



# 2019 CRPD SOFTBALL RULES, POLICIES, AND PROCEDURES

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## 1. Registration and Player Classification

a. Players must be 18+ years old to participate

2. **Softball League Classifications:** Columbus Recreation and Parks Department reserves the right to remove or adjust any players, teams, or leagues participating in the CRPD softball program.

• **Mixed Social (XO) - NO SUMMER CHAMP OF CHAMPS TOURNAMENT FOR THIS DIVISION.**

**Lowest level of play for a casual softball experience.** Designed with the social player in mind. Plays with the GAME RUN LIMIT of 15 runs per game. Those expecting to score over 15 runs per game do not belong in this division. No Major, Competitive or Sanctioned players permitted in this division. Social players can also participate in the Recreational division.

## 3. Social Game Run Limit

a.

Inning	1	2	3	4	5	6	7	Extra
Max Total Runs	5	10	11	12	13	14	15	Unlimited

b. Teams may score up to 15 runs for 7 innings. Teams may score runs only up to the maximum number shown for each inning. Once a team reaches the maximum number of runs allowed for any given inning, it ends its turn at bat and plays defense. If a team fails to reach the maximum in any given inning, it may score runs in future innings until it reaches the maximum shown for the inning being played. In extra innings, unlimited runs are allowed until time limit is declared or winner is determined. This rule is being used to level the playing field and discourages teams from playing in lower divisions.

## 4. Rosters

a. Roster limit for all softball leagues is 20 players.

b. Men's leagues are for men only. Women's leagues are for women only.

c. Team rosters must be submitted online by the team captain prior to your first scheduled game time.

i. If a roster is not on file by 10am on the day of your second game, or second week for Spring, Summer II, and Fall, (Friday for weekend leagues), the game will be declared a forfeit, opposing team will be notified and the game will not be played.

d. Players must have photo identification available at ALL times. Failure to present photo ID upon request will result in a game forfeiture.

i. Acceptable Identification: ID card/badge with name and picture.

ii. Social Media sites can not be substituted for identification.

e. Playing under an assumed name will result in game forfeiture and suspensions to the player and manager.

## 5. Players

a. All CRPD participants assume and play at their own risk.

- b. The Team Captain/Coach **must list first and last names of all players on the scorecard** provided to them by the umpire. The name on lineup must be written legibly and as it appears on the roster.
- c. A player can be a member of only one team in the same league. A player is considered a member of the team for which they first play for in a regulation game. A player's name on several rosters in the same league is not a rules infraction, unless the player actually participates on multiple teams in the same league.
- d. A player may not transfer from one team to another in the same league.
- f. Short Handed Player: What to do when a team has nine (9) players.
  - i. Team must list ten (10) names on scorecard. In the missing players spot on the lineup card, please list "VACANT" so the umpire and opposing team will know where the automatic out is in the lineup.
  - ii. An automatic out is awarded every time missing batter fails to make his/her plate appearance. The tenth player can play without penalty as soon as he/she arrives and is ready to play.
  - iii. When a team has a vacant player spot in the lineup, the opposing team may not with two (2) outs intentionally or unintentionally walk the previous batter in order to get to the "automatic out" created by the vacant spot. In this scenario, the batter would receive the "walk" and the "automatic out" would be skipped.
  - iv. At no time can a team play with less than nine (9) players.
- g. Extra Player(s): Men's and Women's teams can use one or two extra players (2 only for mixed teams). When using an extra player(s), teams must list all eleven or twelve names on the scorecard. Any of the eleven or twelve players can play the ten (10) defensive positions. Moving the extra player(s) from the bench to the field is not considered a substitution.
  - i. If a mixed team chooses to play with extra players, they must play with two (2) extra players, one male and one female, for a total of 12 players. It is permissible to use eleven (11) players but teams must take an automatic out for the missing player and list as vacant on the card.
- h. Ejected Player: If a player is ejected from a game due to unsportsmanlike conduct, and such ejection causes a team to drop below the declared number of players stated prior to the first pitch of the game, the game will be immediately forfeited.
- i. Substitutes: A starter and their substitute may re-enter an unlimited number of times for each other. The starter and substitute must occupy the same batting position whenever in the lineup.
  - i. Example: Starter reaches first base. Substitute may enter game to run for their starter only.
- j. The starting player and their substitute may not be in the lineup at the same time.
  - i. If a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.

## 6. The Game

### a. Home Run Limits

- i. **Maximum of 2 homeruns per inning**
- ii. **One up rule:** Once both teams have reached their respective home run limit, either team may hit an additional home run; however, no team may ever go more than one (1) HR up on the other team. Any additional HR's above the "one up" will be declared an out. The home team cannot go "one up" in the bottom of the seventh or any subsequent innings. If the umpire has declared an inning to be the last due to the time limit, the home team cannot go "one up."

### b. Time Limits

- i. **Spring Session:** One (1) hour. No new inning will start after this time limit.
- ii. **Summer Session:** One (1) hour ten (10) minutes. No new inning will start after this time limit
- iii. **Summer II Session:** One (1) hour. No new inning will start after this time limit.
- iv. **Fall Session:** Fifty-Five (55) minutes. No new inning will start after this time limit.

- c. **Home Team:** **is listed second on league schedules.** League playoff: Higher seed determines home team. Champ of Champs: Coin toss determines home team.

### d. Batting Format

- i. **Spring Session:** Regular format, batters start with 1-1 count.
- ii. **Summer Session:** Regular format, batters start with 1-1 count.

- iii. **Summer II Session:** Regular format, batters start with 1-1 count.
- iv. **Fall Session:** One-Pitch format (one pitch to each batter, foul ball is a dead ball out).
- e. **No Free Foul:** After the batter has two (2) strikes, if the batter hits a foul ball, the batter is declared out. The ball is dead (even if caught) and the base runners may not advance.
- f. **Mercy Rule:** 15 runs after 4 innings or 10 runs after 5 innings. The home team does not bat if they have the necessary runs to cover the Mercy Rule.
- g. **Lightning Delay:** Play is suspended 30 minutes if thunder is heard, or lightning is seen. In the event of a second 30 minute delay and the required number of innings has been reached (5 innings), the game is complete. If not, the game is postponed.
- h. **Rainouts:** Call 645-RAIN (7246) or check [www.crpdsports.org](http://www.crpdsports.org) after 4:30pm daily. It is the team captain's responsibility to know their team's game times, including rescheduled games.
- i. **Postponement:** Games will be postponed for only emergency or weather related reasons. No other games will be postponed for any reason. The Sports Office will make every attempt to reschedule postponed games. It is possible for postponed games to be rescheduled on a different night from your regular league night.
- j. **Profanity Out:** The umpire shall assess one out against the offending team for the use of profanity. For serious violations the umpire will eject the offender.
  - i. The profanity out is assessed on the batter who is to receive the next pitch from the offending team (both offense and defense).
  - ii. If the profanity out occurs after the third out of an inning, the out will be assessed on the offending team's next at bat.
  - iii. Two violations of the profanity rule by the same player results in an ejection. Three or more violations against the same team results in a forfeit.
- k. **Dugout Rule:** No one under the age of 18 is permitted in the dugout or on the playing field at any time during the game. Loitering outside the dugout will not be tolerated. The only players allowed to be outside the dugout will be the batter, base coaches, and the on deck batter. All other players must remain inside the dugout. Failure to do so will result in the following:
  - i. The first violation shall result in an out being assessed on the batter who is to receive the next pitch from the offending team.
  - ii. A second violation shall result in an out being assessed on the batter who is to receive the next pitch from the offending team and the offending team's Coach is ejected.
  - iii. A third violation by the same team will result in a game forfeit by that team.
- l. **Pitching Arc:** 6' minimum, 10' maximum. The ball must be delivered with a perceivable arc and reach a height of between 6 and 10 feet from the ground.
  - i. **Illegal Pitch:** The umpire shall call illegal pitch after it crosses the plate. If the batter hits the ball, play continues and you take the result of the play.
- m. **Tie Game:** All regulation games ending in a tie will count toward the league standings and will not be resumed or replayed. Tie games occur when the time limit is enforced or the umpire for a safety reason calls the game after five innings.
- n. **Extra Innings:** A game that is tied at the end of seven innings shall be continued by playing extra innings, time permitting. Extra innings will be 'one pitch' format.
- o. **Defaults/Forfeits**
  - i. A default is when a team calls to notify the Sports Office by 4:30pm on the day of their game that they are not playing. The game will count as a loss, but does not count as a forfeit and can preserve playoff eligibility.
  - ii. A forfeit is when a team fails to call the Sports Office and fails to show up for their scheduled game. For Summer Softball, teams that forfeit two (2) games are ineligible for the postseason. Teams that forfeit three (3) games will be removed from their league. For Spring, Summer II, and Fall Softball, teams that forfeit three (3) games are ineligible for the postseason. Teams that forfeit four (4) games will be removed from their league.

- iii. The forfeit of the first game of a doubleheader involving the same two teams does not constitute an automatic forfeit of the second game. The present team must stay 20 minutes past the first game time for the second game to be declared a forfeit.
- q. **Scorebook:** The home team must keep the official scorebook. The visiting team must check the official scorebook at the end of each inning and bring to the attention of the umpire or field rep any discrepancies between the official scorebook and the visiting team's scorebook. This must be done during the inning they arise and should be settled immediately. Failure to do so during the inning in which they arise shall be deemed as an acceptance of the official scorebook.
- r. **Tobacco Free Zones:** No person shall use any form of tobacco within the created zones in city parks and facilities including the restrooms, spectator and concession areas, playgrounds, swimming pools, spraygrounds/splash pads, athletic fields/courts, marinas and special event venues.
- s. **Music in playing areas:** Music is permitted, however if deemed to be disruptive (profane, offensive, and/or excessively loud), it will be addressed and removed by CRPD staff.
- t. **Blood Rule:** When a player or coach who is bleeding or has an open wound, the bleeding must be stopped, attended to, and covered in order to continue participating in the game. All articles of clothing with blood on it must be changed before returning to the game. If medical treatment is administered in a reasonable amount of time, the individual will not have to leave the game. Should the treatment exceed reasonable amount of time, the affected player must be substituted for. The length of time that is considered reasonable is to be left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:
  - i. Stop the game and allow treatment if the injured player would affect the continuation of the game.
  - ii. Immediately call a coach, trainer or authorized person to help the injured player.
  - iii. If necessary, apply the rules of the game regarding substitution, short-handed player, and re-entry.
- u. **Jewelry Rule: Jewelry is prohibited to ensure the safety of all participants.** This includes diamond and other rings, earrings, studs, posts, visible piercing, watches, chains and medallions (medical or religious). Medical/religious medallions can be taped inside clothing. Flat, smooth wedding bands are exempted. Umpires are instructed that they can not force you to remove your jewelry, but they can enforce the No Jewelry rule by not permitting you to play in the game.
- v. **Umpires:** In the event the appointed umpire is not present for a game, seek out in-site CRPD Staff for instructions. An individual acceptable to both coaches may be chosen to umpire the game. If both teams agree to play, this game will count for the season. The substitute umpire should contact the Sports Office the following day to give all necessary information in order to be paid for umpiring the game.

## 7. Protests & Appeals

- a. **Protest Fee:** \$30 cash is due at the time of the protest and will be decided on the field. Eligibility protests, \$30 per player.
- b. **Protests can be made on rule interpretations and eligibility issues only, not on judgement calls.**
  - i. **Rule interpretation:** The protest must be declared to the umpire at the time of the infraction and before the next pitch. The umpire will notify the other team, contact a staff member, and note the conditions surrounding the protest on the scorecard/scoresheet.
  - ii. **Player eligibility:** The protest must be declared to the umpire prior to the final pitch of the game.
  - iii. The protest must identify the specific rule or person(s) being protested.
  - iv. If the protest is valid, the protest fee is returned.
- c. **Appeals**
  - i. Appeals of a decision made by the Sports Office concerning a protest or a suspension must be made in writing and on file with the office no later than 3 business days from notification.
    - The appeal should describe specific reasons why the offending party disagrees with the decision made by the Sports Office.
    - The Administrative Coordinator of the Sports Office will make the final decision on whether the appeal is approved or denied

## 8. Mixed League Rules

- a. If a male batter is walked, intentional or unintentional, he is awarded second base. The ball is dead and the male batter may go directly to 2<sup>nd</sup> base without touching 1<sup>st</sup> base. The female that follows in the line-up:
  - i. With less than two (2) outs, female must bat.
  - ii. With two (2) outs, female has choice of batting or taking a walk.
- b. Fielding positions: A combination of five (5) women and five (5) men can play any of the ten defensive positions. No alternating is required.
- c. All outfielders must be in the outfield (and not in the infield) when the ball is pitched. It is the umpire's discretion to determine if the defensive team is in compliance.
- d. Will use both 12" softballs.
- e. When a team has nine (9) players, a combination of five (5) women and four (4) men or five (5) men and four (4) women are the only legal combinations
- f. The batting order must have alternating genders in mixed leagues.
- g. If a mixed team chooses to play with extra players, they should play with two (2) extra players, one male and one female, for a total of 12 players. It is permissible to use eleven (11) players but teams must take an automatic out for the vacant player.

## 9. Modified Mixed League Rules (offered in Summer only)

- a. The batting order for a modified mixed team consists of 10 player combinations (6 men/4 women), A game may start with 9 players but there must be 3 women all times. Batting order must begin by alternating male/female or female/male until there are no females remaining.
- b. If a male batter is walked, intentional or unintentional, he is awarded second base. The ball is dead and the male batter may go directly to 2<sup>nd</sup> base without touching 1<sup>st</sup> base. The female that follows in the line-up
  - i. With less than two (2) outs, female must bat.
  - ii. With two (2) outs, female has choice of batting or taking a walk.
- c. If a male batter is walked, intentional or unintentional and the following batter is a male, then the male batter who walked is awarded only 1st base.
- d. All other mixed league rules not covered above will defer to CRPD rules.

## 10. Baserunning

- a. No courtesy base runners are permitted.
- b. **Appeal Rule:** An appeal must be made before the next pitch. Any infielder may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball.
- c. **Overthrow:** An overthrow is a play in which a ball is thrown to retire a runner who has not yet reached or is off base and goes into foul territory beyond the boundary lines of the playing field.
  - i. When the first throw is made by an infielder, two (2) bases shall be awarded. The award shall be governed by the position of each runner at the time the pitch was made.
  - ii. When a throw is made by an outfielder or is the result of any succeeding play or attempted play, the two (2) base award shall be governed by the position of each runner and the last base he/she has touched at the time the throw was made.
  - iii. Balls thrown into the netting which is extended from the fencing at Berliner Sports Park will be considered in play provided the ball does not leave the field of play. If the ball gets stuck in the netting or leaves the field of play, the ball is declared dead/out of play and runners are awarded two bases governed by rules stated above.
- d. **Collision Rule:** It is the greater responsibility of the runner to avoid a collision. Intent has nothing to do with it. The Collision Rule does not apply when the base runner is sliding.
  - i. When a player avoids a fielder who is illegally blocking the runner, the runner will be declared safe, even though he/she may not have reached the base.
  - ii. The penalty for colliding with another player is: The runner is out, the runner is ejected, the ball is dead, and all other runner return to the base last touched at the time of the collision.

## 11. Postseason Eligibility

- a. Players must be on the team roster at the roster freeze date/time in order to be eligible for the postseason for that team.
- b. Any player playing illegally during the regular season may result in the player and coach being suspended and both being removed from all postseason play.

## 12. Postseason Play

- a. Tiebreaker Procedure
  - i. Forfeit: A forfeit by a team will eliminate that team from the tie breaker
  - ii. Head to Head record (group): This tiebreaker considers all head-to-head games between all teams that are tied, calculates a winning percentage for each team, and ranks them according to that percentage.
  - iii. Head to Head Run Differential: Only between teams that are tied. Is most useful when 2 teams are tied, they played each other twice, and are 1-1. Team A Beats Team B by 4 runs, Team B beats Team A by 2 runs, Team A wins tiebreaker with +2 run differential. Games are capped at a 10 run differential.
  - iv. Total Runs Against: Fewest runs allowed for all games played.
  - v. Coin Flip: If teams are still tied, a coin flip will be used.
- b. Any player playing illegally on a postseason team will result in the player and coach being suspended and the team being removed from postseason play.
- c. Players must have photo identification available at ALL times. Failure to present photo ID upon request will result in game forfeiture.
- d. All league rules will apply during postseason play.
- e. Home team must provide a new ball and the visiting team must provide a good used ball. Extra balls can be purchased from the Sports Office.
- f. League Playoffs: Home Team is determined by higher seed.
  - i. For Spring, Summer II, and Fall sessions (and Summer Recreational and Social leagues) league playoff format is 1 vs 4, 2 vs 3, with the winners playing for the league championship.
  - ii. For Summer session (Major & Competitive Divisions) league playoff format is 3 vs 4, with the winner playing against the 2 seed. Winner advances to Champ of Champs tournament along with the 1 seed (league champion).
  - iii. Format subject to change based on number of teams and leagues
- g. Champ of Champs (summer session only): Home team is determined by coin flip.
  - i. **Major and Competitive Divisions ONLY**
  - ii. Only divisions with multiple leagues will have a Champ of Champs tournament.
  - iii. The Sports Office schedules the tournament. Teams must be ready to play when they are scheduled. No requests for days and/or times will be honored.
  - iv. It is the responsibility of the Coach to check and confirm time and location of games.
  - v. If a player is eligible for 2 champ of champs teams in the same division and the teams play versus each other, the player can choose which team to play on for that game, then can continue playing in the tournament with whichever team advances.

## 13. Equipment

- a. **Balls:** Official game ball should be presented to the umpire at the pre-game conference. Both coaches should inspect the balls. The home team provides a new "Official Ball" and the visitor provides a good used "Official Ball." All Men's leagues will be required to provide an optic 12" .52 COR max 300 compression red stitched "C.R.P.D." stamped in black ink, official softball. All Women's teams will be required to provide an optic 11" .47 COR 400 compression regular flight "C.R.P.D." stamped official softball. Both balls must be provided for mixed leagues.
- b. **Bats:** Bats stamped NSA 2012 or appearing on the [Approved Bats List](#) are legal for CRPD league and tournament play. All bats used must be stamped with 1.20 B.P.F. rating or less.

- i. If a player steps into the batter's box with an illegal bat, the batter is out and is ejected from the game.
  - ii. The Sports Office reserves the right to update and/or change this list at any time throughout the season.
- c. Cleats:** No metal cleats permitted. If it is discovered during the game that an offensive player is wearing metal cleats an out will be declared and the player will be ejected. A defensive player who is wearing metal cleats will be ejected.
- d. Uniforms:** Not required
- e. Double Bases:** The purpose of the double base is to provide a safety margin between the runner and the first baseman. Follow these guidelines:
- i. On the initial throw from the infield or the outfield, the runner must use the orange portion of the base.
  - ii. The defense can only use the white portion of the base to obtain the initial out.
  - iii. A batted ball hitting the orange base is foul.
  - iv. When no throw is being made to first base, the batter-runner can touch either the white or orange portion of the base with initial contact.
  - v. Once the batter-runner becomes a base runner, the double base becomes one bag, and the runner and fielder may use any part of the white or orange bag.

#### 14. Turf Fields

- a. Berliner Park has 11 fields with turf infields. The turf has been a great addition to the park as it allows us to continue play as long as there is no lightning or thunder when it is raining. If your team has the opportunity to play on **Fields 1, 4, 5 & 10-17**, we ask that you protect and respect these fields.
- b. No batting practice or pitching practice (warming up) is permitted on any part of the field turf, including sidelines.

**c. The following items are prohibited on Turf Fields at Berliner Park:**

Sunflower Seeds	Sports Drinks	Soda/Pop	Food
Juice	Gum	Golf	Pets
Tobacco Products	Flammable Liquids	Glass	Metal

#### 15. CRPD Bat Testing Policy: This is a four (4) step policy that starts with education and ends with strict penalties for those caught using altered bats.

- a. **Voluntary Testing:** Players have an option to speak with a field supervisor and request to have their bat(s) tested, before or after a player's game. Please keep in mind that the field supervisor may not always be available due to other responsibilities. If a bat fails, player will be able to keep the bat, but must sign a form stating that they will not use the failed bat in any CRPD leagues or tournaments.
- b. **Random Testing:** CRPD will randomly select bats during league/tournament play.
  - i. Any bat brought into the dugout or field of play is subject to random testing.
  - ii. This could happen before, during, or immediately after a game.
  - iii. Testing is done immediately on site.
  - iv. If a bat is found to be illegal, the following actions will take place:
    - A Player (not a coach or spectator) must claim the bat. If no player claims the illegal bat, then the team will automatically forfeit the game. All of the players listed on the scorecard that night will be immediately suspended from league play until someone from that team claims the bat. The player who brought the bat in will have two (2) business days to claim the bat. If no player from the team claims the bat, then all players on that scorecard will be suspended for two (2) years. Every attempt will be made to determine the user and the owner of the illegal bat.
    - If a player claims the bat, then he/she will be given a receipt for the illegal bat. No automatic ejection will take place at this time. The illegal bat will then be removed from play and taken to the Sports Office for further testing. If the player refuses to allow his/her bat to be tested or chooses not to allow CRPD Staff to remove the illegal bat from play, then he/she will be automatically be suspended for three (3) years immediately. That player must contact the Sports

Office within two (2) business days. If the player fails to do so, then he/she will be suspended for three (3) years. Upon contacting the office, the player will be asked to allow the CRPD Sports Office to send the illegal bat off for further testing (to determine if the bat was altered or if it is illegal by natural use). If the player refuses to allow this, then the bat will be available for the player to pick up however, the player will automatically be suspended for three (3) years. If the bat is sent off and after being tested by the manufacturer it is found to be altered, then an automatic two (2) to five (5) year suspension is applied to the player.

- c. Selective Testing:** This takes place when a batted ball hits or strikes an infielder, including the pitcher.
- i. All bats will be confiscated by the umpire for testing if an infielder (including pitcher) is hit or struck by a line drive or ground ball for which, in the umpire's judgment, the defender had no time to react. If the defender was not hit but in the umpire's judgment had no time to react the umpire can confiscate the bat for testing.
  - ii. Bat Testing Procedure: If a CRPD Field Rep is available, the bat will be tested on site. If a CRPD Field Rep is not available, the umpire will turn the bat over to the Sports Office for testing the following day.
    - If the bat passes the test, the bat will be made available for the player to pick up and no suspension or penalty will be assessed.
    - If the bat fails the test, the owner of the bat will be asked to allow the CRPD Sports Office to send the illegal bat off for further testing (to determine if the bat was altered or if it is illegal by natural use). If the player refuses to allow this, then the bat will be available for the player to pick up, however, the player will automatically be suspended for three (3) years. If the bat is sent off and after being tested by the manufacturer it is found to be altered, then an automatic two (2) to five (5) year suspension is applied to the player.
      - If no player claims the illegal bat, the team will automatically forfeit the game. All of the players listed on the scorecard that night will be immediately suspended from league play until someone from that team claims the bat.
      - The player who brought the bat in will have two (2) business days to claim the bat. If no player from the team claims the bat, then all players on that scorecard will be suspended for two (2) years. Every attempt will be made to determine the owner of the illegal bat.
    - If the bat is tested at the Sports Office and not on site, the owner of the bat must contact the Sports Office within two (2) business days. Failure to do so will result in an automatic suspension of three (3) years).
- d. Challenge/Protest Testing:** This is when a player or team wants to protest a bat used by the opposing team.
- i. Challenge can only be done when a CRPD Field Rep or Sports Office Representative is on site.
  - ii. Challenge must be done immediately and before the next pitch.
  - iii. Umpire will confiscate the bat and identify the player using the bat.
  - iv. Fifty Dollars (\$50) cash must be given at the time of the protest. All other bat testing procedures will apply and all other protest rules will apply.
  - v. Bat will be tested on site. Remember, this can only be done if CRPD Field Rep or Sports Office Representative is on site.

## 16. Misconduct

### a. Intoxicants/Illegal Substances

- i. The Columbus City Ordinance prohibits alcohol in city parks. There is to be no alcohol or illegal substances used during any league or tournament contest or on any undesignated Social area before, during, or after any games, unless with approved permit.
- ii. Any individual found in violation of this rule will be ejected from the game and must leave the premises. Failure to do so will result in forfeiture of the game and may result in an individual or team suspension from future league participation.

### b. Zero Tolerance Policy



- i. Zero Tolerance Policy: Unsportsmanlike or abusive behavior by spectators, players or teams will not be tolerated. Individual and team penalties will be given by administrators of the program and will be based on the severity of the actions (see below). The team captain is responsible for the actions of all of his/her players and spectators. Their actions will directly affect the eligibility status of the team. Penalties for individuals and teams are not progressive. They include probation, suspension or total elimination from participation.
- ii. Any violation of the Zero Tolerance Policy will warrant a minimum one (1) week suspension from all CRPD leagues or tournaments, including participation as a spectator, for any sporting events held at Columbus Recreation and Parks facilities. **This includes, but is not limited to, non-CRPD organization events such as leagues or tournaments.** The player will then be placed on probation for one (1) calendar year. The Sports Office will make a determination if a longer penalty is warranted as to the severity of the situation or the status of participation in multiple sports or leagues.
- iii. An individual that has accumulated multiple suspensions may have their suspension increased in severity/length of duration.
- iv. The jurisdiction of game officials does not end until they have vacated the game site and surrounding areas. An individual does not have the right to abuse a game official because the official contest has concluded. Ejections or other game penalties may still be given at or beyond the conclusion of the contest and shall be considered in all aspects of a participant's conduct.
- v. The suspension period does not include postponed games.
- vi. Anyone ejected for unsportsmanlike behavior must leave the facility immediately. Failure to do so could result in the game being forfeited.
- vii. After an incident is reported, the Sports Office will review the situation, collect all necessary information and make a decision on any disciplinary action. It is the right of any suspended person to appeal the decision.

### c. Ejection Policy & Disciplinary Action

- i. A Participant or spectator in a City of Columbus Recreation and Parks program that violates the Zero Tolerance Policy and is ejected or suspended from any facility, program, contest, or activity for the following acts of unsportsmanlike or misconduct, shall be subjected to the following disciplinary procedures:
  - Hitting, striking, pushing or any contact of a City of Columbus Recreation and Parks employee, official/umpire, participant or spectator. Disciplinary Action: Suspension from City of Columbus Recreation and Parks facilities and/or programs for a minimum of one year.
  - Threatening physical harm or the use of any intimidation towards a City of Columbus Recreation and Parks employee, official/umpire, participant, or spectator. Disciplinary Action: Suspension from City of Columbus Recreation and Parks facilities and/or programs for a minimum of one month.
  - Verbally abusing a City of Columbus Recreation and Parks employee, official/umpire, participant, or spectator. Disciplinary Action: Suspension from City of Columbus Recreation and Parks programs and/or facilities for a minimum of one week.
  - Acting in a way which would cause equipment or facility damage, and/or injury to a person. Disciplinary Action: Suspension from City of Columbus Recreation and Parks programs and/or facilities for a minimum of one month.
  - Failing to cooperate and respond honestly to inquiries or requests for assistance in identifying individuals who may be involved in incidents. Disciplinary Action: Suspension from City of Columbus Recreation and Parks programs and/or facilities for the individual and/or their team, club, or organization for a minimum of one month.
  - Participating under an assumed name, providing false information, or illegally participating in a division of play. Disciplinary Action: Suspension City of Columbus Recreation and Parks programs and/or facilities for a minimum of one week.

- Personal conduct situations that are not covered by the provisions stated in the above items #1-6 will be dealt with in an appropriate manner by the Recreation Administrative Manager and/or Coordinator at their discretion.

**d. Request For Reinstatement**

- i. CRPD supervisory staff shall review the incident and such actions will determine if the participant suspended must apply for reinstatement before returning to CRPD sporting events. The suspended individual is required to wait until the suspension period has elapsed before a request for reinstatement will be accepted.
- e. In the event a penalty is applied at the end of a current season, regardless of sport, the penalty may be carried over to any year, season, sport or tournament.
- f. Any portion of a game, or games, missed due to an ejection shall not count toward a player suspension. If a player is ejected during any game, the player is no longer eligible to participate in any game that day/night (such as, but not limited to: double headers, league playoffs). A player ejection that occurs during a CRPD tournament shall be at the discretion of the tournament director.

**Rules not covered in this rulebook shall be governed by the National Softball Association (NSA)  
2018 NSA Official Softball Rule Book**

	1. <u>Player Classification and Eligibility</u>	9. <u>Corporate League Rules</u>
	2. <u>Softball League Classifications</u>	10. <u>Baserunning</u>
	3. <u>Social Game Run Limit</u>	11. <u>Postseason Eligibility</u>
	4. <u>Rosters</u>	12. <u>Postseason Play</u>
	5. <u>Players</u>	13. <u>Equipment</u>
	6. <u>The Game</u>	14. <u>Turf Fields</u>
	7. <u>Protests &amp; Appeals</u>	15. <u>CRPD Bat Testing Policy</u>
	8. <u>Mixed League Rules</u>	16. <u>Misconduct</u>