

Men's Slow Pitch Softball 2019



GREENSBORO
PARKS & RECREATION

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Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

TABLE OF CONTENTS

	Page
2019 Points of Emphasis	3
Mission Statement, Philosophy and Purpose	4
Organizational Set-Up & Duties	4
Athletic Office, Field Locations, Alcohol/Smoking, Pets	5
Refund Policy	5
Inclement Weather, Pocket Perry Weather App, Lighting Policy	6
Registration, Leagues and Divisions	6-7
Age, Identification	7
Player Eligibility	7
Rosters	7-8
Provided Equipment	8
Fields	8
Uniforms	8-9
Dugouts	9
Scorebook	9
Games-Schedules	9-10
General Rules	10-11
Line-Up Cards	11
Forfeits	11-12
Equipment Rules	12-14
Protests	14-15
Expected Behavior, Conduct, Ejections, Suspensions	15-18
Emergency Response Plan	18
Hot Weather Precautionary Measures	18
Prevention	18
In Case of Emergency	18

POINTS OF EMPHASIS

- See NEW Suspension policy on pgs. 15-18
1. The official bat shall bear the 2012 logo and be a bat manufactured by a bat company that is on the approved NSA bat list. The bat must also pass the bat compression test at all times.
 - a. Illegal Bat Companies/Bats: Boombah, Inc. (All), Monsta Athletics (All), Easton Sports Inc. (Easton Ghost, Ghost Blue)
 2. All balls must be 52.275 COR/compression ball and must bear the NSA softball logo
 - a. Illegal Ball Companies: Apex Sports (All Models) and Decker Sports (All Models)
 3. Teams must have the same color of t-shirt/jerseys with store bought "6" inch numbers on the back. Legal numbers are 0-99. Either "0" or "00" may be used but not both. Fractions, decimals, etc. will not be allowed.
 - a. Each player should have their own shirt with their number assignment. Players may not share numbers or shirts without permission.
 - b. Uniform compliance – Legal uniform shirts are required to be in place by your first scheduled game. No team will be allowed to play without them without valid reason and permission from league director.
 - c. Cleats: The sole may be either smooth or have soft or hard rubber or polyurethane cleats. Metal cleats or any type of shoe that has exposed metal on the sole, other than a rivet, may not be worn. (Penalty – ejection).
 4. There is a five minute "grace" period on the first game ONLY, the official's time piece will still start at 6:30pm. Players must be at the dugout and in uniform to be counted as a starter on the front of the line-up card.
 5. Teams may start the game with nine (8) players. The vacant spots for the 9th and 10th batters will be an out for the entire game or until the 9th and 10th player arrives. A team may not intentionally or unintentionally walk a batter to get to the 3rd out. If and when the 9th and 10th players arrive, they must go into the open spots. Once a team has 10 players, it must continue to field a legal team in accordance with NSA rules of forfeit.
 6. Teams may use one (1) or two (2) Extra players (EP) per game if made known prior to the start of the game and properly indicated in the lineup.
 7. **Courtesy Runner:** Teams can use 1 courtesy runner for 1 player per inning. It can be any legal player on the roster who is present, eligible and has not been ejected. The courtesy runner used does not have to be the same per inning per game.
 8. Leagues will not play "hit and sit."
 9. **Rosters:** maximum of 30 players on roster. **Additions to team rosters** after the cut-off date will be allowed only upon written request from the team manager and must meet the criteria of a team falling below (14) eligible players. All forms after the roster cutoff date must be brought to the Parks and Recreation office, 2400 16th Street, Greensboro NC 27405.
 10. **Forfeits:** Any team forfeiting (3) or more games will be ineligible for tournament play.
 11. **Friday night league:** IF necessary, make-up games will be scheduled on **Mondays**.
Double headers may also be used for make-ups if necessary.
 12. **Animals:** Spectators/visitors and players may not bring animals to the field. Violators will be asked to remove the animal from the premises. Only service animals allowed in the park.
 13. No skateboards, scooters or bike riding allowed inside the park/near playing area. Spectators should not be throwing balls inside or near the playing area.
 14. **Tobacco products:** the use of tobacco products (including E-cigs) is prohibited during practice and games by visitors and players.
 15. **Rankin Field Parking:** Please use the parking lot at Rankin Elementary School when your games are scheduled at this site.

GENERAL INFORMATION

Thank you for participating in the Men's Slow Pitch Softball program. This recreational program is provided for your fun and enjoyment. Your cooperation, good sportsmanship, and communication with our Athletic Office, as well as team members, are important in making this program a success. On behalf of our Department, we would like to wish you and your team a successful season!

Parks and Recreation Mission Statement

The Greensboro Parks and Recreation exists to provide professional and diverse leisure opportunities through inclusive programs, facilities, parks, and open space ensuring that Greensboro is a desirable place to work, live, and play.

Athletic Philosophy

The philosophy of the Athletics Section of the Greensboro Parks & Recreation Department is to create a positive environment for youth and adults:

- I. By emphasizing each individual's right to participate.
- II. By teaching life skills, good sportsmanship and game fundamentals.
- III. By stressing FUN and enjoyment above all else.

League Purpose

The Men's Slow Pitch Softball program is designed to provide a positive opportunity for men, ages 18 and older, the opportunity to participate in a fun, safe and enjoyable physical activity in order to socialize, compete and develop positive relationships with other members of the Greensboro Community.

Accessibility Accommodation Request: The City of Greensboro Parks & Recreation Department welcomes the participation of all individuals, including those with disabilities or special needs, and is committed to complying with the ADA by providing reasonable accommodations to facilitate participation in our programs. To ensure that reasonable accommodations are in place, accommodation requests should be received at the time of registration.

League Organizational Set-up and Duties

1. League Director – Is responsible for scheduling all leagues. The League Director shall be the chief supervisor of all teams in the Parks and Recreation Department Slow Pitch Softball program and reserves the right to suspend any coach, player, parent or spectator who breaks any of the department policies as stated in these By-Laws. The League Director will handle all protests. If a player or team appeals a ruling from the League Director, the Athletic Director will hear the appeal for a final ruling. **All rulings are final.**
2. Field Supervisors will be Parks and Recreation Athletic Department employees working under the supervision of the League Director. Their duties include, but not limited to:
 - a. General supervision of games, fields and spectators
 - b. Handling any problems which may arise at the fields
 - c. Enforcement of the Rules and By-laws and Departmental Policies

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

Athletics Office

All adult sports operations are conducted at 2400 16th Street, Greensboro, NC 27405. Office hours are Monday through Friday, 9:00 AM to 5:00 PM. Office: 336-373-2955.

Field Locations

FIELD	ADDRESS
Carolyn Allen Park	3610 Drawbridge Pkwy, 27410
Revolution Park	2200 Yanceyville St, 27405
Rankin Elementary School	1501 Spry St, 27405

Alcohol/Smoking

Alcoholic beverages and tobacco products including any electronic cigarette (e-cig or e-cigarette), or electronic nicotine delivery system (ENDS) are not permitted at athletic fields or facilities at any time. All outdoor smoking areas will be located at least **50** feet from main entrances or exits to city facilities or parks.

Teams are responsible for their spectators. Anyone observed violating these policies will be immediately asked to leave the facility or park. Continued violations by individuals, teams or their spectators may result in permanent removal of the players/teams from the league.

Pets

Pets are prohibited at all athletic facilities during programs.

Refund Policy

The Greensboro Parks and Recreation Department reserves the right to cancel a program at the sole discretion of the department, including when a program's minimum enrollment is not met. In the event of a program cancellation, the department will endeavor to provide as much advance notice as possible to participants. In addition, the department reserves the right to alter schedules, fees, and instructors as necessary. In the event that the department cancels a program or event, registration fees are 100% refundable except in cases when an alternative refund policy has been provided in writing to registrants at the time of registration.

Program withdrawal and refund requests initiated by participants will be processed in accordance with the criteria set forth below. All requests for a refund of program fees must be received by the department in writing. Refund requests are processed according to the guidelines included below and generally take 2-4 weeks to process, with the exception of payments made by check, which may take additional processing time. The refund check will be mailed to address provided on the written refund request.

Prior to Program Start Date: Fees are fully refundable less a \$10 processing fee per registration.

After Program Begins: No refund is available except in extenuating circumstances as determined by the program supervisor.

After Program Ends: No refunds granted.

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

Inclement Weather

In the event of inclement weather on game days, please call the Parks & Recreation **Game cancellation line at (336-373-2366)** after 4pm. This number is located at the top of all game schedules. If no cancellation details are available, teams should report to specified game fields indicated by the game schedule.

If it rains after arriving at the fields the decision to play or cancel will be determined based by Parks & Recreation Staff and or the Game Officials on the field.

If the first game is cancelled due to weather and the weather clears in time for the next scheduled game, the second, third and fourth games may be played if field conditions are safe. If the first two games are cancelled, all other games will be cancelled for that day at that field. Be prepared to play in the rain if conditions are safe.

In the event of inclement weather on non-game days, please contact your teams head coach concerning practice.



Text **SPRINGSB** to **84483** to receive alerts from **Men's Slow Pitch SB**



Pocket Perry Weather App



The Athletics Section utilizes the Pocket Perry Weather App to monitor for severe weather within 10 miles of a given facility. This weather App provides athletic staff with access to real-time weather information including live radar, lightning mapping, storm track and all-clear timers. In the event lightning is detected within a 10-mile radius of the facility where games are being played, staff will initiate lightning delay procedures.

Lightning Policy

If lightning has been detected within 10 miles of a given facility, play shall be suspended, and staff, officials, participants, and spectators should seek shelter immediately. At this time, the **30-Minute Rule** shall go into effect. Play is suspended for at least 30 minutes after each lightning strike that occurs within a 10-mile radius. Any subsequent lightning that is detected restarts the 30-minute countdown to an all-clear notification for play to resume.

Staff will continue to monitor conditions and utilize real-time information to assist in determining if conditions are safe to resume play. If the all-clear is received prior to the game time limit, staff and officials will determine whether or not to continue play. Games may be cancelled and rescheduled for a later date.

GETTING STARTED

Registration

Each team is required to register their team during scheduled registration dates. At the conclusion of team registration, a mandatory organizational meeting date will be scheduled. Each team registered in the program will be required to have a team manager or representative attend the organizational meeting. Failure to comply with this request will result in dismissal from the league and a refund will be granted prior to the first game per the City's refund policy.

Men's Slow Pitch Softball Handbook

Greensboro Parks & Recreation Athletics

Individuals who are interested in playing but are not currently on a team may submit their name and contact information to the Athletics' Office to be placed on the Free Agent List. This list will be given to the team representatives at the organizational meeting. Teams that need additional players may recruit the free agents regarding opportunities to join their team. Note: Free agents are not guaranteed a spot on any of registered teams.

No entry fees will be refunded after the schedules have been completed.

Leagues and Divisions

The following leagues and divisions will be offered for the Men's Slow Pitch Softball program. The Greensboro Parks and Recreation Department reserves the right to combine competition levels and/or divisions in order to form leagues.

1. Open – Any group of individuals that wish to form a team.
2. Church – All teams in this division must be sponsored by a church. The sponsoring church decides who plays on the team. Players do not have to be members of the sponsoring church. (Church and Open teams may be placed together to form a league).
3. Friday Night League – Any team wishing to play on Friday night only. Make-ups and games will occur on Monday nights based on weather cancellations or for scheduling purposes IF necessary.
4. Teams may request a specific league and/or playing days. Final league assignments will be made by the League Director in an effort to establish balanced leagues.

Age

All players must be 18 years old or older prior to the start of the Men's Slow Pitch season in order to be eligible to participate.

Identification

All participants must carry a photo ID during league and tournament play. The City of Greensboro Parks and Recreation Department reserves the right to confirm a player's identity at all times.

Player Eligibility

Players may only register with and participate on one team per season. All players must submit a completed Player Registration Form and be added to their team's roster to complete the registration process. **Any team using a player who is not on the team's roster, and has not filled out a player registration form will automatically forfeit that game and the player, manager and team may face additional penalties as determined by the Greensboro Parks and Recreation Department.**

Rosters

Each team roster must have a minimum of 10 players, and a maximum of 30 players. Team managers may add players to their team's official roster by submitting a completed Player Registration Form to the league director. Jersey numbers will be required on rosters.

1. Each player must complete a Player Registration form before play (practice or game) is allowed. This form is a legal document and may not be accepted for registration if the form is faxed, emailed or scanned.
2. Team managers must submit and approve their team roster (with players jersey number listed) by the deadline of March 25 by 5 pm.

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

3. Roster additions: will be allowed up until 5 pm on Friday, April 12 with approval from League Director when player submits the Player Registration Form.
4. Roster Modifications: Additions to official rosters after the cut-off date may be allowed after submission of a written request from the team manager to the league director. Requests must meet the criteria of a team falling below (14) eligible players to be considered for approval. Team managers must identify which players are no longer participating and remove them from the official roster prior to adding additional player(s). Additions will not be permitted for tournament play.
5. It is illegal for any player or manager to sign a registration form for a player. Violators will be suspended.
6. Any player who signs with two teams will be suspended for the season. Both teams he signed with will forfeit all games the player participated in.
7. Any player playing under an assumed name will be suspended.
8. Any manager or acting manager (manager submitting the line-up card) who plays an illegal player will serve a two game suspension. Any additional violations of illegal players, the manager will be dismissed for the remainder of the season and the team will not qualify for tournament play.
9. Driver's License may be required for identification if necessary.
10. No Dual Participation in Open Leagues (Monday-Thursday leagues) - Players may only participate in one league per season. Penalty: All games played will be forfeited by both teams. Player is ineligible for remainder of season. Players can play on Tuesday/Thursday and Friday.
11. Any manager or acting manager (manager submitting a line-up) who plays an illegal player will serve a (2) game suspension. Any additional violations of illegal players – the manager or acting manager will be dismissed for the remainder of the season and team will not qualify for tournament play.

Provided Equipment

Greensboro Parks & Recreation Department will provide the following equipment for all scheduled games:

- Line-Up Cards
- Scorebooks (Home team is the official scorekeeper).

Field

Games will be played with 53 feet pitching distance and 70 feet bases as sanctioned by NSA.

THINGS TO KNOW

Uniforms

All teams will adhere to the following uniform guidelines:

- a. Teams must have the same colored shirts with store-bought numbers on the back. **Legal jersey numbers are 0 through 99. Either 0 or 00 may be used, but not both. Shirts that have fractions, decimals, etc. for numbers will not be allowed.**
- b. Numbers made with tape, pen, magic markers, or other writing utensils are not legal.
- c. Numbers cannot be duplicated. If duplicated numbers exist, only one of the players is eligible to play.
- a. Players cannot play if their shirt does not have a number or if their shirt's base color is a different color from the other team members.

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

- b. It is highly recommended to have an extra shirt in which the number has not been assigned to another player in reference to the blood rule.
- c. Hats must be worn properly (to the front, no hats can be worn to the side or to the back).

Shoes/Cleats

All players must wear shoes; a shoe shall be made of either canvas or leather uppers or similar materials. Metal Cleats or any type of shoe that has exposed metal on the sole, other than a rivet, may not be worn. Players caught wearing metal cleats/shoes will be ejected. See (NSA Rule Book, pg. 20, section 4 for penalty).

Dugouts

Only eligible players may be on the field or in the dugout. All other spectators, including children must remain outside of the field/dugout at all times.

Scorebook

The home team will maintain the official scorebook for each game. However, it is suggested that both teams keep a scorebook to help eliminate any discrepancies.

Pregame Procedures

In order to remain on schedule, it is necessary that each team be responsible for the following:

1. Arrive for scheduled games at least 15 minutes prior to game time.
2. Line-ups should be completed at least 10 minutes before scheduled game time.
3. Lineups should be distributed to the opposing team and umpire at the pregame meeting which will be held 5 minutes before game time.

PLAYING RULES

Games – Schedules

The season will consist of twelve (12) games for Open Leagues and ten (10) games for Friday Night Leagues. All leagues will play a single elimination tournament following the completion of regular season. The League Director reserves the right to make schedule changes as necessary.

Game Dates & Times: Tuesday/Thursday or Friday 6:30pm, 7:30pm, 8:30pm & possibly 9:30pm. Friday Night league will use Monday night if necessary.

Regulation Games – All Men's Slow Pitch Softball games will only be considered official when called by the umpire, and can play up to seven (7) innings, or a time limit of fifty-five minutes; whichever comes first.

1. Teams should be prepared to play double headers throughout the season IF necessary.
2. In exceptional cases the League Director reserves the right to make changes in the schedule.

Playoff Games – All leagues will play a single elimination tournament following the completion of the regular season.

- a. During the playoffs teams must be available to play games Monday-Thursday (Weekday Leagues).

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

- b. Friday Night Leagues – Tournament games will be played on Fridays unless weather cancellations delay the completion of games or schedule needs are necessary. Double headers may also be used.
- c. Any team that forfeits three games during league play will not be eligible for the playoffs. Teams will receive notification from the League Director's office when they have forfeited their third game.
- d. Games cannot end in a tie
- e. Playoff games will time limit or run rule with the exception of the championship game. The championship game will be either 7 innings or Run Rule.
- f. Higher Seeded team will be determined by coin flip.

General Rules

PLAYING RULES: 2019 NSA rules apply with the exception of some Recreational rules

1. All games will have a time limit of 55 minutes. No new innings will begin after 55 minutes of play. For the purpose of clarification of the time limit rule, a new inning begins as soon as the third out is made by the home team.
2. Games will consist of at least seven (7) innings except for the following conditions:
 - a. 55 minute time frame has expired.
 - b. If the game is halted by rain; the game will be considered complete after 4 ½ innings if the home team has the lead. (pg. 10. Shortened Game)
 - c. The 10-run rule goes into effect (if the home team has a 10 - run lead after completing 4½ innings or if the visiting team has a 10-run lead after completing 5 innings). At that time, the game will count as a complete game. The home team will always have the last bat if they are behind.
 - d. The 15-run rule goes into effect if the home team has a 15-run lead after 2½ innings or if the visiting team has a 15-run lead after 3 innings. The home team will always have the last bat if they are behind.
3. Tie games, due to expiration of time, will remain tie games. Only if time allows within the 55 minutes can a new inning start.
4. Teams may start the game with nine (8) players. The vacant spots for the 9th and 10th batters will be an out for the entire game or until the 9th and 10th player arrives. A team may not intentionally or unintentionally walk a batter to get to the 3rd out. If and when the 9th and 10th players arrive, they must go into the open spots. Once a team has 10 players, it must continue to field a legal team in accordance with NSA rules of forfeit. See NSA Rulebook pg. 21-23.
5. Teams may use one (1) or two (2) Extra players (EP) per game if made known prior to the start of the game and properly indicated in the lineup. See NSA Rulebook pg. 22
6. Teams have a five (5) home run limit per game (league and post-season tournament). After five (5) any ball hit over the fence is an out. Inside the park home runs or balls tipped over the fence by a fielder do not count towards the home run limit.
7. Teams will NOT play "hit and sit".
8. Batters start with a 1-1 count. A ball fouled on third strike is an out. Players may not advance on dead ball out.
9. Metal spikes, tips, or cleats are illegal. (Practices or games) Pg. 20 NSA Rule book.
10. Any participant playing without a jersey number or non-assigned numbers without prior approval will be considered an illegal player and will be ejected. The blood rule does not apply.

Men's Slow Pitch Softball Handbook

Greensboro Parks & Recreation Athletics

11. The Greensboro Parks and Recreation Department and NSA strongly recommends that any type of jewelry not be worn during NSA play (i.e. bulky watches, earrings). Adults assume all liability. Umpires have the right to ask you to remove any jewelry if they deem it to be unsafe.
12. It is the pitcher's responsibility to check each ball to make sure it is legal before pitching. If a ball is discovered to be illegal before it is pitched, it may be switched for a legal ball without penalty.
13. Game Time: Teams must have the minimum number of players present and in uniform at the dugout to be counted. Failure to have the minimum number of players present will result in a forfeit. No grace period will be given for missing players unless during the first game (5 minute grace period).
14. At all game sites, the umpire's watch will be the official timepiece. Coaches should check with the umpire before taking the field to get the official start time.
13. Shortened Games: Any game interrupted, or delayed due to injury, rain or dangerous weather conditions will count as a complete game if the Home team has the lead after 4 ½ . If the Visiting team has scored more runs than the Home team by the top of the 5th inning and the Home team has not had the opportunity to complete its turn at bat, the game reverts back to the score at the end of the last complete inning. If the score was tied, the game stands as a tied game. If the minimum number of innings has not been played, the game will be a suspended game, and will be completed at a later date from the point of interruption if needed to determine the league championship. Suspended games will not be counted in team won-lost records. Umpires are responsible for reporting suspended games so that they can be properly recorded.

Line-Up Cards

Team managers or acting managers must submit a written lineup card with all participating players to the umpire, and the opposing team's manager no later than 5 minutes PRIOR to the start of the game at the home plate meeting. Line-up cards must contain:

1. Player's first name or initial and last name, defensive position and jersey number. Players should be listed in the correct batting order. Nicknames will not be accepted. When starting a game with nine (8 or 9) players, NSA Rule (Rule 4 – section 1; pg. 21) will be in effect.
2. Any starting player listed on the front of the line-up card must be present at the dugout and in uniform at the time the card is presented to the umpire.
3. Substitutions must be listed on the back of the line-up card or sub section when submitted to the umpire. Any substitute not listed on the line-up card will not be allowed to play. The substitute's number can be added when he arrives.

NOTE: No players can be added to the lineup card once you have submitted the lineup card, and the game has started. If a team is caught listing a player in the starting line-up (left side of the line-up card) who is not at the field; game will be an automatic forfeit.

***If the game is halted, the exact lineup card for that game will be used for the continuation of the game at the later date. No new players may be added to the lineup.

Forfeits

A five (5) minute grace period will be allowed for the first scheduled game of the night only. A team failing to field at least seven (9) uniformed players at game time (or after the 5 minute grace

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

period in first game only), or at any time during the game, shall forfeit the game. Forfeits will be declared for but not limited to the following:

1. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes that place the patrons or players in peril.
2. The umpire is attacked physically by any team member or spectator.
3. The umpire shall forfeit a game in favor of a team not at fault in the following cases:
 - a. If a team fails to appear on the field, or being on the field refuses to begin a game at the time the team is scheduled to play or within a tie set for forfeiture (grace period).
 - b. If after the game has started, one team refuses to continue to play unless the game has been suspended or terminated by the umpire.
 - c. If the umpire has suspended the game, one side fails to resume playing within two minutes after the umpire has called "play ball"
 - d. If a team uses tactics to delay or to hasten the game.
 - e. If, after being warned by the umpire, any one of the rules is willfully violated.
 - f. If the order for the removal of a player or manager/coach from the game, is not obeyed within one minute. All removed players must be out of sight and out of sound of the playing field. It becomes the coaches' responsibility to remove the player immediately. Coaches are subject to ejection if the player is not removed.
 - g. If because of the removal of a player by the umpire, or for any reason, there are less than eight (8) players on the team.
 - h. The score of a forfeited game will be 7-0 to the winning team.
 - i. Any time a team's behavior becomes detrimental to the normal progress and conclusion of the game.
 - j. Failure to submit a legal team line-up card to the umpire at the home plate meeting or to submit one at all.
 - k. Playing without a jersey number or non-assigned numbers without notification.
(Note: "Blood rule" does not apply).

No umpire will be allowed to forfeit a game where player eligibility is in question. See NSA Rule book, pg. 26.

Equipment Rules

Game Balls - All teams are responsible for furnishing their own NSA approved balls with the following standards: The **12-inch, 52 C.O.R., 275 compression ball** will be used as specified by NSA for practices and games with the NSA Logo stamped on the ball. All balls are subject to umpire's approval.

Below are photos/descriptions of the softballs that are approved and WILL BE LEGAL for all NSA play beginning January 1, 2019.

1. 52/275 Softball – stamped OFFICIAL SOFTBALL – 12” SP – No COR/Compression stamped on ball.
2. 52/275 Softball with COR/Compression stamped on ball (Extended: this logo will be legal through December 31, 2019)
3. Approved Softball Companies: AD Starr Ball Company, BSN Sports, LLC (Anaconda Trump), Baden Sports Inc., Diamond Sports, Russell Brands LLC (Dudley-Spalding), Rawlings Sporting Goods (Worth Inc.), Wilson Sporting Goods *DeMarini)

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

- a. Illegal Ball Companies: Apex Sports (All Models) and Decker Sports (All Models)



Bats – Must meet the standards of the approved bat list for NSA. Bats must have Bat Performance Factor of 1.20 or less and bear the NSA 2012 logo. Fast pitch bats are illegal to use in slow pitch.

Bat knobs may not be taped over.



1. Bats must bear the NSA 2012 Logo and be from an approved bat company and pass compression test at all times. All bat companies listed below are approved bat companies for the 2019 season.
2. Approved Bat Companies: Anderson Bat Company, Baden Sports, BPS Diamond Sports, Inc. (Combat Sports), Easton Sports Inc., Miken Sports, Mizuno USA, Pure Sports Technologies, Rawlings Sporting Goods Company Inc. (Worth Sports), Russel Brands LLC (Dudley-Spalding), Wilson Sporting Goods (DeMarini Sports and Louisville Slugger)
3. Illegal Bat Companies/Bats: Boombah, Inc. (All), Monsta Athletics (All), Easton Sports Inc. (Easton Ghost, Ghost Blue)
4. Exception: Players may now use wooden bats. Wooden bats must be stamped with “Softball” or “Official Softball”. Wooden Bats do not have to be tested. They cannot be senior bats or fast pitch bats.
5. The bat shall have a safety grip of cock, tape (not smooth plastic type) or combination material. The grip shall not exceed 15 inches from the knob of the bat.
NOTE: Spray or Pine Tar or other approved substances may be applied to the handle of the bat. However the application of such substances may not exceed 15 inches from the knob of the bat and at no time will such substances be applied to the barrel of the bat.
4. Illegal Equipment - By taking the field (no matter if a pre-game conference with the team manager/coach was held or not, or if an equipment check was performed or not) the coach or team manager automatically verifies that their team is legally and properly equipped.
5. The responsibility for knowing whether or bat or ball is altered is that of the user and/or owner of the bat or ball. Any player hitting with or using tampered or altered equipment assumes the liability of that piece of equipment (knowingly or not knowingly) while playing.
6. Any ball or bat that inflicts an injury to another player while participating in a scrimmage/practice or game will be confiscated by the officiating crew or P&R staff. Failure to surrender equipment when asked will result in suspension for (5) years of all athletic events. In addition, to the immediate five (5) year suspension by the offending player and/or team failure to allow a site inspection of the bat or ball or, failure to allow the bat or ball to be sent to the NSA National office for further inspection; will result in forfeit of the game in progress, and forfeiture of ALL remaining games in the season with no refund.
7. Bats and balls that are surrendered will be sent to the NSA office for inspection. The NSA office will then send the equipment to the Manufacturer for a final determination on whether it has been altered or he/she can accept an immediate two year suspension without an appeal. The Greensboro Parks and Recreation Department will follow the guidelines for suspensions of illegal or altered equipment in correspondence with NSA rules. Equipment that has proven to be altered may suspend a first time offender no less

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

than (2) years and no more than five. Second time offenders in reference to use of illegal equipment will be suspended for life.

8. Review the following sections in the NSA Softball Official Rule Book in reference to proper equipment (page 15-20) for further information.

Protests

1. No protest will be considered if it is based solely on a decision involving the accuracy of judgment on the part of an umpire. Examples of situations which will not be considered are:
 - a. Balls and strikes; pitches, legal or illegal.
 - b. Safe and out calls.
 - c. Batted Ball, fair or foul.
 - d. Runner left too soon or missed base.
 - e. Ball caught or trapped.
 - f. Infield fly, interference or obstruction.
2. Protests that will be considered:
 - a. Misinterpretation of a playing rule.
 - b. Failure of an umpire to apply the correct rule or penalty to a given situation.
 - c. Player eligibility
3. All protests must be lodged *before the next pitch*. Exception: Player Eligibility.
 - a. The team manager notifies the umpire that the game is being played under protest. The umpire, in turn, will notify the opposing manager and official scorekeeper.
 - b. All interested parties should take notice of the conditions surrounding the making of the decision, which will aid in the correct determination of the issue.
 - c. On a bat protest, the bat must be given to the umpire and placed in the concession stand. The field supervisor and the league director must be notified.
 - d. Please refer to the **NSA rule book Rule 3** – Equipment – NSA Altered Bat and Altered Ball Procedures.
4. No protest can be filed once the game is completed and both teams have left the playing field. EXCEPTION: Player Eligibility. Protests concerning player eligibility can only be determined by the league director.
5. The protest must be written and submitted, with a \$20.00 Protest Fee, to the League Director by 5 pm on the next workday following the game in question. The written protest should contain the following information:
 - a. Day, date, time and location of game.
 - b. Teams and umpires involved.
 - c. The nature of the protest.
 - d. All essential facts involved in the matter protested.
6. If the protest is ruled valid, the fee will be returned and the game replayed from the point of protest if the protest was for rule misinterpretation. If the protest was a bat protest the **NSA Rule 3** will be our guidelines. If the protest is ruled invalid, the fee is not refunded and the game stands as completed.
7. Any appeal of the protest ruling must be submitted in writing to the League Director within two (2) working days of the ruling with a non-refundable \$20.00 Appeal Fee.
8. The Athletic Director will hear the appeal and the decision will be final.
9. A protest concerning player eligibility shall be handled in the same manner. The protest concerning Player Eligibility can be filed at any time during the season.

PROTEST / ILLEGAL EQUIPMENT

On a bat protest, the bat must be given to the umpire and/or Parks and Recreation Staff. The staff or umpire should place the bat in the concession stand and notify the league director (373-2946). A \$25 cash fee is required upfront for any protest. The Field Supervisor will complete a Bat Protest Form and attach the fee. The protester will receive a copy of the form. The protester must supply a written and submitted statement to the league director the next business day accompanying an additional \$50 fee. If the protest is ruled valid, the fee will be returned.

Expected Behavior, Conduct, Ejections, Suspensions

The Greensboro Parks and Recreation Department strives to maintain a positive environment and wholesome recreational atmosphere at all athletic programs and events. Anyone participating in athletic programs and events as either participants, coaches, officials, or spectators are expected to abide by all Parks and Recreation Department rules, regulations, and applicable by-laws. Greensboro Parks and Recreation reserves the right to assess suspensions and/or prohibit attendance/participation at their discretion in order to maintain safety, appropriate conduct, and overall program integrity.

Sportsmanship and Inappropriate Behavior

Any and all team-affiliated persons (participants, coaches, parents, spectators) must conduct themselves in a sportsmanlike manner when involved in any Greensboro Parks and Recreation athletic program. Any individual displaying unsportsmanlike conduct and/or inappropriate behavior at any time at any parks and recreation facility will be subject to partial or permanent program suspension at the discretion of the Parks and Recreation Department.

Unsportsmanlike conduct and inappropriate behavior can include, but is not limited to, the following:

1. Harassment of or negatively approaching other participants, coaches, officials, and parks and recreation staff.
2. Excessive or abusive arguing with officials, coaches, participants, and parks and recreation staff.
 - a. Only the designated head coach or team manager may approach a game official at specified times to inquire about a call made or an incident that has occurred.
3. Profane language and/or gestures.
4. Disruptive or malicious behavior.
5. Issuing a public threat, physical violence, inflicting bodily harm with a piece of equipment or body part, or fighting.
6. Failure to abide by all City of Greensboro and/or Parks and Recreation Department established rules, regulations, guidelines, and by-laws, or refusing to abide by any league officials decision.
7. Use of alcoholic beverages or illegal drugs prior to, during, or after a game while on city property.
8. Smoking or use of smokeless tobacco products (including e-cigarettes) in non-designated areas.

Ejections

Any individual who is ejected at the discretion of the game official and/or parks and recreation staff must leave the playing area and/or facility immediately for the remainder of the day/night. Any ejection will result in disciplinary action, which could include suspension from the program, which

Men's Slow Pitch Softball Handbook

Greensboro Parks & Recreation Athletics

shall be served during the next scheduled/played game. The Parks and Recreation Department will review all ejections, and may extend any suspension as deemed appropriate for the offense. Multiple ejections by the same offender could result in permanent suspension from the current program and other programs offered by Greensboro Parks and Recreation. Any suspension issued will apply to regular season and tournament games.

Ejection Procedures

1. Ejected individual must leave the playing area and/or facility immediately. Failure to comply could result in police intervention and a lengthier suspension.
 - a. In the event a youth sports participant is ejected whose parent/guardian is not on site, the participant may remain on the team bench under the supervision of the coach. The ejected participant may not be disruptive or unruly. Failure to comply could result in an immediate forfeit for the team.
2. Staff on site will complete an incident and/or ejection report, noting items such as:
 - a. Individual(s) involved
 - b. Team affiliation
 - c. Purpose of ejection/incident
 - d. Facts/description of the ejection/incident
 - e. Any other pertinent information related to the ejection/incident
3. Staff will submit the report and any additional documentation to the Program Coordinator for review within the next 24 hours, or by the next business day.
4. The Program Coordinator will review the documentation and may follow up and/or request additional statements/documentation from those involved or witnesses to the ejection/incident.
5. If warranted, the Program Coordinator will deliver the disciplinary action to be imposed to the individual per the suspension policy in writing prior to the next scheduled game.

Suspension Policy

The Suspension Policy is designed to control individual behavior at athletic activities for the purpose of maintaining a positive environment and wholesome recreational atmosphere at events. The following outlines the procedure for disciplinary action toward an individual (participant, coach, parent, or spectator), or team who violates Parks and Recreation Department rules, regulations, and applicable by-laws. Suspensions will be tracked and monitored by parks and recreation staff. Individuals who have been suspended will be placed on probationary status for the remainder of the current season, possibly longer depending on the severity of the infraction. Depending on the severity of the infraction, some suspensions may prohibit the offender(s) from participating in activities in any way, including attending as a spectator, for a designated length of time or number of games. In addition, a suspension may carry over to other future programs the offender chooses to participate.

Factors Considered in Disciplinary Actions

When reviewing an ejection/suspension and deciding what action is most appropriate in a given situation, Parks and Recreation staff will take into consideration a variety of circumstances including, but not limited to the following factors:

- Blatant disregard for the rules and policies set forth by Greensboro Parks and Recreation
- Violation of code of conduct (if applicable)
- Number of offenses on file
- Remorse or acknowledgement of behavior

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

- Endangerment of other participants, coaches, parents, or spectators
- Violation of law
- Prior complaints

Definitions of Possible Disciplinary Actions

Verbal Warning – Parks and Recreation staff will verbally discuss undesirable conduct with the individual(s). This meeting will outline the expectations of the department and reinforce to the individual(s) that conduct detrimental to the integrity of the program will not be tolerated and could result in further disciplinary action. Verbal warnings will be documented on file.

Single or Multiple Game Suspension – Parks and Recreation staff will suspend individual(s) for one or more games. Any individual(s) who have been suspended may not participate in the designated number of games. Depending on the severity of the infraction, Parks and Recreation reserves the right to prohibit involvement in any activities, including attending practices and games as a spectator, for the designated length of the suspension. If a coach/parent is suspended, additional trainings may be required to complete prior to the individual(s) being able to participate in activities following the designated suspension.

Season Suspension – Parks and Recreation staff will suspend individual(s) for the remainder of that sports season. Any individual(s) suspended for the season may be banned from the facilities, games, and practices for the remainder of that season.

Year Suspension – Parks and Recreation staff will suspend individual(s) for one calendar year, which will include all athletic events or programs. After one calendar year, the individual(s) will then have to make a formal request to Parks and Recreation staff to be reinstated to the program.

Indefinite Suspension – Parks and Recreation staff will suspend individual(s) from further involvement in any athletic event or program indefinitely.

Note: Disciplinary actions imposed on individual(s) during adult sports programs may affect their eligibility to volunteer as a coach in our youth sports programs. Certain suspensions may require a meeting between Parks and Recreation staff and the individual(s) prior to being permitted to participate in future programs and/or seasons.

Levels of Infractions and Associated Penalties

Prior to instituting a suspension, Parks and Recreation Staff may issue a verbal warning. The following outlines the various levels of infractions/offenses and the associated penalties that may accompany the infraction/offense. Examples of offenses under each level is to serve as an example and is not all-inclusive of behaviors that may warrant a certain penalty. Repeated offenses by the same individual or team could result in immediate dismissal from the league and indefinite suspension.

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

LEVEL 1	
<i>OFFENSE</i>	<i>PENALTY</i>
Failure to abide by all City of Greensboro and/or Parks and Recreation Department established rules, regulations, guidelines, and by-laws; excessive or abusive arguing with officials, coaches, participants, and parks and recreation staff; refusing to abide by any league officials or parks and recreation staff decision; taunting, mocking, or harassment of other players, coaches, officials, or spectators; profane language and/or gestures; disruptive or malicious behavior, displaying unsportsmanlike conduct.	May not be preceded by a warning, immediate ejection and removal from premises, and minimum one game suspension, but could be up to entire season suspension.

LEVEL 2	
<i>OFFENSE</i>	<i>PENALTY</i>
Issuing a public threat with the intent to inflict bodily harm with a piece of equipment or body part, verbal abuse with the intent to offend, defame, or embarrass another individual; fighting; repeated Level 1 offenses.	May not be preceded by a warning, immediate ejection and removal from premises, and a minimum one-year suspension.

LEVEL 3	
<i>OFFENSE</i>	<i>PENALTY</i>
Any violation of Greensboro City Ordinances or North Carolina law to include, but not be limited to; use of alcoholic beverages or illegal drugs prior to, during, or after a game while on city property, possession of firearms, knives, weapons, etc.	May not be preceded by a warning, immediate ejection and removal from premises, and an indefinite suspension.

Appeals

There shall be no appeal process to suspensions issued by the Parks and Recreation Department.

Emergency Response Plan

Statement of Purpose – Though we attempt to avoid accidents and emergencies by adequate planning and training, as well as maintaining safe facilities and equipment, these situations may still occur. For that reason, the entire leadership who is involved in every aspect of the Athletic programming including professional staff, part-time employees, officials and volunteers must have a clear understanding and follow this emergency response plan.

Hot Weather Precautionary Measures

When practicing/playing in hot weather or when exercising in a hot climate, the body is usually able to maintain a safe temperature with the evaporation of sweat. A young athlete can lose as much as two (2) quarts of sweat each hour of practice or competition. This water must be replaced or the body becomes dehydrated and does not function well. The water level can be maintained in most sports by:

- (a) Drinking 1 to 2 cups of water before practice or competition,

Men's Slow Pitch Softball Handbook
Greensboro Parks & Recreation Athletics

- (b) Taking frequent drinks during the activity (water breaks)
- (c) Continuing to drink after the game or practice.

Prevention

- All participants must provide a completed Medical History Form. This form must be attached to the roster prior to the first game of each season.
- It is highly recommended that all participants have a pre-participation physical examination with a follow-up examination prior to each season.
- If a player is injured during a game, only the Athletic Staff, officials and the coaches will be allowed on the playing field with the injured player. Persons who are available with any type of first aid training (first responder, athletic trainer, EMT, nurse or doctor) will be allowed to help the injured person. All other players must go to another area of the bench or field. Spectators will not be allowed on the field at any time during the game.
- Anyone administering first aid, especially in dealing with blood and/or other bodily fluids should wear protective gloves and any other personal protective equipment that is available.
- An accident form must be completed by field and gym supervisors, and coaches at the scene for every emergency and/or accident. Forms must be submitted within 24 hours to the League Director

In Case Of Emergency

For major emergencies, follow ALL steps.

For minor emergencies, follow the **BOLD** items ONLY.

1. **Assess the injury.**
2. Activate the medical response plan / emergency action plan.
3. Send a "phone runner" to call emergency medical personnel and to call or locate the injured person's parents if under age.
4. **Administer basic first aid.**
5. Send another person to direct the arriving emergency medical personnel.
6. Prepare the injured person to be transported. **Do not move the injured person until emergency medical personnel arrive or if the scene becomes unsafe.**
7. Designate someone to go to the hospital with the injured person if parents, spouse or relative are not available.
8. **Field/gym supervisors, coaches or staff on duty must interview witnesses and fill out an Accident Report. This report is due in the Athletic Director's office within 24 hours of the emergency or accident.**

Emergency Phone Number (for Rescue, Fire or Police) – Dial 911