

RULES OF THE SVE SOFTBALL CLUB

Oct 8, 2016

A. ELIGIBLE PLAYERS

1. All SVE residents and tenants of SVE home or condo owners may play on SVE teams.
2. Augmented players (Non-residents) may be allowed to play, (on a space available basis), to fill teams which do not have enough SVE residents.

B. TEAM LEVELS

1. Teams will be formed according to player ability.
 - a. Level A - Highly Competitive
 - b. Level B - Very Competitive
 - c. Level C - Competitive
 - d. Level D – Recreational (Anyone may participate)
 - e. Seniors - Players 75 years of age or older and/or players with physical disabilities
 - f. Women - Roster restricted to women
2. Player dispute regarding team placement.
 - a. A committee consisting of one club officer and three team managers, will use their best judgment and best effort to place players on A, B, C and D level teams most appropriate to a player's ability and competitive desire.
 - b. The manager of the team the player wants to play on, will have two votes. The club officer and other two managers will have one vote each.
 - c. Players wanting to play on A, B or C level teams must attend a scheduled practice to be evaluated.

C. FORMATION OF TEAMS

1. Teams will be formed in the fall and winter for leagues.
2. There will be a cutoff date for signing up to play for each of the teams which will be posted on the Field Bulletin board and at the HOA office.
3. The cutoff date will also be submitted for publication in the SVE Outlook prior to the cutoff date.
4. The Managers will assign members to teams and the number of players on each team.

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- a. It is desirable that teams be limited to a maximum of 14 players. However, teams may have more than 14 players to accommodate and insure all SVE residents signed up to play prior to the cutoff date are assigned to an appropriate team of the player's ability.
- b. If there are less than 14 SVE residents signed up for a given level of play, non-resident players may fill the remaining spots on the roster to form a team.
- c. If there are more than 14 SVE residents at a given level of play, all will play. The Softball Club will make every effort to field an additional team or teams at that level of play utilizing both residents and augmented players to fill the teams appropriately and competitively.
- d. All SVE Residents signing up to play, prior to the cutoff date, will be assigned to an appropriate team consistent with the player's ability or level.

D. MEMBER CONDUCT

1. Members are expected to use good judgment and sportsmanship in the use of facilities and equipment.
2. Each member is responsible for his or her own physical condition to play and for any medical care that might result from playing softball.
3. Members should keep the Team Manager or the President informed of any change in their circumstance as it affects the Softball Club or team play.

E. TEAM MANAGERS RESPONSIBILITY

1. A current roster of players must be maintained and a copy given to the Softball Club Secretary.
2. The Manager should keep team members informed about team and Club activities.
3. The Manager is responsible to see that all equipment and supplies are properly stored after a practice or league game.
4. The Manager should attend all Board meetings.
5. The Manager should coach the players in a manner that will maximize that team's ability to achieve objectives consistent with that team.
6. The Manager shall insure pitchers use proper safety equipment.

F. TEAM RESPONSIBILITIES

1. SVE teams will be responsible for maintaining the field prior to and after each practice or game. The Team Manager shall be responsible for coordinating this effort.
2. Ice, Ace Bandages, and a First Aid Kit should be available at all practices and games.

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3. Each team should be responsible for the proper care and use of all Softball Club property, equipment, and supplies. Only members properly trained on the operation of the tractor will be authorized to operate the tractor.

G. DUES AND FEES

1. Dues

There are no dues.

2. Fees

a. Resident Fees

Players at least 80 years of age will pay no fees. Players participating in organized summer practices will pay \$20 for the summer. Beginning each softball season, players will pay \$20 for the first team they join, and \$10 for each subsequent team.

b. Augmented Player Fees

Players participating in organized summer practices will pay \$20 for the summer.

Beginning each season players will pay \$20 for each team they join.

c. Non SVE teams must pay \$250 per league season.

H. OPEN PRACTICES

1. Open practice sessions are available to all residents and non-residents whether or not they participate on any teams or leagues.
2. Practice organizers will be responsible for maintaining the softball field and if necessary prep the field for the next scheduled organized play.
3. Only members properly trained on the operation of the tractor will be authorized to operate the tractor.
4. The softball field must be reserved in advance for all practices through the Softball Board.
5. **All participants** in the summer program must sign the Liability Waiver agreement before they play.
6. Teenagers 16 or 17 years of age may participate but must have permission from a **parent or legal guardian** before they may play. Permission consists of the **parent or legal guardian** signing the liability waiver. Grandparents will not be able to sign for their grandchildren.
7. Teenagers 16 or 17 years of age must be accompanied by a parent or family member.
8. Signing the Liability Waiver relieves the HOA and Softball Club of any liability regarding injuries to the players and damage that players may cause to the softball field or surrounding public and private property.

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I. SAFETY, EQUIPMENT AND RESPONSIBILITIES

1. Only Amateur Softball Association of America (ASA) bats are approved for game play. A player batting with an unapproved bat during a game will be an automatic out.
2. Pitchers must use the pitching screen or wear a face mask and shin guards at all times. (Practice and Games). A mask and shin guards are available for use. If the screen is used, the pitch must go over the screen. At any given at bat, the first batted ball by a player hitting the pitching screen will be a dead ball nothing, any subsequent ball striking the pitchers screen by the same batter will be a strike.
3. Any ball hit over the left field screen or over the wall onto Guadalupe Rd. is an automatic out. A ball which hits the screen on the fly, in fair territory, is a home run.
4. All players must conduct themselves in a sportsmanlike manner. Poor sportsmanship will not be tolerated.

J. Ball Field Rules

1. Hitting Balls over the net or onto Guadalupe Rd.
 - a) During either practice or organized play, any player who hits a ball over the net or cinder-block fence, either fair or foul, onto Guadalupe Rd. shall be barred from batting for the remainder of the day!
 - b) If that player is on the active roster of a league or tournament participating team, he/she shall be counted as an out each time his/her turn to bat occurs in current game. If there is a second game the player participates in, his scheduled at bat will still be counted as an out.
 - c) If that player does it a second time, the player shall be barred from any further play until the softball board meets with the player (at their convenience) and reinstates privileges if they think it is merited.
 - d) If that player does it a third time, the player is barred from playing at SVE for the remainder of the season or six weeks, whichever is greater.
 - e) An SVE resident may appeal to the SVE HOA Board.
2. Pinch Runners from Home

The use of a pinch runner from home for a player must be discussed and agreed to by both managers prior to the game. If runners from home are allowed, then the following rules will apply:

 - a) The batter will be called out if he or she takes more than four steps toward first base
 - b) The batting team may select the pinch runner providing that runner has not already run for someone else during the inning. The runner can also run when he bats.

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- c) The pinch runner from home cannot move from the start line until contact is made with the ball by the batter.
- d) If the pinch runner starts early, it's an automatic out, ending the at-bat.
- e) If the pinch runner is still on base when it's his or her turn to bat, he or she is called out at the base. He or she will take his or her place at bat unless it was the third out.

3. Time Limit Rules for Games

- a) When there are 3 double headers in one day
 - 1. The first and second double headers are each 2 ½ hours in length.
 - 2. Teams are not required to start play at the scheduled start time, but they must be **off the field** within 2 ½ hours of the **scheduled start time of their double header**. No exceptions.
 - 3. When the scheduled time has expired, if the game does not end at the completion of a full inning, then the final score reverts to the last completed inning.
 - 4. Conditions permitting, the third double header may play beyond 2 ½ hours.
- b) Days with fewer than 3 double headers.
 - 1. Teams are not required to start play at the scheduled start time, but they must be off the field prior to the **scheduled start time** for the next teams to play. No exceptions.