

**CITY OF RINCON RECREATION DEPARTMENT  
GENERAL RULES AND INFORMATION  
2003 BASEBALL – SOFTBALL SEASON**

**1. GAME TIME IS FORFEIT TIME.** A CRRD official will make the decision on whether the field is acceptable for play. Once the first game begins, the decision is transferred to the Head Umpire on the field for all remaining games.

Note: If the Master schedule differs from the individual league schedule then we go by the individual schedule.

**2. POLICY OF INCLEMENT WEATHER.**

A. Games stopped in progress will be considered completed if more than half-way through the game.

B. Games called before halfway will be started from the point where the game was stopped. Umpire must document stopping point in both scorebooks.

C. Games not started will be rescheduled if possible.

**3. TIED GAMES.** Games that are tied at the end of regulation play (full 4 to 7 innings) or at the end of the time limit or end of rain out, when game is more than half-way complete, will be required to play one full extra inning, unless inclement weather prohibits further play. Inclement weather games will be played at a later date. All other games still tied at the end of the extra inning will remain a tie and the two teams will each be credited with  $\frac{1}{2}$  win and  $\frac{1}{2}$  loss.

**4. HOME TEAM SCOREBOOK IS THE OFFICIAL BOOK.** CRRD requires each team's scorekeeper to sit together and check with each other at the close of each inning to confirm score. Protests against scores will not be allowed unless the scorekeepers are sitting together.

**5. PROTESTS.** All protests, except over age players, must be verbally filed with the umpires at the time of the infraction and documented in BOTH scorebooks. All protests are to be brought to the attention of GEORGE FOLEY, DIRECTOR by the end of the next working day. The protest must then be put on a CRRD protest form along with a protest fee of \$ 50.00. This form and fee is to be submitted to the CRRD office within 72 hours of the verbal protest. NO FORM, NO FEE, NO PROTEST. If the protest is successful, your money is returned, unsuccessful your money is retained.

A. All protests concerning over age players or rules must be reported to CRRD within 48 hours.

B. Disputes on must play rule must be reported directly to Game Supervisor or Director. CRRD will handle the situation with the coach in question.

Most must play situation can be handled by coaches informing the other team that one of their players needs to get their innings in.

C. (Midget boys and Junior Boys only) If you use your pitcher more than the allowed inning per week. The game at question if scorebooks are properly noted could result in a forfeit. Be aware of this ahead of time and communicate with the other coach to let them know if they are close to this situation.

6. **ONLY ONE CRRD.** A player may play on only one CRRD team.

7. **LATE PLAYERS.** If a player is late, but show up before the end of the 2<sup>nd</sup> inning, he must play his full time.

8. **PLAYERS MOVING UP AN AGE GROUP.** A player may move up to another age group, providing they are in their last year of the other age group. EXAMPLE: an 8 year old may move to mites, and a 10 year old to midget, and etc.

9. **COACHING MORE THAN ONE TEAM.** A coach can be associated with more than one team provided they do not neglect the team of which they are head coach. If we find that you are neglecting your team, you will be suspended for one year. Example: This means if the team of which you are head coach on and you are in last place and the team which you help has a game and they are in first place, you should be at the game where you are head coach. NO EXCEPTIONS.

10. **DELAY OF GAME.** Because all games are on strict time limit, please encourage your team to hustle on and off the field. The umpire will inform each scorekeeper the starting time, they will write it in their scorebook.

11. **MUST PLAY RULE.** All leagues have the must play rule and coaches are required to abide by them. CRRD's teams are kept to a reasonable number, so the must play rule should not be a problem. If a child has failed to attend practice regularly or has an attitude problem (such as not listening, think they know everything, back talking, etc.) they will not be required to play that child in that game. The coach must contact GEORGE FOLEY, DIRECTOR with the name of the player and the reason for not playing them. If approved by the director, the coach must tell the opposing coach and the umpire the name of those not playing. **MUST PLAY RULE IS NOT A CONCERN OF THE UMPIRE, IT IS A CONCERN OF CRRD.**

12. **UMPIRE'S JUDGMENT CALL.** An umpire's judgment call CANNOT BE protested. Example: Balls & strikes, fair & foul ball, force out and tag outs. Please understand that the umpires have complete control. If an umpire forfeits a game, the game is over. This is a judgment call.

13. **PARENTS & FANS BEHAVIOR.** The coaches are responsible for and should control their parents and fans. If you have a problem you cannot handle, please inform the Director or Game supervisor who will be at all games.

14. **RULE INTERPRETATION.** A rule interpretation by an umpire can be protested if you think they were wrong. You must protest the exact moment it happened. Also document in each scorebook. Reminder: If in doubt – protest at time it happens. The best way to take care of this is to call a conference with the umpire. The problem may be able to be taken care of peacefully.

15. **PROFANITY.** No profanity will be allowed. Umpires will especially guard against remarks between opponents on the field.

16. **TOBACCO USE.** No tobacco use is permitted within the confines of Macomber Park. This applies to coaches and umpires. Please pass this on to parents and help me enforce it.

17. **ALCOHOLIC BEVERAGES.** CITY OF RINCON ordinance does not permit alcoholic beverages to be consumed anywhere on Macomber Park property. Coaches and umpires are not permitted to consume alcoholic beverages the day of the game.

18. **STRIKE, SHOVE, PUSH, OR THREATEN AN UMPIRE.** No player, parent, or coach may strike, shove, or push an umpire or threaten to do any of the above. If you do, you are barred from the league.

19. **INJURED PLAYER.** If a player is injured, and no substitutes are left, that team can replace that player with a substitute that has participated in the game. Choice of that player is left to the opposing coach. No players removed from the game because of injury may re-enter. If you have 9 or more players, there is no penalty if you do not have a substitute for the injured player. If you have 8 players, then the 9 slot is an out. UNDER NO CIRCUMSTANCES CAN A GAME FINISH WITH LESS THAN 8 PLAYERS.

20. **PLAYER EJECTED.** If a player is ejected, he cannot re-enter under any circumstances. If you have no substitute and the ejected player is a base runner or if scheduled to bat, then an out is declared.

21. **INTENTIONAL WALK.** No intentional walks with leagues that use a pitching machine. In other leagues, only one intentional walk per player per game. Must be pitched to otherwise.

22. **DESIGNATED HITTER:** No designated hitters in CRRD games.
23. **SHOES.** Shoes must be worn in all CRRD games.
24. **SERIOUS INJURY.** If there is an injury and the umpire thinks it is serious, he has the authority to call time out at that moment, and then he will award the necessary bases to runners before play resumes.
25. **UNSPORTSMANLIKE CONDUCT.** Any player ejected for unsportsmanlike conduct must sit out remainder of that game and the next game. **EXCEPTION:** Player ejected for the following will not be required to sit out the next game.
- a. Removal of helmet after a warning.
  - b. Carelessly slinging a bat after a warning.
26. **COACH EJECTED.** A coach who is ejected from a game: 1<sup>st</sup> time a written reprimand from CRRD; 2<sup>nd</sup> time, suspended for 2 games with the right to appeal within 48 hours of incident; 3<sup>rd</sup> time, suspended until hearing with CRRD.
27. **BLOOD RULE.** A player, coach, or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment is administered in a reasonable length of time, then that individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required.
- The umpire shall:
- a. Stop the game and allow treatment if the injured player would affect the continuation of the game.
  - b. Immediately call a coach, trainer, or other authorized person to the injured player.
  - c. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.
28. **ALL COACHES** must stay in the dugout while players are in the field. No coaching from anywhere except the dugout. Umpire has the right to call you down on this rule.
29. **CHATTER-** Everyone loves to do it, but No yelling swing or any negative or offensive remarks at the other team. We are all out here to have fun, but not at the other team's expense. Cheering and excitement is encouraged.
30. **TIME LIMIT-** The head umpire is in charge of keeping up with the time of the game. When he calls game, the game is over. This is not a call that can be

**protested. Any discussion should be handled with the umpire. There are times when they feel ample time is not left to start another inning. UMPIRE'S CALL.**