major, A, or B are ineligible to play at any of Time Warner Cable Park's leagues (including Men's D). Any team caught carrying any of these players will forfeit the game, and be dropped from the league with no refunds. Umpires have the right to question any player's classification and request that he/she be dropped from the league if found reasonable. Any team that is enrolled in any league that they are overqualified for will be dropped from the league with no refunds, at the discretion of the Sports Director and/or Assistant Sports Director.

Illegal Players - Illegal players are players playing on a team without being on that team's roster. Illegal players will be ejected from game if caught by park officials. If caught by opposing team the illegal player will be ejected from the game and the game can be forfeited at the team's

request.

Team managers that are repeat offenders will be handled in a case by case basis. Players who are caught playing a pick up game on a night without being on a team roster for that evening will be banned from the park for ten (10) weeks.

8. **COMP TEAMS:** *Comp teams must submit a roster to Time Warner Cable Park one week prior to the start of the season. All players on the roster must be currently employed by the company that is Time Warner Cable Park's sponsor. The only exceptions to this rule are spouses of company employees. If a comp team is caught using any illegal players (non-employees) it will be dropped from the league and face suspension.*
9. **PLAYERS UNIFORM CODE:** *There are no matching uniforms, shirts, pants or caps requirements for Time Warner Cable Park Softball Leagues. However, because of the park's family atmosphere it is required that all clothing apparel be of good moral appeal. Also, for the safety of all players, NO METAL CLEATS ALLOWED!*
10. **SOFTBALLS:** *All softballs used during Time Warner Cable Park private leagues and tournaments must be purchased at Time Warner Cable Park's office and reflect the park's official logo. Two red stitched .44 core playable balls with the logo must be presented to the home plate umpire at the pre-game conference by both teams. Men's teams will use 12" balls while coed teams will use both 12" (for men) and 11" (for women). The umpires have the right to declare any ball unplayable if the official logo is not readable and/or the ball is unsafe due to its color.*
11. **PERMANENT LEAGUE SCHEDULES:** *Time Warner Cable Park will call the team managers three days prior to their*

1st and 2nd day of scheduled games for game times. Permanent league schedules will be available the 2nd week of league night. Schedules may be printed from the park's website: www.theparkonline.com.

12. **TIME LIMITS:** Time Warner Cable Park games will have a 55 minute time limit. If a game is tied at the end of the seven (7) innings, the 59 second rule will revert to a one (1) pitch format (3-2). To prevent teams who are ahead in a game from prolonging or some cases, delaying games, a new inning will not start with 59 seconds or less on the game clock at the time of the third out.
13. **SCOREKEEPING:** The manager or a team representative must submit a line-up card with all player's full name, to the home plate umpire. Time Warner Cable Park umpires will be responsible for the official score recorded on the scoreboard. It is the manager's responsibility to confirm the score between each inning. If there is a question it must be resolved with the umpire prior to the start of the next inning or the score stands as is. Managers must verify score, by initialing the scorecard after each game.

***Managers please check for correct score before signing umpire card. After umpire cards are initialed and turned in to the office, scores and winners will be final. Time Warner Cable Park will not change the score and/or winning team. Again, it is the manager's responsibility to verify score and winning team before initialing the scorecard.**

14. **DUGOUTS:** Please note, home teams are listed first on the league schedule. Home teams will occupy the third (3rd) base dugout. Only managers and players are allowed in

the dugouts. They are required to stay in the dugout or outside the dugout behind the adjacent fence while the game is being played. NO DRINKING OF ALCOHOLIC BEVERAGES DURING THE GAME IF LISTED ON THE LINE-UP CARD (INCLUDING SUBS). NO ALCOHOLIC BEVERAGES OF ANY TYPE ARE PERMITTED IN THE DUGOUT AT ANY TIME. Offenders will be handled on a case by case bases. Being outside the dugout, unless playing on defense, batting, being on deck, base running or base coaching will be an automatic "out" after one (1) team warning by the umpire.

- 15. FORFEITS:** *Teams may start with as few as six (6) players with no penalty. Coed teams must start and finish with at least three (3) men. Coed teams can play with more women than men but not more men than women. Teams may add additional players at the bottom of the batting order until they reach the regulation limit. First scheduled game of the night has an automatic ten minute grace period.*

Teams that forfeit two (2) weeks in a row will be dropped from the league, with NO REFUNDS.

- 16. SUBSTITUTIONS:** *All substitutions must be reported to the home plate umpire. Starting players may leave and re-enter the game once, but in the same batting order. Players re-entering the game illegally will be ejected from the game.*

- 17. RUN RULES AND COMPLETED GAMES:** *In the event a team is ahead of its opponent by 25 runs after the 2nd inning, 20 runs after the 3rd inning, 15 runs after the 4th inning or 10 runs after the 5th inning, the game will be called an official or completed "run ruled" game.*

Games not considered official, including any rain-out

games will be rescheduled from the beginning.

If a team who is ahead uses tactics deliberately designed to delay or hasten the game, after a warning by the umpire, the game will be forfeited.

***Note: Remember, a new inning will not start with 59 seconds or less on the game clock.**

- 18. PROTESTS: Rule interpretation by umpires and illegal players may be protested.**

Rule Interpretation - Judgement calls cannot be protested! (i.e. strike zone). However, playing rules, as interpreted by the umpires may be protested. To file a protest the offended coach, in a professional manner, must report the intent to protest to the home plate umpire. The protest must be made before the next pitch, intentional walk, or before all fielders have left fair territory. The home plate umpire will then record the protest on the scorecard. A \$20.00 fee in cash must accompany the protest.

Any player who is illegal must be protested by the opposing manager before the end of the 2nd inning from point of entry. Any player who leaves a game in order to play on a different team will result in an out on the batting line-up.

When a player is protested the umpire will ask that player for a picture ID and advise the office staff of the protest. The player has ten (10) minutes to produce the picture ID, while the clock continues to run. If the protested player has left the playing area to get their picture ID and is due to bat, their turn will be an out. When produced, the player's picture ID will be compared to the team roster. If the name is not on the roster or if the player cannot produce a picture ID, the illegal player(s) will be ejected.

19. **COED LEAGUES:** As previously stated, under "FORFEITS", coed teams must start and finish with at least three (3) men. Coed teams can play with more women than men but not more men than women. If a team has 6 girls and 5 guys and would like to bat 11, it must be OK'd by park management and opposing team.

The coed team batting order must alternate by gender. Coed teams may have a twelve (12) player batting order (1 male and 1 female designated hitter). Any ten (10) players with at least three (3) but not more than five (5) male players of the twelve (12) may take the field defensively each inning. If a male batter is walked, intentionally or not, he is awarded 2nd base. (you still must touch 1st base.) The following female batter has the option to hit or walk until one (1) pitch is thrown.

COED INJURY RULE ONLY:

AS AN EXAMPLE

If a coed team has the same equal gender and a female gets injured and has to leave the game and there are no subs, then the team has to remove the next male batter in the line-up, and there will be no outs in the line-up. They can play with 8 players.

If a legal female sub shows up, then she is allowed to go into the injury position and the male that was pulled or legal sub will be allowed back into his starting position.

If a male gets injured with equal gender and there is no sub, there will be no penalty.

Defensive positioning is at the coach's discretion and need not alternate by gender.

20. HOME RUNS:

MEN'S: SUPER LEAGUE - UNLIMITED

CLASS C - UNLIMITED

CLASS D - 7 (EXCESS HR END THE INNING)

CLASS E - 1 (EXCESS HR END THE INNING)

COED: CLASS D WOMEN - UNLIMITED

MEN – 3 (EXCESS HR END THE INNING)

CLASS E WOMEN – UNLIMITED

MEN – 1 (EXCESS HR END THE INNING)

21. MEN'S SLOW PITCH ONLY: Runners may advance when the ball reaches home plate, or if the pitcher has the ball and is not in the vicinity of the pitching plate.

- 1). If a runner stops or is clearly not advancing when the catcher releases the ball to the pitcher (who is in the vicinity of the pitchers plate) and the pitcher catches the ball, the play is ruled dead and all runner(s) are returned to last base legally touched.**
- 2). If the pitcher does not catch the ball or have possession of the ball while in the vicinity of the pitcher's plate, the ball remains live and the runner(s) may advance.**
- 3). Runners may not advance if the pitched ball hits the batter, the ground before reaching the front edged of home plate, or home plate. The ball is dead and a ball is awarded to the batter.**
- 4). The pitcher may cover any base on an attempted put out and if the play is being made on a runner off the base, the ball remains live.**
- 5). The above will apply for both legal and illegal**

pitches.

6). A pitched ball that hits behind home plate and strikes the umpire, or a thrown ball by the catcher that hits the umpire, remains live and runners may advance.

22. When a fielder not in possession of the ball, or not in the act of fielding a batted ball impedes the progress of a runner or batter-runner who is legally running the bases.

Removing “about to receive a thrown ball” will not allow players to block a base or home plate without the ball. As one coach so aptly stated, after this ruling was approved, rather than teach to block the base, catch the ball and then apply the tag. I will now have to teach to catch the ball, block the base and then apply the tag. Obstruction should be ruled if the fielder blocks the base without the ball.

23. PITCHING: Batters start with a 1-1 count. The 2nd foul ball after the 2nd strike is an out. After pitcher presents ball he/she must make one fluid motion passing the hip in a forward motion one time then pitching the ball. Pitching is 6ft from the ground and no higher than 12ft from the ground.

24. TIES IN STANDINGS: If two (2) teams are tied for 1st or 2nd place only, the results from their head to head game(s) will prevail. If more than two (2) teams are tied then the run differential between those tied teams will determine the winner. The team with the highest number of plus (+) runs is the winner. If one team has beaten all others in the tie, that team wins regardless of the run differential.

25. MANAGER'S RESPONSIBILITIES: Time Warner Cable Park considers the team manager responsible for the conduct of his/her players and spectators.

On questionable game situations or calls, the umpires will only talk to the team manager who conducts himself/herself in a professional manner. If a manager feels his/her team is not being treated fairly by umpires in a game, they must inform a park manager immediately.

Ejections - Any manager or player that uses profanity will be ejected from the game after one (1) team warning by the umpire. Flagrant use of profanity will be an automatic ejection without a warning. Any manager or player that touches or bumps an umpire (accident or deliberate) or charges, verbally abuses or commits any other unsportsmanlike act toward an umpire or anyone participating in the game will be ejected without warning. Some unsportsmanlike conduct ejections and most umpire touching/bumping ejections carry a permanent or lifetime suspension. Therefore, managers and players need to control their emotions and tempers and be aware of the serious consequences of undesirable behavior in our park. Any manager or player, who gets three (3) ejections, for any reason, during a calendar year, while participating in any activity at Time Warner Cable Park, will be suspended from the park for one (1) year. This means the suspended person will not be allowed in the park under any circumstances until one (1) year from the date of his/her 3rd ejection. Suspended managers or players will forfeit all fees already paid. This means, no refunds!

***All policies and rules not specifically covered in this guide or in the official current ASA rule books will be ruled on by Time Warner Cable Park Softball Director,**

Umpire-In-Chief or Night Manager. All decisions will be final!

- 26. MISCONDUCT: Unfortunately in past seasons, a small number of softball participants have engaged in abusive and disruptive behavior - These types of activities diminish the experience and safety of the majority of our players. We have asked our umpires and night managers to strictly enforce the "Player's Code of Conduct." This will be a "ZERO TOLERANCE" approach in an effort to keep a few from diminishing the experience of many.**

Misconduct towards any Time Warner Cable Park Employee: Any verbal or physical threats towards any employee will result in an automatic one (1) year suspension and/or life suspension under discretion of the Sports Director and/or Assistant Sports Director.

Examples of disruptive conduct/penalties include:

Fighting – Immediate ejection from the park and suspension for the remainder of the season and/or the entire year.

Trash Talking To Opponents/Umpires: Ejection from the game and suspension for the remainder of the season.

Heckling by Spectators: Ejection from the Park for the night, the remainder of the season and/or the entire year.

Please inform your players and fans of this new policy. We regret having to enforce such strict rules on our players/spectators, but Time Warner Cable Park is a family oriented facility and each of you deserves to play in a safe and comfortable environment.

27. Effective January 1, 2008, bats of the following models are no longer allowed in ASA Championship Play:

