

Updated October 2018

ADULT SLOW-PITCH SOFTBALL
League Rules & Guidelines
MEN'S * CO-ED



**parks &
recreation**
the benefits are endless...



/AJParksandRec

www.AJCity.net/Sports

Welcome to the Adult Slow-Pitch Softball Program sponsored by the Apache Junction Parks & Recreation Department. This program is offered for your enjoyment and therefore, your cooperation and sportsmanship is essential to the overall success of the program. You will find several references to proper sportsmanship in this manual. All players, coaches, managers and spectators are expected to act in an acceptable manner during the entire program. The City of Apache Junction Parks & Recreation Department reserves the right to take any disciplinary action it deems appropriate against players, coaches, managers and spectators not acting in an acceptable manner, including, but not limited to suspension from games, expulsion from the park and future participation in any future programs.

- For All Softball Leagues -

1. TEAM CLASSIFICATIONS

We require a minimum five (5) teams in each division. (*ie. upper division / lower division*)

2. ROSTER

A player must be on a team's roster to play in any game. The team's coach or manager must submit a team roster when registering. A player can be added to a roster through the third week of the season. (*see your game schedule for the exact date*) At this time rosters are frozen. To add or delete players from a roster, a coach may do so at the park **before** their game with the site supervisor. A team may use up to two (2) substitute players on a given night, but only if needed to meet the minimum eight (8) players. Substitute players must sign the official "Substitute" roster each night of playing (see league staff). Teams cannot use Substitute players for the league tournament. Substitute players cannot already be listed on another team's team roster within that division. Team manager shall notify the opposing team's manager, prior to the first pitch, if they are using Substitute players for that game, and which players are the Substitutes.

- A. A player who transfers from one team to another in any league, once a league has started, must sit out two (2) complete games for the team he or she is transferring to before being declared legal. The two-game wait will go into effect once the league coordinator is notified.
- B. Rosters are limited to 20 players. A manager or coach must be listed among those 20 players to be considered legal. All coach and player information must be filled out neatly and completely. (*Name, mailing address or email, phone number, & signed.*)
- C. A player must be listed on a "current" team roster in order to be considered legal to play. Any player information which is not correct on a team's roster could result in dismissal of that player or team from the league. It is the manager/coach's responsibility to keep up-to-date records at all times and to notify league coordinator of any changes.
- D. NOTE: If a team loses a player due to injury after rosters have been frozen, a team may add one (1) player to replace the injured player. The replacement player must be gender for gender and teams will only be allowed one replacement player per season. Authorization by the league coordinator at the Parks & Recreation Office is required.

3. ELIGIBILITY OF PLAYERS

Players are not permitted to play on more than one team in the same league. Any person caught playing for more than one team in the same division will result in suspension of that player for the remainder of the season and tournament. In addition a player may play with another team in a different division. A lower division team may only have 2 players on their roster from a higher division. All players must have a photo ID, with their date of birth, with them during games.

- A. The City of Apache Junction does not have a team or player residency requirement currently in use. However, that is subject to change in the future.
- B. Age requirements - All players must be 18 years of age or older.
- C. The opposing team may check your team roster during a game (a team may only check up to two (2) players). If a player is found to be illegal, that player will be ejected from the game immediately and their spot in the order will be an out for the rest of the game. Player eligibility protests must be made before the player in question's second at bat. Players must be able to produce a photo ID if eligibility is questioned. Failure to produce a photo ID will result in that player's ejection. Onsite League Staff will not knowingly allow an illegal player to play. If League Staff are informed by anyone of a possible illegal player, staff will investigate and count as an illegal player protest. Teams may be penalized for allowing (knowingly or unknowingly) an illegal player to participate. Team Manager may be suspended 2 games per illegal player. Players cannot play for more than one team per season. All players must be listed on your team's roster and have signed it prior to playing.
- D. League Staff reserves the right to check the roster of any team in the league. If a staff roster check is performed on your team, all players on your line-up must produce their ID. If a player is unable to produce the appropriate ID, that player

will be ejected from that night's games.

4. FORFEITS

It is the responsibility of your team's manager to make sure your team has enough players to play each week.

- A.** Game time is forfeit time (A 5 minute grace period can be used by the umpire, but the 5 minutes will be counted as part of the game time). Game time would then be 50 minutes. Umpires will start all games. Clock will start at the scheduled start time or as directed by the umpire. A team must have at least eight (8) players ready to start or complete a game. Any team having 8 players at game time, player #9 and #10 will not be considered automatic outs. (*ready to start means ready to take the field if Home Team or ready to bat if Visiting Team*)
- B.** If your team is unable to make a scheduled game time; it is the coach or managers responsibility to notify the league coordinator at the parks and recreation office at least 24 hours prior to the scheduled game. This will allow time to contact the team(s) it is scheduled to play. GGARTNER@AJCITY.NET or 480-474-5119
- C.** If you forfeit a game during the tournament, your team will automatically be eliminated.
- D.** Failure to have a legal roster turned in prior to your team's first game could result in your team being dropped from the league.

5. LEAGUE STANDINGS

Standings will be based on results from league play (*wins & losses*). If teams have the same record, at the end of the season, the tiebreakers will be as follows:

- A.** Who beat whom in head-to-head play between the tied teams?
- B.** Which team allowed the fewest runs during head-to-head play, between the tied teams?
- C.** Which team allowed the fewest overall runs, during the season?
- D.** In addition, any team that has forfeited any game(s), for any reason, will automatically take the lower position in the standings.

6. WINNING YOUR LEAGUE

Any team who wins their league (*not tournament*) will automatically be guaranteed a position in the next softball season, provided that they meet all of the following criteria. If any of the criteria is not met, the team loses its automatic position in the next softball season, and will have to go through the regular registration procedures. Any team that wins the lower division league may be required to move up divisions.

The league coordinator has the final decision in all matters concerning this rule.

- A.** The team can not have forfeited (*for any reason*) more than two games.
- B.** Registration completed and league fee paid in full by the "discount" deadline for the next season.
- C.** The team can lose its eligibility based on conduct related issues, upon the discretion of the league coordinator.

7. LEAGUE CHAMPS

League awards are based on individual leagues and the number of teams that participate. Parks & Recreation reserves the right to make a determination of league awards.

- A.** Overall season record will determine the regular season champion. (*see league rule 5 for ties*)

Regular season champions in each league will receive 15 t-shirts (or other individual award) and a guaranteed spot in the next season (*see Rule 6*). Shirt sizes: *Co-Ed Leagues will be: 3 AM, 5 AL, 6 AXL, 1 AXXL.*

- B.** Tournament champions will receive a team trophy.

8. INSURANCE

Medical insurance is the responsibility of the team or the individuals who participate. The City of Apache Junction does not carry medical insurance for these participants. Participants play at their own risk.

9. PROTESTS

Only rule interpretation will be justifiable for protest and not "judgement calls" made by the umpire. If a team protests, the coach must notify the umpire and official scorekeeper before the next pitch. Make sure that the umpire informs the opposing

coach and the on-site league staff; and it is recorded on the official scoresheet. On-Site league staff will attempt to resolve the rule protest in question at that time. If league staff are unable to resolve the protest, see section C of this rule.

- A. Ineligible Player Protest: (*see league rule 3*)
- B. An Official Protest must: (*if not settled by on-site league staff*)
 - a) Include a detailed written account of the ruling in question
 - b) Include a \$25 filing fee (*cash or check only*)
 - c) Be submitted in person, by the team manager, by 5:00 p.m. the following day at the Apache Junction Parks and Rec office inside the Apache Junction Multi-Gen Center (*1035 N. Idaho Rd.*)
- C. A decision on an official protest will either be handled by the umpire or site supervisor at the point of the game the protest was filed, or in the case where a \$25 filing fee has been submitted along with written account of the incident, the decision will be rendered by the league coordinator. If your protest is determined to be valid, you will receive your \$25 filing fee back. If it is determined to be invalid there will not be a refund.
- D. Exception to filing an official protest: When a protest is filed during a tournament game, a decision on the protest shall be rendered at that time by the onsite league staff. Their decision is final.

10. ALCOHOLIC BEVERAGES & TOBACCO USE

The consumption of alcoholic beverages “on-site” during a City-sponsored program is strictly prohibited. “On-site” is defined as the ball diamond and immediate area surrounding the ball fields, including the parking lot. The consumption of alcoholic beverages is permitted in the parking lot area only with a Beer Permit supplied by the Parks & Recreation Department. (*Beer Permit is \$25 for the season per team*)

- A. Glass containers are not permitted at any park facility operated by the City of Apache Junction.
- B. Groups of 7 or more are required to have a Beer Permit issued by the Parks & Recreation Department.
- C. Anyone in violation of the alcohol consumption rules will be asked to remove all beverages from the “on-site” area by either the umpire, league staff, or any staff member employed by the City of Apache Junction. Anyone who refuses to abide by the alcohol consumption rules is considered to be in violation of City Code, Article 10, Section 5, as officially adopted by the City Council of the City of Apache Junction. Staff is required to notify the Apache Junction Police Department of any person(s) in violation of the alcohol consumption rules. Managers, coaches and players in violation of the alcohol consumption rules may be suspended from all Apache Junction Parks & Rec Adult Sports programs. This includes managers, coaches, players, and spectators who are involved in a game being played or waiting for their game to start. The Beer Permit might be revoked and potential citations issued by Park Rangers.
- D. City Ordinance § 15-1-3 Prohibited Activities; *Smoking*: The act of smoking any substance, including the use of e-cigarettes and “vaping” in any park facility shall only be allowed in designated areas. Players refusing to abide by the tobacco use provisions may be suspended from participating and may be cited.

11. PLAYING RULES (*All Leagues*)

These rules are in addition to the ASA Softball Rules. League Rules supersede ASA Softball Rules in the event of conflicting rules.

- A. **General Field Rule:** Out of play is over, under, or through any fence or as determined by the umpire.
- B. **Tie Games:** In the event of a tie after seven innings and if time has not expired, one extra inning will be played to try and break the tie. The last batter from the previous inning will be placed at second base to start the extra inning with 0 outs. If the game is still tied after one extra inning, the game will be recorded as a tie. Courtesy runner may be used for runner at 2nd base, after runner at second has advanced one base.
- C. **Foul Ball Rule & Strike Outs:** Each batter will come to bat with a 1 ball and 1 strike count. The batter is out under the following circumstance: When a third strike is called including when there is a foul ball after two strikes. Any combination of three strikes. (*1 & 1, none to waste*)
- D. **Home-Run Rule:** One Up Rule shall be in effect. Once both teams have hit a home run over the fence, either team is allowed to hit another HR to go “one up”. No team at any time shall be ahead by more than one HR in the team HR count for the game. Any HR hit after a team is one up shall be a dead ball out.
 - a) Batter and any runners are not required to advance any bases on home runs. (*hit & sit*)
- E. **Run Rule & Maximum Runs:** After three innings, a team leading by 20 runs or more will be declared the winner.

After four innings, a team ahead by 15 runs or more will be declared the winner. After five innings, a team ahead by 10 runs or more will be declared the winner. For the first three innings, a team will not be allowed to score more than 10 runs in any one half inning. Once the tenth run has scored (*including a home run*), the half inning will then end regardless of the number of outs. Scoring will be unlimited after the third inning. *The 10-run limit rule is for regular season play only and not in effect during tournament play.*

- F. Infield/Pitcher Warm-up:** Infield warm-up will **NOT** be allowed after 10 minutes prior to game time (*this includes in-between innings*). Teams are encouraged to warm up in the outfield prior to the game. Pitchers will be allowed three (3) pitches prior to the first inning and one (1) pitch in all other innings. Please do not warm up near spectator areas.
- G. Game Time and Inning:** All games in slow pitch (league and tournament) are 7 innings or 55 minutes, whichever comes first. A new inning will not be started after 55 minutes, unless it is during a tournament game and it is needed to determine a winner. The championship game for any tournament will be a full 7 innings (Exception: bad weather) regardless of time (*The 20, 15, 10 run rule is still in effect*). Make sure the umpire writes down the start time for your game on the score sheet. Any game is official after 4 innings; or 3 ½ innings if the Home Team is ahead.
- H. Substitution Rule:** Team batting lineups may consist of as many rostered players as eligible for play. A minimum 8 and maximum 10 players are allowed to play defense. Players on defense can “sub” in/out throughout the game as long as the original batting order does not change. Any players on defense must be listed in the game lineup. Players that arrive after the game has started or otherwise not in the original lineup, shall follow the ASA substitution rule regarding batting order. A team unable to field 10 players because of a player injury may use a player (same gender) normally unable to re-enter if no other eligible substitutes are available. The player would bat in the injured player’s batting position. However, any player ejected from the game, for non-conduct related issues, cannot re-enter the game. Ejected player is an out each time at bat after ejection for that game.
- I. Injured Player:** If a player is injured or unable to continue, they must be removed from the lineup and a substitute enters in their place, if there isn’t a substitute to fill the spot it will be declared an out the next time at bat then skipped each time after. (*exception: see co-ed rules*)
- J. Scorekeeping:** The Home Team is official scorekeeper. Player’s first and last names must be written on the scoresheet. If the Home Team does not supply a scorekeeper, the Visiting Team has the option of supplying the official scorekeeper. If it does, the Visiting Team has the option to become the Home Team. If the original Visiting Team does not wish to be, or cannot supply a scorekeeper, the Home Team must provide a scorekeeper, even if it means pulling a player from the lineup. Refusal to do so will result in the Home Team forfeiting to the Visiting Team. The Visiting Team is responsible for comparing scorebooks after each inning. If there is discrepancy in scores, play is halted to solve the problem. After the next pitch, no further discussion will be considered. After each game, the umpire shall initial the final score. It is recommended that even the Visiting Team keep their own score and compare their book to the official scoresheet with the Home Team after each inning to avoid scorekeeping issues.
- K. Steel or Metal Cleats:** No steel or metal cleats will be allowed. Cleats must be of nylon or rubber substance on a single sole (no football or track shoes). If a player is discovered wearing metal cleats he or she will be ejected from the game and will sit out one game not including the game that he or she is ejected from.
- L. Rain Outs:** If a game(s) is rained out it may be made up at the end of the season unless teams are notified by the parks and recreation department of a different time. If there is a threat of rain, call the AJPR rain hotline 480-474-5119 or visit the Apache Junction Parks & Recreation’s Facebook page. The hotline will be updated starting at 4 p.m. the day of games if there is a threat of rain or dangerous weather. It is the responsibility each team’s Coach or Manager to contact their team members and inform them of a game cancellation or change. If games are not postponed by 5:30 p.m. it is the on-site league staff and umpires decision to call the game. If a game is canceled prior to 4 complete innings, or 3 ½ innings if Home Team is ahead, the game will resume at the point where it was canceled, *if needed to meet the 12 game minimum guarantee*, with the same batting order. If a team is unable to replicate the original line up on the make-up date, the game will be declared a forfeit.
- M. Uniforms:** Uniforms are not a requirement. If teams wish to wear uniforms it is up to them. However, appropriate athletic attire is required.
- N. Courtesy Runner:** If requested, the last player to be put out or a rostered player, not in the batting lineup, can be a courtesy runner. Maximum one runner per inning for men’s, and one runner per inning per gender in co-ed. **Exception:** If the same batter that needed a runner comes up in the same inning they can have a runner again. **Illegal Runner:** If a team has a player other than the last player to be put out or a non-player take a base as a courtesy runner, the opposing team has to notify the umpire of the discrepancy before the first pitch to the next batter. If they do, the

runner will be declared out. If they do not, the runner shall not be replaced.

- O. Ball Return Policy:** It is the responsibility of each team to retrieve their team balls that may be hit out of play (home run or foul ball). It is *highly* recommended that all teams retrieve balls out of play in a timely manner. Only AJPR authorized balls may be used for play. Any team unable to provide an AJPR authorized ball for play shall forfeit that game. Official game balls will NOT be available for purchase at the fields. (*see rule 11.V for additional game ball details*)
- P. Batting Lineup Unlimited:** Team batting lineups may consist of as many rostered players, of that team, as eligible for play. Batting line up cannot change once the game has started. Players that arrive after the game has started or not in the original lineup shall follow the ASA substitution rule regarding batting order. Teams may use unlimited defensive substitutions as long as players remain in the same batting order throughout the game. (*see rules: 11;M & 12;B*)
- Q. Jewelry:** Casts (plaster, metal or other hard substance in its final form), exposed jewelry such as wrist watches, bracelets, earrings (including studs) and neck chains or any other item judged dangerous by the umpire, may not be worn during the game.
- R. Hitting Balls Against the Fence:** Do not hit balls against any fence at any field at any time.
Penalty: 1st offense- 1 game suspension, 2nd offense- suspension for the season and tournament.
- S. Sliding:** Sliding is allowed. Players should be careful.
- T. Double First Base:** When using the double first base, the batter-runner must touch the orange bag on a force play. If the batter-runner touches the white bag it is up to the defensive team to appeal the play (*just like a missed base*). Runner may touch white base if rounding the base. Fielder uses the white base.
- U. Bats:** Beginning with the 2018 Summer League, all bats used in any City of Apache Junction Parks and Recreation (AJPR) softball league must pass a Barrel Compression test, administered by AJPR Adult Sports League Staff, and have a current AJPR/Adult Sports sticker indicating the bat has been tested for safety. Team Managers/Captains are responsible for ensuring all of their players bats have been properly tested by the AJPR Adult Sports Staff prior to use. Stickers will be valid for the current fiscal year (*July-June*). Stepping into the batter's box with the bat is considered "use".
- a) No tampered or altered bats allowed, as determined by AJPR Staff. Use of an altered bat by a player will result in automatic ejection and league suspension and the player's team forfeiting that game.
 - b) Only those bats, which are included on the ASA Certified Bat list (www.asasoftball.com) and have a current AJPR/Adult Sports sticker, will be approved for use in City of Apache Junction league play. Furthermore, any bat that rattles or label is unable to be easily read, as determined by AJPR staff, may be considered an illegal bat. Any bat without a current AJPR/Adult Sports sticker will be considered an illegal bat unless, it has been determined the bat has been tampered or altered.
 - c) The Adult Sports staff has the authority to request any bat, at any time, for testing. Any player refusing the request for bat testing shall be ejected from the game. If a suspect bat fails the Barrel Compression testing, the bat will be disallowed for league play. If the bat passes the Barrel Compression test, the bat will be returned for play. Any AJPR staff decision on legal and illegal bats will be final.
 - d) Any bat initially passing the compression test and then found to be altered will result in a 10 year suspension for the user and owner of the bat.
- V. Game Balls:** Prior to the season, at the Team Representative Meeting, each team will be given one new ball for each game during the season, plus one additional new ball, as the first game backup ball. Team Rep will write their team name on each ball. Prior to game, each team provides two AJPR authorized team balls to umpire for use. Defensive team pitches with batting team ball. Umpire shall ensure proper team ball is put into play. Any ball hit out of play must be replaced by AJPR authorized ball from same team. Each team is responsible for getting their team's balls from the umpire, following the game. All balls must be given to the umpire prior to use in any game.
- *Only AJPR authorized balls are allowed for play.
 - *Official AJPR authorized ball: Dudley Thunder SY Hycon-Synthetic 12" ASA 'stamped' yellow softball .52 COR / 300 compression.
- X. Team Manager:** Only the team manager will be allowed to discuss (not argue) any call made by an umpire on the field. The team manager will be the head coach listed on the team roster. If the head coach is not playing then the assistant coach will assume those duties. If neither of those players is available, the team will pick a representative who will notify the umpire prior to the game they are the team manager, for that game. Any other player could be ejected for arguing or discussing any call made by the umpire or league staff.

12. CO-ED RULES *(in addition to the general playing rules in section 11)*

- A. Team:** Co-Ed teams may carry a maximum 20 players on their team roster. Defense consists of no more than 10 fielders, five (5) men and five (5) women. A minimum of 8 players, at the field and ready to play at game time, is needed to start the game (*see rule 4*). On defense, a minimum of four (4) and a maximum of seven (7) women and a minimum of three (3) up to a maximum of five (5) men must play at all times. However, a team can never play with more men than women during a game.
- B. Batting Order “Unlimited”:** Team batting lineups may consist of as many rostered players as eligible for play. Batting line up cannot change once the game has started. Players that arrive after the game has started or not in the original lineup shall follow the ASA substitution rule regarding batting order. Teams may use unlimited defensive substitutions as long as players remain in the same batting order throughout the game. A team may never bat two males back to back.
- If a female is injured and/or unable to continue (for any reason), she must be removed from the lineup and a substitute enters in her place, if a team is batting all of their players and there isn't a legal substitute available, her spot will become an out each time the lineup returns to her spot in the order.
 - If a male is injured and/or unable to continue, he must be removed from the lineup and a substitute enters in his place, if the team is batting all of their players and there isn't a legal substitute available, his spot will become an out the first time the lineup returns to his spot in the order, then each time after his spot will be skipped. If he is removed due to ejection, his spot will be an out each time the lineup returns to his spot in the order, if there isn't a legal substitute available.
- C. Walks:** If a pitcher walks a man (*intentional or not*) he will be awarded 2nd base and the woman following him in the batting order will be required to bat, unless there are two outs, at this time she will have the option to hit or walk.
- D. Player Position:** Co-ed defensive positioning: Male & Female players may play any position. See “Outfield Restraining Line” rule for outfield player positioning. Maximum of 10 defensive players. At no time can a team field more male players than female players.
- E. Outfield Restraining Line (for female hitters only):** A line will be painted across the outfield at a distance of 180 feet from the home plate. None of the four outfielders are allowed to cross this line until after the ball has been hit. If an outfielder crosses the line prior to the ball being hit will result in the coach/manager having the following options following the conclusion of the play: (i.e. catcher obstruction rule)
- The batter is awarded first base. Base runners may not advance unless forced.
 - The coach may take the result of the play. Exception: If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, obstruction is canceled. All actions as a result of the batted ball stand. No option is given.
- F. Secondary Home Plate:** *(This rule subject to discussion and vote at Team Rep Meeting.)* A scoring line will be drawn even with the home plate extending into foul territory. Base runner must touch on or beyond the scoring line before the defensive player contacts home plate while possessing the ball. Two-thirds of the way from third base to home plate (44 feet down the line) a commitment line will be drawn extending three feet from either side of the third base line. Once a runner has crossed this line, they are committed to going home and may not return to third base. If the player has not crossed the line, they may return to third base at their own risk. After a runner has crossed the commitment line they cannot be tagged out and must be put out at home plate.

13. END OF THE SEASON TOURNAMENT

- A.** Higher seeded team may choose to be home team or visiting team each game, during tournament play.
- B.** Teams may be moved into a different division for the tournament in an effort to balance play.
The league coordinator has the final decision in all matters concerning section B of this rule.

14. DEFINITIONS – (refer to ASA softball rule book)

15. CHILD SUPERVISION

Parents are responsible for the supervision of their children. A field supervisor or the league coordinator reserves the right to stop a game in progress and request that a parent/ball player be removed from the game in order to properly supervise their child. Please understand that field supervisors and the league coordinators are responsible for supervision of the game activities as well as the entire surrounding areas. Staff is not expected to continually supervise children while their parents participate in a game. Staff reserves the right to ask children who are “misbehaving” to sit in a specific area where

they can be closely monitored. Further more, staff reserves the right to ask a parent to refrain from bringing their child to a game if they cannot be properly supervised or if they continually have problems with that child. Staff also reserves the right to ask that a child be removed from the dugout area or playing field premises if risk of injury is a concern.

16. DUGOUT CONDUCT & EQUIPMENT RULE *(all leagues)*

Coaches, players, substitutes, other personnel, or equipment shall not be outside the designated dugout area except, when the rule allows or is justified by the umpire.

- A.** The first offense is a team warning. Repeat offense may result in the ejection of that team member.
- B.** In the event it is equipment (bats, balls, bags, coolers, etc.), the first offense is a team warning. Additional offences may result in the next batter(s) being declared out.

17. CODE OF CONDUCT *(all leagues)*

All Managers, Coaches, Players, and Spectators are expected to conduct themselves in a respectful manner, following the Apache Junction Parks & Rec's Adult Sports Code of Conduct.

(see next page for the Adult Sports Code of Conduct)

- A.** Any participant who is ejected from a game for conduct related issues will be given two minutes to leave the park boundaries. The same ruling applies to a spectator that is causing problems and cannot be controlled. Failure to do so may result in forfeiture of game and/or person cited for trespassing as well as stiffer code of conduct penalties.
- B.** If a participant refuses to abide by a decision, he or she may cause his or her team to forfeit a game in the staff's efforts to maintain control of the situation. *(NOTE: team managers are responsible for the actions of their players and spectators, therefore is subject to disciplinary action to include forfeiture of game, suspension, and or expulsion.)*

**CITY OF APACHE JUNCTION
PARKS AND RECREATION DEPARTMENT
ADULT SPORTS CODE OF CONDUCT**



CATEGORY 1

Minimum Penalty: Warning.

Maximum Penalty: Ejection from game and facility for that date plus probation for the current season.

NO INDIVIDUAL SHALL:

- A. Be guilty of objectionable demonstration of dissent by throwing playing equipment or any other forceful action.
- B. Discuss with an official, in any manner, the decision reached by an official except the manager, coach or captain.
- C. Be guilty of an abusive verbal attack upon any individual on or off the playing field/court. *-excessive could fall into category II or III.*
- D. Use profane, obscene or vulgar language/behavior, in any manner, at any time, on or off the playing field/court.
- E. Unnecessary rough tactics in the play of game. *-intentional/flagrant could fall into category II or III.*
- F. Be involved in any "trash talking" or "taunting" on or off the playing field/court.
- G. Leave behind excessive trash.
- H. Attempt to damage, destroy or steal city/government property.
- I. Drink alcoholic beverages during their specific league or tournament game.
- J. Fail to follow the directions/instructions of league staff and/or officials.
- K. Fail to follow the established/posted City of Apache Junction Park Rules.

CATEGORY 2

Minimum Penalty: Forfeit of game and/or individual suspension plus probation for the current season. *-team and/or individual*

Maximum Penalty: Suspension from all AJ Parks & Rec Adult Sports programs plus probation for the next season of play. *-team and/or individual*

NO COACH, MANAGER, or PLAYER SHALL:

- A. Appear on the field/court of play, at any time, in an intoxicated condition or under the influence of any other type of drug which may infringe upon the safety of the individual or the safety of others.
- B. Be guilty of an abusive verbal attack upon any official or city staff on or off the playing field/court.
- C. Use excessive profane, obscene or vulgar language/behavior, in any manner, at any time, on or off the playing field/court.
- D. Directly or indirectly threaten another individual including officials and/or city staff. *-assault charges may be filed A.R.S. 13-1202.*

CATEGORY 3

Minimum Penalty: Suspension from AJ Parks & Rec Adult Sports programs plus probation for one (1) year.

Maximum Penalty: Banned from AJ Parks & Rec Sports Programs.

NO INDIVIDUAL SHALL:

- A. Lay a hand upon, shove, strike or threaten to strike an official or individual. *-assault charges may be filed A.R.S. 13-1203.*
- B. Be guilty of a physical attack upon any official or individual. *-assault charges may be filed A.R.S. 13-1203*
- C. Be guilty of damaging, destroying or stealing city/government property.

IMPORTANT NOTES

- A. This code of conduct is an attempt to address any and all unsportsmanlike conduct within the AJ Parks & Rec Adult Sports programs. Any unsportsmanlike conduct, even if not specifically mentioned, will be addressed on a case by case basis. Game officials and/or city staff will determine if an act is "unsportsmanlike." Team penalties, in addition to individual penalties, may be imposed if multiple individuals from the same team violate this code of conduct. Managers/Coaches may also have penalties imposed on them for their team/player actions.
- B. Consequences are determined by the type and/or amount of infractions and player/team status. *(ie: is individual or team already on probation?)*
- C. If a player is ejected they are ejected for that day's/night's games. (i.e.: player ejected from first game of double header, they cannot play in the second game.) If a player is ejected at or near the end of the second game in a double header the ejection is carried over to the next scheduled game for his/her team.
- D. Any discipline appeal must be made in writing via email to ggartner@ajcity.net, by the player or manager within 24 hours of receiving the Code of Conduct Notice of Consequence by the Apache Junction Parks & Recreation Adult Sports Coordinator.
- E. **By signing your team roster, all players, coaches, and managers attest that they have read, understand, and agree to abide by this Adult Sports Code of Conduct.**