

PLEASANT VALLEY RECREATION AND PARK DISTRICT

ADULT SLOW PITCH SOFTBALL MANAGER'S HANDBOOK



SPRING • SUMMER • FALL – 2023

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REGISTRATION PROCEDURES

Each team manager shall be responsible for completing their team roster. The team manager must accurately complete each roster and return it to the Pleasant Valley Recreation & Park District office or register online at www.pvrpd.org.

Upon acceptance of the roster, each manager agrees that he/she has read all the rules and regulations, and further agrees that he/she will conduct himself/herself and control his/her team in accordance with all policies, rules, and regulations. The manager shall report all player changes of addresses to the League Director. The League Director will work through the manager to conduct official league business such as scheduling, make-ups, disciplinary actions, and protests.

Team managers will be responsible for paying a registration fee to the Pleasant Valley Recreation and Park District office during team registration dates or when you register online.

Registration Location

Registrations will only be accepted at the Pleasant Valley Recreation and Park District office, 1605 E. Burnley St. (Camarillo Community Center). *Office hours are Monday through Friday from 8:00 am to 5:00 pm* or online at www.pvrpd.org

Online Registration

1. **Go to the website at www.pvrpd.org and click on REGISTER FOR CLASSES**
2. **Click on Adult Sport Leagues (season year) and then below click on "Adult Softball"**
3. **Find the Day/Night you are registering for and the green "Session" icon toward the bottom.**
4. **At this point you will be asked to create an Amilia account if you do not have one. After this you will continue**
5. **After creating an account, your name should show up next to the green button where it will say your name.**
6. **Click the green button next to YOUR NAME ONLY to make it a white check mark. Even though the button beneath it says "add another person," this is not where you add your teammates. Click checkout and continue.**
7. **Make sure the price is correct and click checkout again**
8. **Give your team an appropriate team name (names that are not appropriate will be changed by yourself or the League Director.**
9. **In the box named "Player emails" is where you will add your teammates e-mail addresses. Amilia will send a registration link to their e-mail. This is how they will join your team., Click save.**
10. **On the account owner page, fill out your personal information and then click "continue my purchase." After completing that portion you will fill out your payment information.**

Registration Requirements

You must have a completed roster which includes:

- 12 players (minimum), 20 players (maximum)
 - Necessary information regarding players. (Address, phone number, shirt size, each player's signature on the back of the roster, and the manager's information and signature.)

Registration Fee:

- CASH, CHECK, VISA, MASTER CARD, OR AMERICAN EXPRESS ACCEPTED.
- VALID CREDIT CARD NUMBER ON FILE USED ONLY FOR TEAM FORFEITS.

TEAM CONDUCT AND ELIGIBILITY

Team Conduct

To provide an atmosphere of fun and sportsmanship, certain regulations are necessary and must cover all who relate to the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted to impact the program.

The manager shall see that all players and team followers abide by the Pleasant Valley Recreation and Park District "Code of Conduct."

No comments or yelling by players, managers or spectators, regarding personal appearance, nationality, color, creed, etc. will be tolerated.

Umpires are to officiate games, not to be abused by participants or spectators.

Teams, managers, and players are to abide by all the rules of the program. The manager is the only person who may talk to the umpire. For detailed scorekeeping, each team is encouraged to keep its own book.

Discipline will be assessed as needed for violations listed under the "Code of Conduct" section. *(Please see pages 14-15)*

All Pleasant Valley Recreation and Park District sports leagues (male, female and co-ed) will be operated in accordance with the policies and regulations of the Pleasant Valley Recreation and Park District.

Team Discipline

Managers are responsible for all actions of his/her players. If necessary, a manager may have to discipline or remove a player(s) from the team to prevent any continual problems (see "Code of Conduct" pages 14-15).

Each manager shall ensure that their team is on the playing field at the designated hour.

Team Eligibility

All teams must file an official team roster in the District Office prior to the registration deadline set for the season to be eligible to play. Teams entering the Adult Softball League must post a registration fee. The registration fee should be paid prior to any practices or league games scheduled. The registration fee is payable to the Pleasant Valley Recreation and Park District either by, Visa, Mastercard, or American Express card.

If any team is deemed to be of higher caliber compared to its competition, then Pleasant Valley Recreation and Park District reserves the right to prohibit the team from playing or allow the team to move to a higher division the following season.

TEAM CONDUCT AND ELIGIBILITY

TEAM PLAYERS

Individual Players

Individual player(s) who are interested in joining a softball team are welcome to attend the manager's meeting. There will also be a free agent list available in the District Office. Managers looking to add players and individual players are urged to contact the sports office at (805) 482-1996 x 201.

Player Eligibility

Team players are those persons who are listed on the original team roster or legally added. All players must sign the roster/waiver form. Each player is to read the liability responsibilities. Players participate at their own risk.

At no time shall a manager or other person sign a roster/waiver form for another person. Managers are responsible for all information submitted to the District. Managers are subject to disciplinary action for information found to be incorrect or fraudulent. (An individual may be liable for signing another person's name on the roster/waiver form in the case of injury.)

The maximum number of teams a softball player may participate on during one season is one (1)

A player can only play on one team per night.

Players must be 16 years of age to play in Pleasant Valley Recreation and Park District sports leagues. Please view [Parent Authorization Form](#).

High School students currently engaged in inter-school or community athletic association competition are ineligible to play on any softball team. However, they may be placed on the roster providing they do not play until inter-school competition has terminated. It will be the manager's responsibility to notify the League Director when they sign students who are temporarily ineligible to play.

A pregnant player may not participate without written notification from her doctor.

Player Adds and Drops

Completed rosters are due at the time of registration. **No additions or drops will be allowed after 4:00 p.m. the Friday of your team's second scheduled week or unless specified on PVRPD's sports website except***:

If a team falls below twelve (12) roster players or six (6) men/ six (6) women because of medical reasons, job transfers, work shift changes, or any valid reason making the player(s) unable to compete for the remainder of the regular season. The manager may appeal to the League Director to add a player(s) to bring the roster up to twelve (12) players. This exception applies to regular-season games only. **No additions will be made for playoff games.**

Player additions and drops must be filled out in writing using the District Softball Add/ Drop Form located online at www.pvrpd.org This form should be emailed to jsofer@pvrpd.org prior to 4:00 PM to be effective that night. Add/Drop Forms received after 4:00 PM will be considered effective the following business day. Sunday teams must submit their Add/Drop Form by 4:00 PM Friday before their scheduled game.

This rule is only in effect if teams can add or drop players.

***Please Note:** Any player dropped from a team roster during the season will not be eligible to be added by the same team or another team in the same division. Player's part of a disbanded or dropped team will be eligible to be added by another team in the same division.

Illegal Players

Players must use their legal (no alias names) names listed on the team roster when playing. Any team that willfully falsifies a player's name in a game or has a player participating under an assumed name loses that game. The team manager or player responsible for the action may be suspended.

The Pleasant Valley Recreation and Park District reserves the right to see proper identification of any player questioned. This includes scorekeepers, umpires, and supervisors of the league asking for identification. Opposing managers may request to have a player in question show proof of identification. Any player unable to present positive identification to league officials will be considered an illegal player and prohibited from playing. The use of "illegal players" will result in an immediate forfeit.

Rules and Regulations

League Rules

Rules not specifically mentioned will be governed by the Southern California Municipal Athletic Federation of Rules. Line-ups must be ready before the scheduled game time. First and last names must appear on the scorecard.

Scheduled Game Time

The visiting team infields first. The home team infields after the visiting team. No batting practice is allowed.

Games must start at the scheduled game time if the preceding game is completed and both teams have eight (8) or more roster players. No player(s) name shall appear on the line-up card unless the player is available to play and is located on the premises. To list a team player that is not on the premises will mean forfeiture of the game.

Official Time

Game time is forfeit time. There is no grace period for the first game played Monday - Friday, & Sunday. The umpire will keep the official time. The official time will be announced to each manager at the start of each game.

Official Games

Games will not be rescheduled. Teams are required to play games as displayed on the schedule.

Seven (7) innings of play, 70-minute game time limit, or four (4) complete innings when called because of rain, darkness, or other cause will constitute an official game.

No new inning will begin after 70 minutes from the scheduled game time. If the time elapses during play, that inning will be completed if necessary, to determine a winner. If the field lights turn off at the scheduled 10:00 PM curfew, the final score will be listed from the last completed inning.

Games tied at the end of seven (7) innings or (70) seventy minutes will be extended a maximum of three (3) innings. If still tied at the end of three (3) innings, the game is considered complete and will be recorded as a tie. Tie games will not be rescheduled.

Forfeited Games

Any team forfeiting a game, for any reason, is responsible for payment of the full umpire fees for the game (\$40). When payment cannot be made on-site the day of forfeit, it will be charged from the debit/ credit card on file the following business day *accompanied with a \$5 debit/credit card service fee.* Failure to make payment will result in the forfeiture of the next game and the team will be dropped from further league play. The team will not be eligible to register for the next scheduled season unless the outstanding fee balance is brought current.

If a team notifies the District Office the previous business day (Monday - Friday) before 5:00 PM, the forfeit fee will be waived. If rain or other events cause a postponement of a previously forfeited game, the forfeiture will be reversed, and the game will be played at the designated make-up date and time.

Any team forfeiting two games will be dropped from league play with the possibility of re-entering. A third forfeit will eliminate the team from further league play.

In the event of a team dropping out of the league before the end of the season, all games played before the team dropped will count as originally recorded in the league standings. All remaining games that have not been played will be awarded to the scheduled opponent as a forfeit win.

Substitutions

Non-Round Robin Style: Only the 8, 9, or 10 defensive players' names may appear on the line-up card. The manager, coach, or substitute must notify the umpire immediately of any offensive or defensive changes. Any substitutes entering the game without being announced will be removed from the game. If a substitute enters the game unnoticed, any play made by or on the substitute shall be legal, but the substitute shall be removed when detected. Any player substituted on offense or defense may not return to the game at any time.

Round Robin Style: A team will have the option of batting their entire legal roster (18 players) or any number of players from 8-18. The batting order will be established before the game starts. The starting batting order must be followed, but defensive changes may be made at any time. The umpire does not need to be informed of any defensive changes but must be informed of substitutions. Any batter failing to bat for any reason (except injury), regardless of the number of batters in

the order is automatically out if a legal substitute is not available. The first time a batter fails to bat, *said batter shall not participate further in the game*. This space shall be skipped for the remainder of the game without further penalty.

Late Arrivals: Players arriving late may be added to the bottom of the batting order at the time they arrive.

Additional Rules

Games may be forfeited by the umpire if a team persists in using tactics that delay the progress of the game.

The umpire will keep the official score of the game. Score updates will be given every half-inning to each manager by the umpire. Any disagreements over the official score must be discussed with the umpire *before* the next half-inning begins.

Teams falling below 12 players can add players at any time during the regular season to maintain a minimum of 12 total players. **This exception applies to regular-season games only. No additions will be made for playoff games.**

Teams *may* provide a "courtesy" catcher if their opponent has only 8 players. The catcher does not make plays. Once a "courtesy" catcher is installed he/she must play the entire game until the teams' 9th player arrives.

Pitching

Second Pitching Rubber – 50 Feet

Third Pitching Rubber – 56 Feet

The pitcher shall have one or both feet on the pitcher's plate during the release of his/her pitch. The pitching distance shall be fifty (50) - fifty-six (56) feet for both men and women. The ball must be delivered at a moderate speed with an underhand motion.

The pitcher shall present the ball by holding the ball in front of the body plane with the pitching arm.

A legally pitched ball must arc higher than the batter's head, yet not exceed a height of more than *sixteen (16) feet above the ground*. The ball must hit the home plate/extension mat on the ground to be considered a strike.

Pitchers will not be allowed to wear a sweatband, bracelet, or wristwatch on any part of their arm.

Pitchers will pitch from a "Pitcher's Box." The dimensions of this box are six (6) feet by two (2) feet and extends from the regular "Pitcher's Plate" backwards toward second base. The pitcher may deliver the pitch from any point inside the "Pitcher's Box." For rule enforcement, the "Pitcher's Box" is treated the same as the "Pitcher's Plate."

Batting

A team may bat round-robin or non-round robin style. This must be determined before the game and the umpire must be notified. No more than ten (10) players can play defense at one time.

A home plate/extension mat, approximately seventeen (17") inches by thirty-four (34") inches will be used. If a legal pitch hits any part of the home-plate/extension mat, it will be declared a "strike." If the ball does not hit the home plate/ extension mat, it will be declared a "ball."

A batter may not bunt or chop using a downward motion to hit the ball. If this happens, a "dead ball" will be declared, and the batter will be called out.

If the batter swings at the ball after it bounces on the ground, plate, or plate extension, a "dead ball" will be declared, and the batter will be called out.

The batter will be declared out if he/she hits a second foul ball while having two (2) strikes.

If a pitcher desires to walk a batter intentionally, the pitcher shall notify the umpire at home plate, who shall award the batter first base. (See page 9, CO-ED League Rules)

Batting Continued

If the batter swings at the ball after it bounces off the ground, plate, or extension mat, a "dead ball" will be declared, and the batter will be called out.

The batter will start with one (1) ball and one (1) strike when he/she comes to bat.

One Up Home Run Rule (Mission Oaks Fields Only)

A team will be allowed to exceed one (1) over the fence home run more than the opposing team. If it a team exceeds two (2) over the fence home runs more than the opposing team it will be declared an out.

First Base on Home Run Rule (Mission Oaks Fields Only)

If agreed upon by both coaches, a player that hits a home run over the fence only needs to touch first base, and their run will be counted. Any runners on base need to advance to the next base, touch it, and their run will be counted.

Bat Requirements

Bat barrels shall be made of wood or aluminum.

No 100% composite bats allowed. Handles may be composite, and the barrels only consist of aluminum. No wood or aluminum Fungo bats allowed. Bats shall not consist of titanium.

Outer surface of non-wood bats must be aluminum. No fiber-wrapped or non-aluminum coated bats.

Bats must be designed for softball (No baseball bats) and can't be tampered with or altered, not limited to, sanding, corking, etc. Re-taping of handles is not considered altered. Newer bats shall have the manufacture's label along with the "Official Softball/ASA" stamp.

Older bats that have worn labels from long-time usage will be left to the discretion of the game officials. Multi-walled bats are permitted (Aluminum only). Bats must not exceed the 1.20 BPF (Bat Performance Factor) rating or exceed the 98-mph limit.

The umpire has the authority to remove any bat that he/she questions that have been altered in any way. This decision is left entirely to the discretion of the umpire. The game shall be immediately forfeited by any team whose player takes a position in the batter's box with a bat that has been previously removed by the umpire in accordance with this rule.

Base Running

Base distance is sixty (60) feet. The batter-runner must touch the orange portion of first base while the defensive player uses the white portion when a play at first base is being made. If the ball reaches the outfield, the batter-runner may use either side of first base.

Base runners must remain in contact with the base until the ball is pitched (Ball leaves the pitcher's hand). Runners leaving the base before the is pitched will be declared "out" and the ball will be declared "dead" with no pitch on the batter.

If the ball is not hit, runners may advance at their own risk when:

- The catcher throws the ball to any fielder except the pitcher
- The ball is overthrown or mishandled by a fielder.
- It is a force play on the returning runner if there is no overthrow.

Sliding is allowed, but not mandatory. *A non-sliding base runner must avoid contact or interference with the defensive player.*

A defensive player may not **block** a base in attempting to prevent a runner from getting to that base. The runner will be declared safe. An offensive runner may not **run over** or **take-out** a defensive player to knock the ball loose. If this occurs, the runner will be ejected from the game. The umpire's judgment of this occurrence shall be final.

Base Running, continued

Note: An "out" will be declared and ball will be declared dead.

Any player on the same team can be a courtesy runner. Unlimited courtesy runners are allowed. Courtesy runners may only be used once per inning, even if the batting lineup cycles through the order.

Co-Ed League Rules

A team shall consist of ten (10) players. A game may be played with eight (8) or nine (9) rostered players without forfeit. A ***minimum of four women*** and four men must be in the game defensively when a team plays with 8 rostered players. When nine (9) players are present, there may be no more than five (5) of a gender on the field. With ten (10) players, a team may field five of each gender or six (6) females and four (4) males.

Players must bat in alternating order by gender - woman, man, woman, man, etc. When the number of males and females differ, the manager may bat either a set rotation or a round-robin alternative. The manager must declare his batting order at the start of the game and may not deviate from that style for the remainder of the game.

A male batter who is walked on four consecutive balls with no strikes thrown during his time at bat shall be awarded second base. Base runners advance only if forced to vacate their bases. The following female must bat. An intentional walk after one strike does not apply to this rule.

The courtesy runner may be any runner of the same gender and team. Courtesy runners may only be used once per inning, even if the batting lineup cycles through the order.

A minimum of three (3) outfielders must remain behind the outfield restriction line (180-foot arc from home plate). When the batter hits a pitched ball the three (3) outfielders will be allowed to pass the outfield restriction line.

There are no restrictions on a player (man or woman) as to which defensive position he or she may play.

Teams falling below 6 male, or 6 female players can add players any time to maintain the equivalent of 6 of each gender during the regular season for a minimum of 12 total players. **This exception applies to regular-season games only. No additions will be made for playoff games.**

Equipment

Footwear is required of all participants. Players may use rubber/plastic cleats or tennis shoes only. (Multi-purpose or soccer-style shoes are recommended). No metal cleats, track, hard-soled shoes, or sandals of any kind will be allowed. Casts (plastic or other hard substance in its final form) are not permitted.

Gloves may be worn by any player. Mitts may only be used by the catcher and first-base player. White or gray Pitcher's gloves are not allowed. Multi-color gloves are acceptable for all other players. Gloves displaying white or gray circles on the outside giving the appearance of the ball are illegal for all players.

Jewelry Rule

To prevent injuries, jewelry may not be worn during softball games without protective covering (tape, etc.). If there is no protective covering remove ***ALL*** jewelry which includes earrings, neck chains, wristwatches, bracelets, rings, or any body piercings.

Music Rule

The following rules are in effect with regards to music played at Pleasant Valley Fields, Mission Oaks Fields, or any Softball Leagues maintained and operated by Pleasant Valley Recreation and Park District.

- 1) Music may not be played before, during, or after softball games.

- 2) iPods may not be worn by any player during games.
- 3) Do not bring Boomboxes or speakers inside the dugout, bleachers, or near the softball fields.

Rain Out Policy

If the daily or evening games appear to have a high chance of rain or if the field conditions are wet due to previous rainfall, managers are encouraged to contact the Pleasant Valley Recreation and Park District office after 3:00 PM to check if games will be postponed or canceled.

All rained-out or postponed games may be made up at the end of the season. The rained-out games shall be replayed in the order of their cancellation beginning the first week after the conclusion of the regular season. If time does not permit a replay of games missed, *only* games affecting first place will be played.

Protests

All rule protests must be made verbally to the umpire by the manager immediately following the situation and prior to the next pitch. The protest must then be recorded on the scorecard and signed by the protesting manager and the game umpire.

Protests must be made before the next pitch (legal or illegal). Protests may only be made on rule interpretations. Decisions made by the umpire regarding judgment will not be accepted for protest.

All rule protests must be made in writing and filed to the District Office using the Protest & Complaint Form. This form must be completed before 5:00 PM the next business day following the disputed game. Protests filed must be accompanied by a \$10.00 protest fee. This fee will be refunded if the protest is upheld. All protests regarding illegal players will be directed toward the umpire and the opposing manager. In the event of a person playing under an assumed name, the protest must be made prior to the end of the game, at which time the player in question will sign the score sheet and present identification. Without identification, the player will be assumed illegal and a forfeit victory will be awarded. If an illegal player is noticed by the District staff, corrective action may be taken at any time during the season.

If the protest is allowed or disallowed, a final decision will be given to both managers regarding the protested game by the League Director.

League Champions for Spring, Summer & Fall Six (6) Team Leagues with Playoff Procedures

During the ten (10) week Spring, Summer, and Fall league, each team will play all other teams two (2) times for a total of ten (10) regular-season games. The champion will be determined by the best record.

1. League champions will be determined by the best overall record in the ten (10) week season.
2. If upon completion of league play, two teams are tied for first place, the first tie-breaker is head-to-head competition. If a tie exists in head-to-head competition a playoff game will be arranged (1st place only).
3. In the event of a three-team (or more) and that two teams have the same total number of lowest of runs scored against them versus the other two teams, the first tiebreaker would be: head-to-head competition. If all teams have a split record in head-to-head, then the second tiebreaker would be the highest total of runs scored against the other two teams to determine a bye or seeding. In the event, that there is still a tie, a coin flip will determine who receives the bye or better seeding.

Tie Breaker Order – three teams with two teams having the same total number of lowest of runs scored against them versus the other two teams:

1. Head-to-head Competition
 2. Highest total of runs scored against the other two teams
 3. Coin Flip
4. If three teams are tied for first place, a playoff will be arranged. In a three-team playoff, the team with the lowest number of runs scored against them versus the other two teams will be given the bye.

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5. A flip of the coin will determine home teams in all playoff games and the time limit rule may be implemented in the playoff games, with the exception of the championship game— all other regular season rules apply. *(Playoff games may be played on any weekday evening or on weekend days or nights depending on field availability.)*

League Champions for Spring, Summer & Fall Five (5) Team Leagues with Playoff Procedures

Tie Breaker Order – three teams with two teams having the same total number of lowest of runs scored against them versus the other two teams:

1. Head-to-head Competition
2. Highest total of runs scored against the other two teams
3. Coin Flip if a tie with total of runs scored against the other two teams

If three teams are tied for first place, a playoff will be arranged. In a three-team playoff, the team with the lowest number of runs scored against them versus the other two teams will be given the bye.

League Champions for Spring, Summer & Fall Four(4) Team Leagues with Playoff Procedures

During the ten (10) week Spring, Summer, and Fall league, each team plays all other teams three (3) times for a total of nine (9) regular-season games. The remaining one (1) week left in the season will be playoffs. **All four (4) teams will make the Playoffs!** Every team will play a total of ten (10) games at a minimum.

The following game slots will be applied for playoffs:

Game 1: Seed 3 vs Seed 2; Game 2: Seed 4 vs Seed 1;
Championship Game: Winner of Game 1 vs Winner of Game 2.

If Seed 1 wins the first playoff game by forfeit, they will be awarded the home team for the championship game.

League Champions for Spring, Summer, & Fall Five (5) & Six (6) Team Leagues; Regular Season

League champions will be determined by the best overall record in the ten (10) game/ week regular season.

Playoff Brackets, Seedings & Team Schedules

Playoff brackets and seedings will be determined for teams with the best record; then head-to-head competition between teams with the same record; then with the least amount of points scored against them between teams with the same record; then with the least amount of points scored against them in the regular season.

A coin flip will determine the home and away team ONLY for the championship game. The time limit rule will be waived. All remaining regular-season rules apply. Mandatory I.D. checks of any or all eligible players on the team's roster or Add/Drop Forms can be performed at any time.

During the playoffs, please review the schedule listed on the Pleasant Valley Recreation and Park District website at the end of the week to see which team you will be playing next.

(Playoff games may be played on any weekday evening or on weekend days/ nights depending on field availability.)

Manager's may request a copy of the Pleasant Valley Recreation and Park District's four (4), five (5), or six (6), team schedules from the League Director.

Awards

The District awards a sponsor plaque and up to 15 individual awards for each first-place team in each division.

Softball League Policy

Softball teams that have been declared ineligible to re-register for future leagues by the Pleasant Valley Recreation and Park District League Director due to that team's established pattern of dominance may apply for reinstatement by following the below conditions:

- 1) The team may return five (5) players from the previous league roster. Co-Ed teams may return three (3) males and two (2) females or three (3) females and two (2) males.
- 2) The remaining players added to the team's new roster, in addition to the returning five (5) players, may not be returning players who have been listed on the team's roster from the previous three (3) registered seasons.
- 3) The remaining players added to the team's new roster must be rated at a player skill level no higher than that which is standard for the league for which they are registering to play. That level of play (C+, C, C-, Co-Ed, Composite) will be determined by the PVRPD League Director. The manager is responsible for providing verification to the PVRPD League Director that all new players' skill ratings comply with this player rating system. In the case of new players being added from leagues outside of PVRPD, this verification of skill level must be received from that softball program's current or former director.
- 4) In all cases of team re-entry, the final decision as to a team's eligibility to return to PVRPD leagues shall be determined by the PVRPD League Director.

Classification Guidelines

One of the most difficult tasks in any sports program is the classification of teams. The accurate classification of teams is important to create a level of competition as equal as possible in each league.

The following guidelines have been developed to help in this process of classifying teams equally. It is hoped that these guidelines will develop consistency in the classification process. We encourage you to use these guidelines. They are intended as an aid to assist in classification consistency and should not be misinterpreted as absolute rules to follow.

The League Director with assistance from team managers will classify their own team before the season begins using the Softball Team Roster Form.

If necessary, Pleasant Valley Recreation and Park District's League Director/ Sports Office reserves the right to re-classify any softball team prior to the start of league play to maintain an even level of competition between divisions.

C- Classification:

The C- classification consists of:

- 1) Playing softball only one night per week.
- 2) Playing in one softball tournament per year.
- 3) Most of the team's players having limited to no high school or college softball/ baseball experience.

C Classification:

The C classification consists of:

- 1) Playing between two or three nights per week.
- 2) Playing between two to three softball tournaments per year.
- 3) Less than half of the team's players having high school or college softball/ baseball experience.

C+ Classification: PVRPD is currently in the process of implementing the C+ classification.

The C+ classification consists of:

- 1) Playing three or more nights per week.
- 2) Playing three or more softball tournaments per year.
- 3) Over half of the team's players having high school or college softball/ baseball experience.

Divisions: Each division created will be based on the number of softball teams that are registered for the season and the classification of each team.

All players must be at least 16 years of age to be eligible.

Code of Conduct

To provide an atmosphere of fun and sportsmanship, certain regulations are necessary and must cover all who relate to the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted to impact the program.

The manager shall see that all players and team followers abide by the Pleasant Valley Recreation and Park District "Code of Conduct."

A. The following regulations should be kept in mind and no person, player, manager, coach, or others in the program should be in violation of the following:

1. Consuming alcohol before participating or while participating in an athletic contest. (Any area considered part of the Pleasant Valley Recreation and Park District facilities will be governed by this provision.) Officials are required to immediately remove player(s) from the game, or if observed prior to game, prevent that person from playing. (District Parking Lots Included)

Effect: Two (2) game suspensions, to one (1) year suspension and/or probation of one (1) year.

2. Intimidating or aggressive action toward an official, spectator or other player will not be allowed.

Effect: Two (2) game suspension to one (1) year suspension and/or probation of one (1) year.

3. A physical attack on an official, spectator or other player will not be allowed. Officials are required to immediately eject the player and report such player to the League Director.

Effect: Three (3) game suspension to five (5) year suspension and/or one (1) year probation, depending on the severity of the infraction. After two (2) years a player may appeal to the League Director.

4. No profane, obscene, derogatory or racial remarks to an official, spectator or other player, or speak in such a manner as to cause a disturbance will be allowed. Officials are required to immediately eject such a person from the game.

Effect: Ejection from game and/or two (2) games to one (1) year suspension, and/or one (1) year probation.

5. Participants shall abide by the official's final decision. Officials are required to immediately eject the player from further play and report such player to the League Director or for failure to comply with decision. Managers have the opportunity to speak with the official.

Effect: One (1) game suspension to seasonal suspension and/or one (1) year probation.

6. Participants shall not use flagrant rough tactics in the play of the game against an opposing player. Officials are required to immediately eject the player from further play and report such player to the League Director.

Effect: Two game suspension to one (1) year suspension and/or probation of one (1) year.

7. Participants, officials and spectators shall not smoke at any Pleasant Valley Park District field or facility. (District Parking Lots Included)

Effect: Probation for one (1) year to three (3) game suspension.

8. There shall be no unnecessary throwing of equipment or any other objects.

Effect: Ejection from the game to season suspension and/or one (1) year probation.

9. There will be no cause for defacement or destruction to any public facility or equipment.

Effect: One (1) game suspension to one (1) year suspension and/or payment to replace damaged facility or equipment.

10. Participants (managers, players, coaches, etc.) at no time shall falsify their own name or any other player's name on a team roster or scorecard to participate in a game.

Effect: Manager and/or player will be suspended for the remainder of the season to one (1) year, and/or one (1) year probation. The team that the illegal player is playing for will forfeit all games thus far (proven to have played in) when the illegal player is discovered.

11. There shall be no illegal players participating in any athletic contest.

Effect: Manager and/or player will be suspended for the season to one (1) year, and/or probation for one (1) year.

12. Any participant (manager, player, coach, etc.) ejected from two contests during the season shall be suspended.

Effect: One (1) year suspension, effective the date of the last ejection and probation for one (1) year.

13. Any participant found to be using a bat that has been altered in any way, including but not limited to: sanding, filing, shaving, lengthening, shortening, weight-altering, heating, and cooling.

Effect: Two (2) game suspension to one (1) year suspension and/or probation for one (1) year.

If any violations occur, a written report by the official(s) is required to be submitted to the League Director.

A player, manager, coach, or team spectator ejected or removed from an athletic contest will leave the facility within five (5) minutes. The team manager will be responsible to remove the offender within the same five (5) minute period or forfeit the game. The person(s) will be completely removed from the field/ gym facility and under no circumstances may come back.

The League Director may discipline and/or suspend teams, players, or managers for incidents not specifically covered in this handbook and the code of conduct, but which might constitute poor conduct and/or are considered detrimental to the sports program and the Pleasant Valley Recreation and Park District.

Addendum

Blood Rule

A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical treatment or care can be administered in a reasonable time, the individual would not have to leave the game. (The length of time considered reasonable is umpire judgment.) If there is an excessive amount of blood on a uniform, it must be changed before that individual may continue playing.

The official will be responsible for determining whether an open wound or bleeding condition requires treatment. The umpire will also determine in his/her judgment if a uniform/clothing needs to be changed due to excessive blood.

It is highly recommended that teams bring first-aid supplies to each game to treat potential bleeding situations. It is each team's responsibility to provide bandages & dressings and administer appropriate care for a player determined by the umpire to need treatment.

Website Links to Additional Resources

(Control + Left Mouse Click to view links listed below)

[Map to District Office](#) for Pleasant Valley Recreation and Park located at 1605 East Burnley Street, Camarillo, CA 93010.

[Map to Pleasant Valley Fields](#) located at 150 Westpark Court, Camarillo, CA 93010.

[Map to Mission Oaks Fields](#) located at 5501 Mission Boulevard, Camarillo, CA 93012.

[Sports Website](#) to view forms, schedules, and free agency for softball.

[Softball Free Agent Form](#) if you are an individual player looking to join a softball team.

[Available Softball Free Agents](#) if you are team manager looking to expand your team roster.

[Assembly Bill 2007](#)

[Parent Authorization Form](#) is required for a child under the age of 18 to participate (Must be at least 16).

Team Notes