



CITY OF KERRVILLE
PARKS & RECREATION DEPARTMENT
SOFTBALL PACKET & BY-LAWS

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Revised 2014

General League Information – 2014

League Offered:

Men's Open

Registration:

\$400.00 non-refundable to be paid in full on or before the last day for registration. Register at the Parks & Recreation Department Headquarters or online. Any team registering after the last day of regular registration will be assessed a late fee of \$25.

Mandatory Manager's Meeting:

This meeting will be held the Friday before the first game of the season at 5:30pm at the Kerrville-Schreiner Park Recreation Hall. Teams must have representation at the meeting, with a maximum of two (2) reps per team. Failure to attend the meeting will result in disqualification to participate in the league.

Schedule:

Format will be a 10 game season with an optional post season tournament.

If deemed necessary, bats may be supplied and required to be used during league play.

Spring League Games Begin:

Monday, March 10, 2014 at Singing Wind Park.

Game Days / Times:

Monday-Wednesday at 7:00 p.m., 8:00 p.m., and 9:00 p.m.

CITY OF KERRVILLE PARKS & RECREATION DEPARTMENT
SOFTBALL BY-LAWS

JURISDICTION AND GOVERNING RULES

1. Managers and players of teams shall at all times be under jurisdiction of the Parks and Recreation Department in all matters pertaining to the rules, eligibility, conduct and schedules. The Parks and Recreation Department designee is herein considered as Commissioner of the League.
2. USSSA rules will govern all League play except when contradicted by local by-laws herein.

OFFICIALS

3. Officials have complete charge of the games as outlined in the USSSA Slow Pitch Playing Rules and local softball by-laws.
4. Officials also have the jurisdiction to stop any unsportsmanlike conduct of players, coaches, manager or anyone on the field. If such conduct continues, the offender(s) will be asked to leave the grounds. If the offender does not comply within two (2) minutes, the officials will declare a forfeit.

ELIGIBILITY OF PLAYERS

5. All players must sign the appropriate rosters (and parent permission form if applicable) BEFORE the first game. All paperwork is due at the Parks & Recreation Office. Paperwork WILL NOT be accepted at the field. Final rosters are due the day of the third game. If a final roster is not submitted due to any changes, the first roster will be considered the final. **No players may be added after the third game. Teams caught using players not on active roster will subsequently be forced to forfeit any game or games that player has been used in. No exceptions to this rule, so don't ask.** Maximum of 20 players per roster. A mandatory Manager's meeting will be held prior to the start of the league. Teams must have representation at the meeting, with a maximum of two (2) reps per team. Failure to attend the meeting may result in disqualification to participate in the league.
6. Released Player - Any player can change from one team to another, being eligible to compete fourteen (14) calendar days after a release card has been signed by the Manager of the team which he / she was a member.
7. Disbanded Team - If any team disbands after the first round, the eligible players of a disbanded team shall be considered the same as a released player.
8. All players younger than eighteen years of age shall have a parental permission form signed and on file with the Parks and Recreation Office before participating in League or Tournament play. It shall be the team coach's responsibility to report such players to the Parks and Recreation Department. Minimum age for a minor to play on a City League team is sixteen (16) years of age.

PLAYER EQUIPMENT

9. Metal cleats are not allowed on the fields at all. Players may wear tennis shoes or rubber or plastic turf-type cleated shoes.
10. **Jerseys** - Game jerseys must be the same basic color and trim, with numbers permanently affixed. **NOT TAPED.** (USSSA rule 2-10-A) Numbers must not exceed two (2) digits and must be a minimum of 6 inches high on the back of the jerseys. Duplicate numbers are not allowed. Numbers 0 and 00 are legal. A player without a matching jersey is considered an ineligible player. If a player without a matching jersey is allowed to play, it must be by mutual consent of team managers and umpires (4 people). Once this consent is given and the first pitch has been let, there can be no protest regarding this matter. Players must make every effort to play dressed as a team each game. **Game jerseys need to be worn from the first night of games.**

11. **Official Ball** – Teams will furnish a 12” game ball, which is USSSA, ASA, or other national softball authority approved. 12” balls must be stamped “Classic M” or **“Classic Plus”** if USSSA approved. Any 12” ball certified by an organization other than USSSA must have .40 COR and 325 compression clearly marked on the ball. In addition, all balls must be “Optic Yellow” in color. Balls can be rated lower than COR 40.

If the umpire cannot read this information on the ball, it will be replaced. Balls will be in good and playable condition, regardless of stitching color, and the Umpires’ judgment will be final. If an umpire suspects a ball has been modified in any manner, including restitching a cover onto a higher COR ball, the ball may be confiscated and sent to USSSA for testing. If the ball is found to have been modified, the team will forfeit all games played to that point, dropped from the league, and forfeit all monies paid for team and individual registration. Please see the USSSA 2012 Rules & By-Laws.

Bat - Please refer to the USSSA 2014 Rules & By-Laws. Visit www.ussa.com for approved equipment. If deemed necessary, bats may be supplied and required to be used. Bats will be visually checked prior to each game. **Damaged, dented, overly worn or those showing signs of potential tampering will not be allowed in the game. Only bats checked prior to game time will be allowed. Any player bringing a bat out of the dugout during the game will be ejected.**

Bats will be stacked by, or hung on the fence near the dugout. Teams are responsible for keeping bats in close proximity. A live ball contacting a bat in close proximity will be declared dead with no further penalty. Runners must return to last base touched.

1. If a pitcher is struck with a batted ball and, in the judgment of the umpire, did not have time to react, the bat will be confiscated and sent to the regional USSSA director for **testing**. All sections of Rule 2-2 of the USSSA rule book will be applicable
2. Headwear - Plastic visors are not allowed.
3. Jewelry - All exposed jewelry must be removed or taped. If the umpires can see it, it must be removed. The only exception is a flat band wedding ring. However, **WEAR A BATTING GLOVE OR TAPE THE RING**. If jewelry is noticed in the field, player will be sent to the dugout with no substitute and game will not stop. Once jewelry is removed, player may resume field position.

CONDUCT OF GAMES

4. Home team will be determined by a flip of the coin prior to each game.
5. All games will be seven (7) innings or 55 minutes in length, with the Home team batting last. **UNLESS THE FOLLOWING OCCURS:** 1) After five innings either team is behind by (15) runs or 2) after four innings either team is behind by (20) runs or 3) after three innings either team is behind by (25) runs.
6. All leagues will play with three (3) home runs (**untouched** over the fence). **All subsequent such hits will be declared an out.** The batter and runners will all advance one base when a home run is hit.
7. In the event the score is tied after seven (7) complete innings or time has expired and an inning has been completed, all subsequent innings will be played using a ONE-PITCH format. In this format, a ball hit foul will be deemed a dead ball out.

WEATHER CALLS

8. In the event of rain, five (5) complete innings will be considered a completed game, four and one-half (4 ½) innings will constitute a game, provided the home team is ahead.

9. Rained out games will be rescheduled as notified, with the first available weekday but may include Fridays or weekends. League make-up games will have preference over any tournaments. Any teams that cannot re-schedule will be considered a forfeit.
10. If there is any doubt as to whether a game is cancelled due to weather, ONLY MANAGERS OR COACHES shall call the Parks and Recreation Office **AFTER 3:00 P.M. the day of the game. ONE DESIGNATED PERSON IF MANAGER IS UNAVAILABLE. If you call before 3:00 p.m., you will be told to call back later.** The Team Manager or designee is responsible for notifying their team members of any cancellations or changes. If excessive phone calls from team members other than the Team Manager or designee occur, teams could face suspension.
11. Only umpires or PARD staff have the authority to cancel softball games at game time due to inclement weather. The judgment of an umpire on whether to play or cancel the game is final and may not be protested.

EVERY ATTEMPT WILL BE MADE TO PLAY THE SCHEDULED GAMES IN A SAFE ENVIRONMENT.

GENERAL GAME CONDUCT

12. Line-up must be turned in to the umpire a minimum of ten (10) minutes before the scheduled game and line-up will become official upon player actually participating.
13. All Managers / Coaches are responsible for reading and knowing the rules and by-laws.
14. Games will not be scheduled to accommodate individuals playing in more than one league.
15. All players must remain in the dugout area during games when not up to bat. This is a safety measure.
16. No one under sixteen (16) years of age will be allowed in the dugouts before or during games. Dugouts are for players, bat persons, team scorekeeper and sponsors only.
17. There will be no activity on the game field prior to game time.
18. Any team forfeiting five (5) games will be removed from further league play. All fees will be forfeited as well. The team will not be eligible for post-season tournament play.
19. The League Champion will be determined by a playoff game, if necessary, at the end of regulation play

PLAYER CONDUCT

20. The person who attended the pre-game conference will be the only team representative who may approach the Umpire concerning rule interpretations on a call. Umpire's jurisdiction shall begin when they enter the field of play before the first game of the evening and shall continue until they leave the field after the last game of the evening. Unsportsmanlike conduct observed at any time during this period will be treated the same as if it occurred during the playing of a game.
21. All protests must be made by the Team Manager or designee who attended the pre-game conference. Any protest must be made to the Umpire at the time of play in question (protest will be recorded) and must be followed by a written protest to the Parks and Recreation Department within one (1) business day (8 a.m. to 5 p.m., Monday - Friday) after the game has been played. Protests must be typed (via e-mail preferred). The following must be included in the protest:
 - The term "Protest" must be clearly stated in the subject line
 - Team name

- Protestors name
- Game date and time
- field #
- The umpire the protest was reported to
- Reason for protest

If this information is not provided, illegible or unclear, the protest will not be considered. A twenty-dollar (\$20.00) fee must accompany the written protest. Eligibility protests are made directly to the Parks and Recreation Department. The fee will not be refunded.

22. Any player who has been suspended from League play for any reason, and who has not been reinstated, shall be considered as an ineligible player until he / she is reinstated by the Commissioner. A player who is suspended from league play will not be allowed to assist his / her team from the dugout area or coach's box.
23. All appeals and questions of eligibility shall be presented to the Parks and Recreation Office within three (3) business days of the last game of the regular season for questions pertaining to that season, or three (3) business days of the last game of a tournament, if pertaining to the tournament. After this, all games won or lost will stand as previously played.
24. Any player found playing with two teams in the same league will be suspended for a period of fourteen (14) calendar days. At the end of this period the player in question may choose with which team he / she desires to play. If the player is found playing before the suspension period is over, he / she will be removed from any further League play.
25. Any player under an assumed name will be automatically suspended from League play for the remainder of the season.
26. If, in the judgment of the Umpire, a player slings or throws a bat or equipment in a severe manner in disgust with an Umpire's call, with other team members, or with themselves, that player will be ejected from the game. There will be NO WARNINGS for slinging or throwing a bat or equipment in this manner.
27. Any player, who strikes an Umpire or individual, uses physical violence, acts fraudulently or uses profanity will be ejected from the game until a proper hearing is held with the violator in attendance. The commissioner's decision will be final. All such action will be forwarded to the State Commissioner of USSSA for further action, which can result in suspension of from one year to lifetime.
28. If any player or coach is ejected from a game, that player or coach must leave the premises within TWO (2) MINUTES or their team will be subject to forfeit. That player is automatically suspended from his / her next scheduled game. Length of suspensions or penalties not set out herein will be determined by the Commissioner of the league based on severity of the infraction.
29. If, after a ball game, a player(s) pursues an official for the purpose of complaining about calls, making profane or derogatory gestures or remarks about how the official has officiated the game, that player(s) will be suspended. Officials have been instructed to obtain the name(s) of the player(s) involved in this type of poor sportsmanship. A player who refuses to give their name or gives a fictitious name will cause the entire team to be suspended.
30. Failure to comply with any of the Rules, By Laws or ordinances may result in forfeiture of the game, individual or team suspension up to and including life term. The umpire has complete authority to forfeit a game due to in compliance. The Parks & Recreation Department will determine suspension status.

CITY ORDINANCE

31. Prohibits anyone disrupting a city organized function by fighting, using profanity, etc.
32. The sale, use, consumption or possession of any alcoholic beverage is prohibited inside Lytle Park, Carver Park, and Singing Wind Park within 50 yards of the playing field boundaries from 30 minutes before, during, and until 30 minutes after any regularly scheduled game (including tournament games) of little league, junior girls league, church league, and any city-sponsored softball league. As used in this section, the term "little league" includes T-ball, minor league, major league, junior league, and senior league.
33. Prohibits smoking in all city parks.
34. Prohibits glass containers in City parks or recreation areas.
35. States that every person in charge of a dog or other animal is responsible for restraining that dog or animal at all times. The animal must be within a fenced enclosure, on a chain or on a leash.

Please visit our website at www.kerrvilletx.gov for a complete list of ordinances.



**City of Kerrville Parks and Recreation Department
Adult Softball
Participant Release and Waiver of Liability**

WAIVERS MUST BE TURNED IN TO THE PARKS AND RECREATION DEPARTMENT BEFORE ENTRY INTO THE FIRST GAME.

In consideration of my participation in the City Adult Softball league activities, practices and games, hereby grant the Kerrville Parks and Recreation Department the right to record, broadcast, and otherwise exploit in any and all media my performance in the City Softball League and to use my name and likeness, voice, and biographical information concerning me in connection herewith.

I assume all risks associated with my participation in the City Adult Softball League and on behalf of myself and heirs, executors and administrators, in consideration of my participation in the League, I hereby waive all claims against and release and hold harmless the City of Kerrville, its agents and employees, upon whose property the event will take place, from and against any and all claims, damages, liabilities, causes of action, losses, costs, and expenses, including reasonable attorney's fees, arising out of or in connection with my participation in the City Adult Softball League, including without limitation, death, any personal injuries or loss of, damage to or loss of use of property, which I may incur as a result of my participation in the City Adult Softball League, including any death, personal injuries or loss of, damage to or loss of use of property which may be the result of negligence on the part of the City of Kerrville.

I warrant that I am of legal age and that I have read and fully understand the foregoing terms. (If not, parent or guardian must sign and complete the additional waiver.)

PRINTED NAME	SIGNATURE	DATE	T-SHIRT SIZE
1)			
2)			
3)			
4)			
5)			
6)			
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