

DALLAS SOFTBALL MANAGERS ASSOCIATION
CONSTITUTION (ORGANIZATION AND RULES)
REVISED January 28, 2011

All rules that are new or that have changed for 2011 are shown in italics.

ARTICLES OF ORGANIZATION

- A. The name of this organization shall be the Dallas Softball Managers Association (DSMA).
- B. Its purpose shall be to create an interest in and promote amateur softball in the City of Dallas and to encourage harmony and cooperation among its participants, officials and spectators.
- C. Any team that registers to play in this association agrees to abide by the rules and regulations herein set out.
- D. This association shall be governed by the Dallas Park and Recreation Department with the assistance of an Advisory Council consisting of at least ten members. Voting members of the Advisory Council shall be elected by the membership of the association. Vacancies on the Council will be filled by appointment by the Council members. One member of the Advisory Council will be the umpire representative presented by the Umpires Association and accepted by the Dallas Park and Recreation Department.
- E. The Advisory Council shall choose a Commissioner, Deputy Commissioner, and a Secretary/Treasurer. The Commissioner will preside over the Council. Disbursements of monies shall require the signatures of two of at least four members of the Council who are designated as signatories.
- F. The Constitution and By-Laws may be amended at any time by the Dallas Park and Recreation Department after discussion of the proposed change(s) with the Advisory Council. Input from the members through the Advisory Council is highly encouraged.
- G. All DSMA Softball teams are registered with the Amateur Softball Association of America (ASA), a national association governing amateur softball, and the Texas Amateur Athletic Federation (TAAF), the state association governing amateur athletic competition among member cities. The City of Dallas constitutes TAAF Region 13. Registration with ASA and TAAF sanctions teams for tournaments conducted by those associations.

RULES OF ELIGIBILITY

- A. All participants must be at least 16 years of age. Umpires may request verification of this.
- B. No team may play more than 20 players in any one game.
- C. **No player may play in this association while under suspension from this association or any other association.** Penalty: Forfeiture of game in which player participated and possible extension of suspension.
- D. **No player may play under an assumed name.** Penalty: Forfeiture of game in which player participated and possible further action as determined by the Advisory Council. Any time a player's identity is questioned by the opposing manager, the player must produce a drivers license or other picture ID. **Failure to produce valid ID will result in forfeiture.**

ROSTERS

- A. **The roster deadlines for each season are as follows:**
Spring season – April 18; Summer season – July 11; Fall season – September 26

- B. **All teams must submit a roster to their league scorekeeper on the FIRST NIGHT OF LEAGUE PLAY.** That roster must be filled out as completely as possible, but is not binding as a final roster. If any changes are made from the initial roster, then a roster in its final form must be turned in to the Dallas Park and Recreation Department (Kiest Softball Complex or Reservations Office) by that season's roster deadline. Please note: **No team will be allowed to play in the City Play-offs that has not submitted a roster.** Roster shall not exceed 20 players including a playing manager. **Roster must include addresses, birthdates, and signatures of all players.**
- C. **A player may sign only one roster within his/her league, but is not limited to the number of leagues played in or rosters signed. PLEASE NOTE: A player can play in more than one classification, but is restricted to playing not more than one level lower than his highest classification.** Example: A player can play in Class C and Class C/D, but not in Class C and Class D. **No team may play more than 3 players who are playing down in any one game.**
- D. **A PLAYER MUST CHOOSE ONE TEAM AS HIS/HER OWN FOR EACH DIVISION (men's or coed) IN PLAYOFF COMPETITION;** e.g. if a player is on the roster of both a Men's Class C/D and a Men's Class D team that have qualified for the playoffs, he may play on **only one** of those teams in the playoffs. Violation of this rule will result in the player being declared ineligible and the second team played for being forfeited out of the tournament.
- E. A team may enter more than one league and turn in a roster for each league entered.
- F. **After the roster deadline, teams are restricted to playing only two non-roster players if needed.** During the playoffs, a team may not use any players who have not signed its roster, or if drafting from another team, drafted players must be on the roster of the team from which they were drafted (see section "I" below).
- G. If a player signs the **FINAL** roster of a team, he or she will not be eligible to play as a non-roster player for any other team in the same league.
- H. **Once a player plays for a team he or she becomes ineligible to play on any other team in the same league on that day.** A player may not play for two different teams on the same field (including make-up games) unless in two different leagues AND on both teams' rosters. Penalty: Forfeiture of game in which ineligible player participates. Enforcement of this rule is not dependent upon protest by the opposing manager. The game officials are instructed not to permit violation of this rule.
- I. **Drafting players for playoffs: Any team entering the playoffs may draft up to two (2) players from any other DSMA team of the same classification or one class lower that is not participating in the playoffs. The team(s) from which the players are drafted must have a valid roster on file with the Dallas Park and Recreation Department, and the draftees must be on said roster(s). Drafts must be made by the deadline and in the manner stated on the tournament entry form issued by the League Administrator. The total number of players on a playoff roster cannot exceed twenty (20), including drafts. Scratches can be made on the original roster if necessary to create room for drafted players.**
- J. At all times the responsibility of the eligibility and conduct of the players rests with the manager of the team. Any violation of an eligibility rule carries loss of game penalty and possible suspension.

RULES OF COMPETITION

- A. All games shall be governed by the current rules of the Amateur Softball Association of America (ASA) and the Texas Amateur Athletic Federation (TAAF), with any exceptions listed in these Rules of Competition. NOTE: **USSSA Men's leagues will play under USSSA rules with DSMA exceptions.**
- B. ***SOFTBALLS: DSMA will supply all game balls for league games.*** Men and Coed-Men will hit a 12" ASA-approved (.cor 44) ball. Coed-Women will hit an 11" ASA-approved (.cor 44) ball.

- C. **Under ASA rules all batters will come to the plate with a one ball and one strike count. After 3 more balls a batter will walk, after 2 more strikes a batter is out on strikes. *NOTE: In Coed Class D leagues, an extra foul will be given to batters. In Class C/D leagues (Men's & Coed) and Men's D leagues, teams will NOT be given an extra foul.***
- D. **Softball Bats: Bats used for league play must be on the ASA or USSSA list of approved bats for 2011.** However, DSMA rules will allow the use of a bat not on the official ASA list if, in the judgment of the umpire, that bat was legal prior to the publication of the ASA list now in effect (an old bat). **PLEASE NOTE: Teams advancing to ASA Championship Play (beyond DSMA play-offs) will only be able to use bats on the ASA list of approved bats in that play.**
- E. **Uniforms:** All players of a team should (not must) wear shirts of the same color and the shirts **must** be numbered. These numbers must be arabic numerals and must be **whole** numbers, ranging from 0 or 00 to 99 (numbers such as 7 and 07 are considered different numbers). ALL NUMBERS MUST BE A MINIMUM OF 6" HIGH AND MUST BE ON THE BACK OF THE UNIFORM. Numbers must be of a contrasting color or outlined with a contrasting color. Numbers should be permanent in nature, but taped or written-on numbers will be allowed in an emergency but NOT FOR AN ENTIRE SEASON. **No two players on a team may wear the same number.** Any player wearing a duplicate number will not be allowed to enter the game. **If it is discovered that two players are already in the game wearing the same number, the second player found to be wearing the same number must change to a legal shirt or create a number which is non-duplicate;** another shirt or material to create a legal number must be immediately accessible. If not immediately accessible, then the second player found to be wearing the same number must be removed from the game and will be given up to one ½-inning to put on a legal shirt or create a number which is non-duplicate. After this time, if no other legal shirt has been obtained, that player will be disqualified from the game. **NOTE:** The number of players can drop to two less than the regulation number that started the game for no more than one ½-inning in order to correct the situation. The game clock will not stop during this time. **NOTE:** If batting-the-bench and the duplicate number is discovered while that person is batting, unless the batter can create a legal number immediately, then an out will be declared because no substitutions are allowed.
- F. **Shoes with steel or metal cleats are not allowed, and only athletic-style shoes are permitted (e.g. boots or sandals are not legal footwear).** Penalty: If a player is discovered to be wearing illegal shoes, he will be removed from the game immediately. If on DEFENSE, a legal substitute may take his place or his position will be vacant until he puts on a legal pair of shoes. If he has not put on a legal pair of shoes by his team's next turn on DEFENSE, he will be disqualified from the game. If while ON BASE, he may be substituted for or will be declared out. If he has not put on a legal pair of shoes by his team's next turn at bat, he will be disqualified from the game, and either a legal substitute may take his place or an automatic out will be taken at his spot in the batting order. Time will not be stopped to allow a change of shoes. **NOTE:** The number of players can drop to two less than the regulation number that started the game for no more than one ½-inning in order to correct the situation.
- G. **Pitching arc: The ASA pitching arc is a minimum 6' and maximum 10'.**
- H. ***Pitcher Protection Rule: Any ball that when directly hit (i.e. line drives) places the pitcher into a defenseless mode and either hits the pitcher or glances off the pitcher's glove or clothing will be considered a violation according to the "pitcher protection" rule and will result in the following penalties:***
1st occurrence for either team – dead ball, batter is out; BOTH teams receive a WARNING
2nd occurrence for each team – dead ball, batter is out and ejected from the game; both the batter and the bat used must leave the field of play, including the dugout
3rd occurrence – forfeiture of game (i.e. if one team has incurred 3 pitcher protection violations, they will forfeit the game)
Balls that strike the ground first MAY be included in this rule interpretation.
- I. **Teams in all classifications have a choice of batting a traditional (regulation) batting order or a "bat-the-bench" batting order. Choice must be declared prior to the game and reflected properly on the batting order submitted to the scorekeeper.**

1. Traditional or regulation batting order

- a. The regulation number of players for slow pitch is 10, with the option to use 11 players (an "EP" or extra player) in Men's and Women's divisions, or 12 in Coed (two EP's – one man and one woman). In Coed play, a team must field 5 men and 5 women.
- b. In all divisions, a team may begin play with 9 players, with an automatic out being charged in the 10th batting position (9th or 10th in Coed). If a 10th player arrives, he may enter the line-up in the vacant batting position. Coed teams may begin with 9 players, with a 5-4 ratio of men to women or vice versa.
- c. Substitutions are allowed according to the ASA rules governing substitutions

2. Bat-the-bench batting order

- a. **Bat-the-bench can be declared ONLY when at least 10 players are present (10 in Men's leagues and 5 men/5 women in Coed leagues).** Bat-the-bench can be declared even though extra players may not be present when the line-up is submitted.
- b. **ALL players present (in the dugout) MUST be placed on the batting order**, with a maximum of 20 players (the roster limit). Any ten of those players (in Coed, 5 men and 5 women), can play defense at any time. **A coach dressed in the team uniform cannot play in the game unless listed on the initial line-up turned in to the scorekeeper** (i.e. he cannot be added later).
- c. **Since all players bat, no substitutions can be made on the line-up.** Any player that arrives late **must** be added to the bottom of the line-up. Players may be dropped from the batting order without penalty unless the number of players drops to 9 (or to 4 of one sex in Coed). When a player is removed from the batting order, names will shift up on the line-up. Once dropped from the line-up, a player cannot return. If an injured player wishes to stay in the game but skip an at-bat, an out will be called. If the number of players drops below the regulation number, then a forfeit will be declared. Refer to "Game Time Requirements – section E" for information concerning submitting a line-up in the "bat-the-bench" format.

PLEASE NOTE: In either style of batting order, a team determined to be batting out of order may be corrected by the game officials without penalty.

- J. An "**administrative out**" is an out that is charged to a team in its first at bat for either of the following infractions: (1) failure to have at least 9 legal players at game time; or (2) failure to turn in a batting line-up to the scorekeeper by game time.
- K. In a **regulation** batting order, an "**EP**" (**extra player**) may be used in Men's or Women's play, creating a batting line-up of 11 people, any 10 of which may play defense at any time. If used in Coed play, two EP's must be used (one man and one woman), creating a batting line-up of 6 men and 6 women, of which any 5 men and any 5 women can play defense. An EP cannot be added to the line-up after the game has started. **AN EP CANNOT BE PUT IN THE LINE-UP IF NOT PHYSICALLY PRESENT AT GAME TIME.** If it is discovered that the EP is not present, then an administrative out will be charged in the first at bat after discovery, and an automatic out will be charged in the vacant batting position. Repeated misuse of this rule will not be tolerated.
- L. If a team begins play with a **regulation** number of players (10 or 10 + EP) then loses a player for **any** reason (injury, ejection, etc.), it may continue to play with **one less** than the original starting number, including Coed competition. An automatic out will be charged in the missing player's batting position. If he returns or if another legal player arrives, he may enter the game in the vacated spot in the batting order. A team may play with **two less** than the regulation number that started the game only in certain situations (blood rule, illegal footwear, duplicate numbers) and then only for one ½-inning. A forfeit is declared after one ½-inning if a team does not have the legal number of players (one less than regulation) needed to continue. NOTE: After a game has started, recruiting players from the stands or other fields will not be allowed. **Exception: In USSSA games, if starting with 10+AH or 2 AH's, then they can play with as few as nine (9) with outs taken in each vacated position.**
- M. In **Coed play**, the defensive alignment must consist of the following: two men and two women in the outfield (**the four outfielders should be aligned an equidistant distance from home plate**), two men and two women in the infield, and the pitcher and catcher must be of opposite sex. Men and women do not have to alternate defensive positions. Offensively, men and women must alternate positions in the batting order.

Trial Rule: In Winter League play, 5 men and 5 women will take the field but are not restricted on defensive positions played. The "equidistant" rule remains in effect.

- N. In **Coed play**, if a male receives a base-on-balls (walk), he is automatically awarded 2 bases (goes to 2nd base). If there was 0 or 1 out at the time, the following female MUST BAT. If the base-on-balls was issued with 2 outs, the following female has the option of batting or being awarded 1st base. ALL BASES AWARDED (1st and 2nd) MUST BE TOUCHED IN THE PROPER ORDER.
- O. In **Coed play**, the batting team must provide a base coach who will rotate the game balls to the pitcher.
- P. **"Base stealing" will be allowed in all Men's classifications.** Runners may attempt to advance when the pitched ball reaches home plate, but must stay on the base until the ball reaches home plate.
- (1) The ball remains alive until the pitcher has possession of the ball in the infield and all immediate play has apparently completed. Runners not advancing return to the last base legally touched. Runners may not advance if the pitched ball hits the batter, the ground before reaching the front edge of home plate, or home plate itself.
 - (2) 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.
- Q. **All players must be "physically legal."** Players with casts, splints or braces may play if those items are padded sufficiently and do not pose a danger, subject to the judgment of the umpire.
- R. If an injury occurs during a game, the official game clock will continue to run for up to two minutes. If the injured player has not recovered or has not been removed from the field after two minutes, the game clock will stop at that point. If an injury occurs that is obviously very serious in nature and will take some time to resolve, the game clock will stop immediately and begin again at the direction of the umpire.
- S. **BLOOD RULE. Any player or coach who is bleeding or who has blood on his/her uniform shall be prohibited from participating further until appropriate treatment can be administered and the bloodied uniform replaced.**
1. The game clock will not stop unless the injury is determined to be serious (see section R above).
 2. The player will be allowed to return to the game once the bleeding has been stopped and bandaged sufficiently (subject to rules of substitution).
 3. A player who must change out of a bloodied shirt may put on any shirt – a number is not required (this is the only situation in which a player is allowed to wear a shirt without a legal number).
 4. A team will be allowed to play with TWO less players than regulation (8 if starting with 9 or 10, 9 if starting with 11) for one ½-inning. After this time, a forfeit will be called if a team cannot field only ONE less than the number that started. EXAMPLE: If a team started with 9 players and one becomes bloodied while on defense, the team may play with 8 players until after they bat and start the next defensive inning. If they still have only 8 players at that time, a forfeit will be called.
- T. For Men's slow pitch and Coed play on **fenced** fields, an over-the-fence home run limit will be in effect. All balls hit over the fence in excess of the following limits will result in the batter being called out:
- | <u>ASA</u> | <u>USSSA</u> |
|--|---------------------------|
| <i>Class C – Unlimited</i> | <i>Class D – 4</i> |
| <i>Class C/D – 5, then "1-up"</i> | <i>Class E – 2</i> |
| <i>Class D – 1, then "1-up"</i> | |
- "1-up" means that teams can never be more than 1 home run ahead of the other team. Example: if Team A hits a home run, they are not allowed a 2nd home run until Team B hits one. If Team B hits a 2nd home run, they cannot hit a 3rd until Team A has hit a 2nd home run.
- U. **A "no digging in" rule will be in effect for all batters.** When getting set in the batters box, a batter is prohibited from performing any action that removes or redistributes dirt in a way that will create a hollow in the batters box. **Managers are responsible for informing team members. Penalty: a strike will be called. If the batter has two strikes and is charged with "digging in" a third strike will be called and that batter will be called "out".**

- V. **Alcoholic beverages are not allowed in City parks and are strictly prohibited in the playing area. During the game, any player found in possession of an alcoholic beverage on the field, outside the dugout, or in the stands will be immediately ejected from the game.**
- W. American Disability Act eligibility: Any player with an obvious permanent physical disability (e.g. one arm, prosthetic leg, etc.) may be declared as an A.D.A. player. Any player with a physical disability that is NOT obvious must have a written statement from a physician certifying that he has a physical disability which is permanent and which inhibits normal participation. Once an individual is declared an A.D.A. player, he must play the entire season (not one year) as an A.D.A. player. Likewise, if one starts the season as a regular player, he cannot play under A.D.A. designation for the remainder of that season.
- X. DSMA has established a pitcher's box rather than just a pitching rubber. The pitcher's box is the width of the pitching rubber and extends six feet behind the rubber. A pitcher may establish their pitching position anywhere within the pitcher's box. They do this by pausing prior to the pitching motion. Once they have paused, they have established that position as their pitching position and all the pitching rules that apply to pitching from the rubber apply to this position.

GAME TIME REQUIREMENTS

- A. **DEFINITIONS: Game time** is the time at which the game is scheduled to begin. **Penalty time** is a 5-minute period that begins at game time in which a team is allowed to complete requirements for beginning a game, but for which a team is penalized. **Forfeit time** is declared five minutes after game time. A team that has not met the requirements to begin a game is assessed a forfeit at this time. **NOTE:** Unless circumstances dictate otherwise, the game clock will be started when the umpires call "Home team take the field!"
- B. **In all games, including playoffs, penalty time shall begin at game time. The time limit shall begin promptly at game time.** If the preceding game is still in progress at scheduled game time, then penalty time will begin **immediately** after the completion of the previous game (the game clock will begin when both teams have had an opportunity to occupy their dugouts). Forfeit time shall always be 5 minutes after the start of penalty time.
- C. **All teams in all divisions MUST have their completed line-up in to the scorekeeper by game time. If the line-up is not turned in by game time but is turned in during penalty time, the team shall be penalized by being charged with an administrative out before its first at bat.** If the line-up is not turned in by the end of penalty time, the game shall be forfeited. **NOTE:** If a preceding game is still in progress at scheduled game time and if the completed line-up is not turned in before the end of the preceding game, the line-up shall be considered late.
- D. **Line-ups must be turned in to the scorekeeper with both first and last names and uniform numbers.** The line-up will be kept by the scorekeeper. **All substitutes listed must include both first and last names and uniform numbers.** If a uniform number is turned in incorrectly, but the correct name was listed on the line-up or as a substitute, the number may be corrected without penalty.
- E. **A "bat-the-bench" line-up must list all players present (in the dugout). Exception: A coach that is dressed in the team uniform but does not play.**
 1. For Men's divisions, all players should be listed on a single line-up sheet in the order in which they will bat.
 2. **For Coed divisions, the manager will submit a separate batting order for men and for women (not to exceed a total of 20). There does not have to be an equal number of men and women.** Men and women will alternate turns at bat; for example, the first man in the batting order will bat, followed by the first woman, who is then followed by the second man, followed by the second woman, etc. Each batting order will start over independently; for example, if there are 7 men and 8 women, the batting order would proceed as follows: #7 man, #7 woman, #1 man, #8 woman, #2 man, #1 woman, etc. Any 5 men and any 5 women in the batting order may play defense at any time.
 3. **Bat-the-bench may ONLY be declared when a regulation number of players are present;** i.e. at least 10 in Men's leagues and at least 5 men/5 women in Coed leagues.
 4. **A coach dressed in the team uniform cannot play in the game unless listed on the initial line-up turned in to the scorekeeper.**

- F. **Failure to have at least 9 legal players at game time will result in an administrative out being charged to the team before its first at bat.** In addition, an automatic out will be charged in the 10th batting position (9th or 10th in Coed). The game clock will begin promptly at game time/penalty time. If a team does not have at least 9 players by the end of penalty time, the game will be forfeited.

TIME LIMIT, RUN RULE

- A. All games in this association shall be played under time limit restrictions. All innings started before expiration of the time limit will be completed. **The time limit for slow-pitch games is fifty-five minutes.**
- B. **All slow-pitch games will be played with a 10-run rule after 4½ or 5 innings, and a 15-run rule after 3½ or 4 innings.** Any time a team goes ahead by 20 runs (other than the top half of the first inning), the ballgame shall automatically be declared over.
- C. **Flip/Flop Rule: If beginning an inning in which the Home Team is losing by a margin that constitutes a Run Rule for that inning, then the Home Team will “flip/flop” and become the Visiting Team, and the original Visiting Team will become the Home Team. If the new Visiting Team does not score enough runs to reduce the run difference below the run rule, then the game is over. If they reduce the run difference to below the run Rule, then the new Home Team will bat. If the new Home Team subsequently scores enough runs to achieve a Run Rule, the game will be over. If they do not, then the game will continue under that format.** If the situation reverses, the teams would flip/flop again. Example: The Visiting Team is ahead 21-10 after 4 complete innings. The Home Team would then flip/flop and become the Visiting Team, clear the bases, and start the 5th inning. If they do not score at least 2 runs, then the game is over. If they score 2 or more runs, then they will remain the Visiting Team until the completion of the game or until the situation is reversed.
- D. **In all CLASS D competition, no more than six runs may be scored by one team in EACH inning. A team will bat until 3 outs have been made or 6 runs have scored. If the turn at bat is ended by the sixth run scoring, all other baserunners are negated. The first batter in the next inning will be the one who follows the last batter of the previous inning.**
- E. **In all Class C and Class C/D competition, there is NO run-scoring limit per inning.**
- F. If time expires during any inning in which scoring is limited to 6-runs-per-inning and one team has a greater than 6-run lead, then the ballgame will end immediately upon expiration of the time limit.
- G. **The offensive (Home) team may declare a batter automatically out as the 3rd out of the inning when time is about to expire in order to advance to the next inning.** Choosing this option will forfeit that team's right to its last at bat if the Visiting team achieves a run-rule lead in the top of the following inning.
- H. If the game clock is about to expire and the defensive (Visiting) team chooses to intentionally walk a batter, the result of which will cause the at-bat to end and thus advance to the next inning, then the offensive (Home) team will automatically be credited with the result of the play without the baserunners or batter having to advance.
- I. **In all slow pitch games, if at the end of regulation play (55 minutes or 7 innings) a game is tied, the “3-2” rule will be in effect for all extra innings until a winner is determined.** Under the “3-2” rule, each batter will come to the plate with a count of 3 balls and 2 strikes and a foul; i.e. they will have only one pitch thrown to them with no extra foul.
- J. **If a game in progress is stopped for any reason (weather, light failure, etc.) it shall be an official game if 3½ or 4 innings have been played.** In this situation, if the score is tied at the end of the last complete inning or with the home team at bat at the time of interruption, the game will end as an official tie game. Incomplete games (less than 3½ or 4 innings) will be replayed from the point of interruption.

FORFEITS

- A. If a game has been officially declared a forfeit, teams may scrimmage on the field but umpires and scorekeepers are not obligated to work the scrimmage. Such competition will not be sanctioned as an ASA contest, and participants will be playing at their own risk.
- B. A double forfeit shall count as a full loss for both teams in the standings.
- C. **Forfeiture for any reason of two regularly scheduled games (not including make-ups) MAY suspend a team from this association with no entry fee refunded.**

OTHER INFORMATION

- A. Leagues shall be divided into different classes of play: Men's C, Men's C/D, Men's D, Coed C/D and Coed D. League winners will receive team and individual awards. **In case of a tie for first place, the league winner will be determined by the following tie-breaker system:**
 - 1. **Head-to-head competition**
 - 2. **Record against other teams in order of finish (i.e. against 3rd place team, 4th place, etc.)**If the tie cannot be broken, then all teams tied for first place will receive team and individual awards, as well as a playoff berth. **PLEASE NOTE:** If teams from two classifications are combined into one league (e.g. C and D), then the "C" team AND the "D" team with the best records against teams from their own classification will each be declared champions of their respective classifications. **PLEASE NOTE: League awards not claimed within 60 days of the end of the season for which they were awarded WILL NOT BE GUARANTEED TO BE AVAILABLE AFTER THAT POINT.**
- B. **City Playoffs:** At the end of the Spring and Summer seasons, City Playoffs will be held in all Men's and Coed classes. ***The first place team in each league will receive a FREE ENTRY into the City Playoffs. Any other team may enter the Playoffs for a fee of \$125. Teams playing in the Men's C/D division will be eligible to advance to TAAF State C or D tournaments; teams in the Men's D division to the TAAF State E tournament; teams in Coed C/D to TAAF State CoRec.*** **NOTE: Any team that earns a free berth in the play-offs, requests to be in the draw and drops out after 5:00pm on Wednesday, or fails to show for the playoffs will be required to pay \$100 penalty. ONLY TEAMS WITH VALID ROSTERS ON FILE WILL BE ELIGIBLE FOR ANY PLAYOFF TOURNAMENT.**
- C. The Dallas Park and Recreation Department and the Advisory Council reserve the right to change a team's classification for league or playoff competition at any time for justifiable cause.
- D. **In the event of inclement weather,** the condition of the diamonds for that night will be available **after 4:30 p.m. by calling (214) 670-0513** Monday through Friday and **after 1:00 p.m.** on Sunday for Sunday night leagues. Occasionally later weather conditions may be known in time to modify the report, but if not, any change in the status of a field previously declared playable on the field report will be made at the field by the umpire. The decision announced by the recording or the umpire will be final and official.

RULES OF CONDUCT

- A. **Alcoholic beverages are not allowed in City Parks and are strictly prohibited in the playing area. Any player found in possession of an alcoholic beverage on the field, in or outside the dugout, or in the stands will be immediately ejected from the game.** By city ordinance, alcoholic beverages are not allowed on park property, whether in open or closed containers.
- B. Players, managers, and sponsors are required to cooperate with the umpires, scorekeepers and other officials of this association and the Park and Recreation Department in keeping spectators and unauthorized persons behind the protective screens and away from the playing area and backstop. Only the person at bat, the next batter, coaches at first and third, and the person retrieving the bat will be allowed out of the dugout when a team is at bat. If a team is in the field, no one will be allowed on the playing field area except those players who are playing defense at that time. The umpires are instructed to enforce these safety requirements at all

times, delaying the game up to two minutes if necessary. After the maximum of two minutes delay, umpires are authorized and instructed to forfeit the game.

- C. Spectator's Conduct: All participants are welcome to watch league and tournament games. However, no heckling or abusive language towards any team or officials will be tolerated. Managers will be held responsible for the behavior of their spectators. If spectators become disruptive and cannot be controlled, then the umpire may impose the penalties described below in section F, or if necessary, declare the game a forfeit.
- D. All games will be conducted and ruled by the umpires and all persons must respect their authority. Unsportsmanlike conduct, profanity, abusive language, fighting, intentional contact or any action or behavior that impedes umpires or scorekeepers from performing their duties will not be tolerated under any condition and will be subject to penalties described below in section F.
- E. If a player is ejected for conduct from the first game of a double-header, that player MAY be prohibited from participating in the second game of the double-header.
- F. **Acts of Disbarment and Penalty: The following violations carry penalties which may suspend players from all DSMA competition for a specified period of time. PENALTIES ARE AUTOMATICALLY IMPOSED FROM THE DATE OF THE INCIDENT.** Managers of players placed on suspension will be notified by the DPARD Staff, both verbally and in writing. Suspended players may make a written appeal to the DSMA Advisory Council for a hearing within two weeks from the date of the incident; otherwise, all suspensions are final. Managers of other teams within the same league will also be notified about suspended players.
- Violation: Unsportsmanlike conduct, profanity, or abusive language, including verbal attacks or abuse directed at umpires or scorekeepers.
Penalty: Minimum of ejection from game, with a possible maximum of one year loss of eligibility, and possible forfeiture of game.
 - Violation: Offensive and/or derogatory remarks made by players, coaches and/or spectators directed at the opposing team or its fans.
Penalty: Once the umpire has issued a warning to ANY team member or its fans, the first violation after such warning will result in ejection of the offending person (if a player or coach) AND assessment of an administrative out to the offending team. The second violation by ANY MEMBER of the same team or its fans will result in **forfeiture of the game.**
 - Violation: ***Physical violence or threat of physical violence by a player or spectator with a game official (umpire, scorekeeper or league/tournament staff).*** Threat of physical violence includes, but is not limited to, display of a weapon (such as a firearm, knife or bat); assuming a threatening pose; and **verbal threats of bodily harm.**
Penalty: ***MINIMUM two-year loss of eligibility,*** with additional years of suspension imposed based on the severity of the violence. The coach of team(s) involved is subject to being placed on probation.
 - Violation: ***Physical violence or threat of physical violence by a player or spectator with other players, coaches or spectators. There is no pass for being the second participant. A player that retaliates is just as guilty as the initiator; this rule applies to anyone involved.*** Threat of physical violence includes, but is not limited to, display of a weapon (such as a firearm, knife or bat); assuming a threatening pose; and **verbal threats of bodily harm.**
Penalty: ***MINIMUM 4-game suspension with maximum two-year loss of eligibility. DSMA reserves the right to impose additional years of suspension if warranted by the severity of the violence.*** The coach of team(s) involved is subject to being placed on probation.
 - Violation: Use of deliberate and/or unnecessary force when going into a base.
Penalty: Immediate ejection from the game and suspension of the next two games played.

6. Violation: Commission of fraud while a player, coach, or manager; this includes, but is not limited to, playing under an assumed name, falsifying rosters or I.D.
Penalty: Subject to review of Advisory Council, with maximum of up to one year loss of eligibility.

RULES OF PROTEST

- A. **Any rule infraction, application, or interpretation may be protested.** Any such protest must be made **at the time of the infraction** to the plate umpire (i.e. before the next pitch occurs) by announcing that the game is being played under protest. **Protest must be made by the team captain or manager. All protests must be followed-up in writing and filed with the League Administrator within two business days after the completion of the protested game;** no protest will be considered if not filed within this 2-day period (see ASA Guide – rule 9). No protest on umpire’s judgment will be accepted.
- B. **The eligibility of a player may be protested at any time up to the time a player has completed their second at-bat or the end of the game, whichever occurs first.** Once a player has completed their second at-bat, their eligibility can not be protested for the remainder of the game. Suspected player(s) must be protested during the game so that his/her identity may be checked at that time. A team protesting eligibility must identify specifically, by name and/or number, which player(s) they are protesting. A team may not protest more than 4 players in any one game. Except in the case of false identity (which results in immediate forfeiture of game), all protests must be followed-up in writing and filed with the Athletic Office within two business days after completion of the game. EXCEPTION: During playoffs, eligibility protests will be settled immediately by the Tournament Director or his/her representative.
- C. Each written protest shall be accompanied by a **cash deposit or certified check** in the amount of twenty (20) dollars, said amount to be held until the protest is settled. If the protest is allowed, deposit will be returned; if not allowed, money will be retained by the association, unless directed to be returned by the Dallas Park and Recreation Department. All protests will be acted on by the League Administrator of the Dallas Park and Recreation Department.
- D. Complaints about umpires or scorekeepers should be made in writing and submitted to the Dallas Park and Recreation Department, 3012 S. Hampton, Dallas 75224, c/o Barbara Barnette. Complaints may also be emailed to barbara.barnette@dallascityhall.com or faxed to 214.670.0530. Written complaints should include date, field, game time, teams and players involved, identification (if possible) of officials and a detailed description of the reason for your complaint. Complaints must be submitted to the Dallas Park and Recreation Department within two business days after the completion of the game in question.