

CHANDLER ADULT SPORTS

RULES AND REGULATION PACKET

Men's and Co-Rec Softball | Men's Basketball
Men's Flag Football | Co-Rec Volleyball



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Community Services
Parks & Recreation

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TABLE OF CONTENTS

League Registration Procedures and Fees	3
Individual Registration.....	4
League Registration Priority System and Holidays.....	5
League Play Information	6-11
Player Conduct and Sportsmanship.....	12-13
Men's and Co-Rec Softball	
League Rules and Information.....	14-17
Men's Flag Football	
League Rules and Information.....	18-22
Men's Basketball	
League Rules and Information.....	23-24
Co-Rec Indoor/Sand Volleyball	
League Rules and Information.....	25

LEAGUE REGISTRATION PROCEDURES AND FEES

PAYMENT PROCEDURE

League fee must be paid at the time of registration. Payment can be mailed to or dropped off at Tumbleweed Recreation Center (TRC), 745 E. Germann Road, in the forms of company checks, cashier's check, money order, Visa, MasterCard, or AMEX only. Please make company checks, cashier's checks and money orders payable to the CITY OF CHANDLER.

REGISTRATION POLICY

Drop-off registration will be accepted at Tumbleweed Recreation Center (TRC), 745 E. Germann Road, Chandler AZ 85248. The TRC Staff will accept registration and you will be issued a receipt before your registration can be processed. DO NOT drop off your registration at the counter and leave without getting a receipt. DO NOT DROP OFF registration after hours by putting registration through the door. You can mail your registration to: Adult Sports Registration, City of Chandler, Community Services Department, Mail Stop 500, PO Box 4008, Chandler, AZ 85244-4008. Registration will only be accepted on the dates for the team priority that your team qualifies for (see below for priority registration dates). Registration will be processed in order of received. All registrations are first-come first-serve within your registration priority.

REFUND POLICY

1. The Recreation Division encourages all teams to schedule activities carefully to avoid conflicts.
2. The Recreation Division will grant full refunds in the event of a canceled league.
3. A team withdrawal that occurs within 48 hours prior to the coach's meeting will receive a refund for the registration fee minus a \$50 administrative processing fee, unless a replacement team can be found.
4. A team that requests a withdrawal from the league one-week prior the start of the league will receive a refund for 50% of the league fee, unless a replacement team can be found.
5. No refunds will be issued within one week prior to the start of the league, unless a replacement team can be found.
6. Request for refunds must be made with the Adult Sports Coordinator at the Tumbleweed Recreation Center (TRC) during regular business hours.
7. Refunds:
 - **Checks** – registrations that were paid with check will be sent via mail in the form of a check about three weeks after request was submitted.
 - **Credit Cards** – registrations that were paid with credit card will be refunded back to the card that was used for payment at time of registration.

LEAGUE FEES

League fee must be paid at time of registration in the form of a credit card, money order, cashier's check or company check. No CASH or personal checks will be accepted.

INDIVIDUAL REGISTRATIONS

Individual registrations will be offered on an as-needed basis each season.

1. Teams will be created with a minimum and maximum number of participants
2. If the minimum is not met, the team will be cancelled and full refunds will be issued. The minimum must be met no later than one (1) week prior to the start date of that league
3. Once the minimum is met, a team manager (may also select a comanager) will be selected.
4. Only up to the maximum per team can register. Additional players can be added to the roster after registration as substitutes only.
 - Substitutes should only be contacted to play when the minimum number of players is not met for that particular week
 - League minimums
 - Softball** – 10 players
 - Volleyball** – six (6) players
 - Basketball** – seven (7) players
 - Flag Football** – 10 players
5. After team creation, each participant's contact information will be shared with the team manager.
6. Any practice/introduction time must be coordinated by the team manager and the rest of the team
7. Team managers may schedule field use for practice time through Recreation Services, 480-782-2727. Field fees will be waived Light fees may apply
8. Teams can return the following season and register as a team during the Priority 1 registration period
9. Registration fees do not cover uniforms or any personal playing equipment (gloves, bats, etc.).

REFUND POLICY

- A full refund will be issued to all registered participants if the league is cancelled
- A full refund will be issued if the minimum number of participants have not registered by the respective deadline (no later than one (1) week prior to the start date of that particular league)
- An individual that requests a refund from the team one week or more prior to the start of the league will receive a 50% refund, unless a replacement player can be found
- No refunds will be issued within one week prior to the start of the league, unless a replacement player can be found.

TEAM MANAGER RESPONSIBILITIES

1. Review league rules and regulations and communicate to team members
2. Main contact for the team and the league coordinator
3. Communicate team schedule and ensure team minimums are met for each game
4. Attend coach's meeting



LEAGUE REGISTRATION PRIORITY SYSTEMS AND HOLIDAYS

PRIORITY 1 RETURNING TEAM REGISTRATION

The following criteria **MUST** be met in order to be considered a Priority 1 team:

1. Teams that played in the **previous season and retain** 80% of their roster.
2. 80% of players on roster must live and/or work in Chandler (Chandler address).
3. Registration fee must be paid at time of registration.
4. A completed preliminary roster is due within 24 hours of registering online with addresses and phone numbers.
5. Teams who played in the previous season are allowed to move to a different night.
6. Registrations will be taken on a first come, first served basis.

PRIORITY 2 RESIDENT TEAM REGISTRATION

The following criteria **MUST** be met in order to be considered a Priority 2 team:

1. 80% of players on roster must live and/or work in Chandler (Chandler address).
2. Registration fee must be paid at time of registration.
3. A completed preliminary roster is due within 24 hours of registering online with addresses and phone numbers.

PRIORITY 3 OPEN REGISTRATION

The following criteria **MUST** be met in order to be considered a Priority 3 team:

1. Open registration for all resident and non-resident teams.
2. Registration fee must be paid at time of registration.
3. A completed preliminary roster is due within 24 hours of registering online with addresses and phone numbers.
4. Non-resident fee will be applied (if applicable).

LEAGUE HOLIDAYS

Adult Sports leagues will observe the following major holidays throughout the course of the year. Any or all other minor holidays may or not be played during the course of the season.

- New Year's Day
- Martin Luther King Jr. Day
- Super Bowl Sunday
- President's Day
- Easter
- Mother's Day
- Memorial Day
- Independence Day – July 4th
- Labor Day
- Halloween
- Veteran's Day
- Thanksgiving
- Christmas

LEAGUE PLAY INFORMATION

ADMINISTRATION

The City of Chandler's Recreation Division is responsible to set forth and maintain these rules and regulations necessary to govern recreation leagues and has final authority over any disparities.

The City of Chandler Recreation Division encourages feedback and suggestions about how the programs and facilities might be improved. Any comments/suggestions can be made to Jensen Valenzuela at jensen.valenzuela@chandleraz.gov or **480-782-2704**.

The Adult Sports office is located at:

Building Address:

Tumbleweed Recreation Center (TRC)
745 E. Germann Road
Chandler, Arizona 85286

Mailing Address:

Adult Sports - Mail Stop 500
PO Box 4008
Chandler, Arizona 85244-4008

Hours of Operation:

Monday-Friday 5 a.m.–8 p.m.
Saturday 7 a.m.–8 p.m.
Sunday..... 10 a.m.–6:30 p.m.

INSURANCE

The City of Chandler does not provide player insurance for this league. All players play at their own risk.

COACH'S MEETING

A mandatory coaches meeting for all new teams will be held prior to each season. League schedules will be distributed and rules will be reviewed at this meeting.

ADULT SPORTS WEB PAGE

All Adult Sports related information can be found on the City of Chandler's web page at chandleraz.gov/adult-sports.

League schedules, results, and standings can be found on quickscores.com/chandleraz. Leagues will be updated on the next business day.



INDIVIDUAL PLAYERS (FREE AGENTS)

The City of Chandler's Adult Sports program receives several inquiries from individual players (Free Agents) like you on a daily basis. Unfortunately, the City of Chandler only processes team registrations for our Adult Sports leagues. The Adult Sports Coordinator has compiled a list of options that will better assist you in trying to get on a team. Listed below are those options:

1. **Free Agents List** - Submit your information to the Free Agents list by visiting the following link and completing the online Free Agents Form chandleraz.gov/adult-sports.
2. To see a complete listing of Free Agents go the Adult Sports web page at quickscores.com/chandleraz
3. **Coach's Meeting** – Attend the coach's meeting for the sport you desire.
4. **Introduce Yourself** - go to the gym/field on the day/night you prefer. Introduce yourself to the Site Supervisor and/ or coach of the teams.
5. **Form Your Own Team** - form a team by contacting other players on the Free Agents List.
6. Like the Chandler Adult Sports Facebook Fan Page facebook.com/chandleradultsports.

PLEASE NOTE: The Adult Sports league Rules and Regulations do not allow a coach to legally add a player to their roster after the third week of games in a season. So it is important to try to get on a team roster prior to the first game.

MUSIC

May be played in the team's dugout. Music must only be of a volume that can be heard in that team's dugout. No vulgar or offensive music. Umpires and Site Supervisors have the right to request a team to change music, turn volume down if too loud or to turn the music off completely.

ALCOHOLIC BEVERAGES

Alcoholic beverages are prohibited in City Parks without a Malt Beverage Permit (see below). Any players/ team that is found drinking or under the influence of alcohol before or during a game may be suspended indefinitely, which could result in being dropped from the league.

GAME CANCELLATION DUE TO WEATHER



Field conditions will be determined by the parks department no later than 3 p.m. If the weather on the day of a game appears threatening, games will be played as scheduled until the weather is unsafe and field conditions become unplayable. If games are cancelled team managers will be notified via email, text, or phone and the schedules will be updated on Quickscores.com. Unless told (by the department) the games are canceled, assume they will be played and show up at game time. Managers have the responsibility of calling the Sports Hotline at 480-782-2715 for field condition updates AFTER 3 p.m. All games canceled will be made up at a later date.

MALT BEVERAGE PERMIT

A Malt Beverage Permit is required of individuals or parties who wish to enjoy a malt beverage in any of our City Parks. Malt beverage permit conditions are in accordance with the rules and regulations of City Code Chapter, Part V, 31-17. Permits are \$14 for residents and \$19 for non-residents and may be obtained during normal operating hours. A valid driver's license is required. Permits are governed by the following special conditions:

1. Permit is not transferable.
2. Permit is valid for date and restricted to area, assignment, and number in the group as indicated.
3. Glass beverage containers are not permitted.
4. Only Permit Holder is allowed to bring malt beverages into area and is responsible for the group members' conduct.
5. Permit holder is responsible for assuming ALL MEMBERS of his/her party are of legal age to drink malt beverages according to Arizona State Law.
6. Area must be left clean.
7. Obnoxious behavior or excessive noise will not be permitted and may result in forfeiture of any cleanup/security deposits. The volume of music must be kept low enough to not disturb other area users. All music must conclude by 10:30 p.m. and no amplified music is allowed.
8. Area hours, as posted, must be observed unless written consent has been approved by the Community Services Director.
9. Permit holder must retain permit and make available upon request by park or police officials.
10. Malt beverages are not to be consumed in a City Park prior to or during any Adult Sports athletic competition. For example, this includes a parking lot, softball field dugout or bleachers.
11. Issuance of a Malt Beverage Permit does not guarantee a reservation.
12. This permit DOES NOT allow the SALE of malt beverages.

GAME AND FORFEIT TIME

It would be greatly appreciated that if any team is expecting to forfeit a regularly scheduled game, to please call the Adult Sports Coordinator at 480-782-2704 during normal operating hours. Three (3) forfeits in one season will result in removal from the league and loss of Priority 1 registration status for the following season. The Adult Sports Coordinator will then contact the opposing team and umpire/official(s) to notify them of the forfeit. **Please note, all game times are subject to change.**

Softball (Singleheader) – Teams have a 10 minute grace period from the official game time start. If a full team is not present by the completion of the 10 minute grace period, the game will be declared a forfeit. A team must start and finish a game with eight or more players.

Softball (Doubleheader) - Teams have a 10 minute grace period from the official game time start. If a full team is not present by the completion of the 10 minute grace period, the game will be declared a forfeit. A team must start and finish a game with eight or more players. As soon as the eighth player arrives, the second game may begin. The team that is short of players has an eight minute grace period after the second officially scheduled game time. If a full team is not present prior to the eight minute grace period is complete, the second game will also be declared a forfeit.

Volleyball – A team must start and finish with no less than four players. If there are less than four players at game time, the first game is declared a forfeit. For the second game, the forfeit team will be given 15 minutes (starting at regulation game time) to field a team of four players. If not enough players show up for the second game, the match is declared a forfeit.

Basketball - Teams have a 10 minute grace period from the official game time start. If a full team is not present by the completion of the 10 minute grace period, the game will be declared a forfeit. A team must start and finish a game with four or more players.

Flag Football – Teams have a 10 minute grace period from the official game time start. If a full team is not present by the completion of the 10 minute grace period, the game will be declared a forfeit. A team must start and finish a game with seven or more players.

FORFEIT POINTS

Teams that are forfeited against will receive the following number of points/runs for each game/match:

- **Softball** – Seven Runs/Game
- **Basketball** – 40 Points/Game (20 Points/Half)
- **Volleyball** – 45 Points/Match (15 Points/Game)
- **Flag Football** –14 Points/Game
(seven (7) Points/Half)

ROSTERS

Rosters cannot exceed 20 players and must be submitted at time of registration. Rosters must be legible and all information filled in or they will not be accepted. **Any player may be deleted from the roster, but only three (3) players may be added after the roster is turned in with the registration fee and must be added prior to the third week of your league's scheduled games. All rosters will then be considered frozen as of the third game.** The field Site Supervisor and Adult Sports Coordinator have the option to reject a player addition, or eject a player from the league, if the player's ability is above that team's league classification. If a player's ability is above the league classification, the Adult Sports Coordinator will observe the player for a minimum of two games and will make a recommendation as to whether the player should be removed from the league. **A player may not play in two different skill level divisions in Chandler.** Example, a player on a "B" division team may not play on a "C" or "D" division team. Managers are encouraged to fill all spots on their roster. Please note that player additions cannot change the team's league classification.

PLAYER ELIGIBILITY

1. An eligible player is a player who is at least 16 years of age by the first league game, and is legally listed on the team roster. Questions on player(s)' eligibility, age, and identity must be brought to the attention of the umpire/official and the Site Supervisor by the manager of the opposing team prior to the end of the second inning (prior to the first pitch of the third inning). No more than three players may be questioned per game.
2. Protest of a player's eligibility, as a result of playing under an assumed name or player not listed on an official roster, shall be resolved by immediate photo ID verification, i.e., driver's license, to be done by the field Site Supervisor. If the player cannot provide ID, he/she is removed from the game and the game will continue. If a legal player does not have ID on him/her, he/she will have until 5 p.m. of the next business day to show his/her ID to the Adult Sports Coordinator to be considered legal. If no ID is produced by 5 p.m. the next business day, the player will be considered illegal. If the player is found to be illegal, the penalty will be the loss of the game (forfeit).

PROTESTS

1. Protests must be made immediately after the play in question is committed. The coach must notify the game umpire/official prior to the next play, snap, pitch, serve or in-bound. The umpire/official will then notify the opposing team, the scorekeepers and the Site Supervisor of the requested protest. The umpire/official will attempt to solve the problem in a reasonable amount of time. The clock does not stop during discussion. If the play in question is not resolved at this point, the protesting team can accept the umpire/officials' decision or the team must declare an official protest. If a protest is declared, the protesting team must mark on the score sheet the point in the game the protest occurred (inning, score, time on clock) and then the game will be played under protest. The Site Supervisor will then inform the Adult Sports Coordinator in writing the play that is under protest. If the protest is not marked on the score sheet, the protest will be considered invalid.
2. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire/official. Protests on rule(s) interpretation will only be considered (ASA Rule 9, Sections 2-3).
3. Once an official protest has been submitted to the Adult Sports Coordinator by the Site Supervisor, a protest committee will be formed to review the interpretation of the rule in question. The review committee will review the Site Supervisor report and the rule in question, and then they will submit a decision back to the Adult Sports Coordinator. If the protest is considered to be invalid, the game score will stand as played.
4. When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made. If the protesting team wins the game the protest then becomes meaningless.

ROSTER CHECK

Mandatory league wide roster checks for tournament play are in effect. The Site Supervisor may randomly verify all players' residences or places of employment during the course of the season. Verification will continue until all teams have been checked. Players are not eligible for play until they provide proper identification (ID). Players must carry proper identification with them.

MULTIPLE TEAMS

A player may play on two teams as long as it is in the same skill level, "division", but not the same night and league. Example, if a player plays in "C" Wednesday, he/she can play on another team such as: "C" Monday division team but not another "C" Wednesday team. Any player who plays on more than one team during the regular season can only play on one team during the post-season tournament. If a player plays on more than one team during the post-season tournament, it will be considered as an illegal player. A player may not play two different skill level divisions in Chandler. Example, a player on a "B" division team may not play on a "C" or "D" division team.

UNIFORMS

Softball – All players on a team shall properly wear shirts that are like in color and style.

Basketball – All five players on the court must wear matching reversible shirts/jerseys of the same color with a number on the front or back. The reversible jersey must consist of two different colors. The number cannot be more than two digits, and not higher than “99”. No duplicate numbers will be allowed on the court as the same time. Players without a matching jersey will not play. Numbers must be commercially printed or stenciled. No “magic marker” or “taped on numbers” will be allowed.

Flag Football - Teams will be required to have shirts of the same color(s) with numbers (at least four inches high) on either the front or back of the shirt. Numbers must be commercially printed or stenciled. No “magic marker” or “taped on numbers” will be allowed.

Co-Rec Indoor Volleyball – No uniform requirements.

No protests for uniform violations.

TIED STANDINGS

If teams are tied during the regular season, final standings will be decided in the following manner:

1. If two teams tie for a position in the standings whichever team defeated the other during the regular season will then receive the higher position in the standings.
2. If three or more teams tie for the same position, then whichever team had the best record among the teams that were tied will then have the higher position in the standings.
3. If all teams that are tied have identical win/loss records against each other, then a run differential formula from the head to head season games will be used.
4. If teams are still tied after the above criteria, then the average run differential for the season will be used.

POST SEASON TOURNAMENT

A single elimination tournament for each league will follow the end of the regular season. All teams qualify for this tournament. The Adult Sports Coordinator will review the team standings for each league at the conclusion of the regular season. The Adult Sports Coordinator may move teams up or down based on their overall record. When possible, the top and bottom four teams may be moved up or down a league in an effort to provide a more even level of tournament play. All teams should be available to play at any time on their given day/night of play. The Recreation Division reserves the right to move the top and bottom teams to other divisions for tournament play.

AWARDS

Awards for Tournament Champions will be given to teams at the end of the season.



LEAGUE WINNERS

Any team that wins any combination of two (2) consecutive league play and/or tournament championships and maintain 80% or more of the same players on their roster will have to register for a higher level of competition for the upcoming season.

INJURIES AND FIRST AID

The City of Chandler provides basic first aid supplies such as ice packs and band aids. Tape is not available.

BLOOD RULE

(USA/ASA Rule 4, Section 9)

1. A game participant or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care of treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:
 - a. Stop the game and immediately, call a coach, trainer or other authorized person to the injured player and allow treatment.
 - b. Apply the rules of the game regarding substitution, short-handed rules and re-entry if necessary.
2. It is recommended that teams have spare clothing available at the game site to be used if necessary.

PLAYER CONDUCT AND SPORTSMANSHIP

EJECTED PLAYER PENALTY AND SUSPENSIONS

1. Any person (spectator, player, or team supporter) that is ejected from a game by an umpire/official and/or Site Supervisor will serve a minimum one week suspension from ALL City of Chandler leagues (including volleyball, basketball, flag football, softball, kickball, or if the suspended player plays on multiple teams) until the suspension is completed. This is in addition to probation for the remainder of the season for all leagues in which the suspended player participates in.
2. If a team has **two or more** ejections over the course of a season for that league, that team will be put on probation or may be dismissed from all leagues indefinitely.
3. If a player is ejected twice over the course of one season of any league, that player will be removed from all leagues for the remainder of the season or may be dismissed from all City of Chandler leagues indefinitely.
4. Any suspended player will not be allowed on-site during City of Chandler Adult Sports league play for the entirety of his/her suspension.
5. Any person ejected from a game must leave the premises immediately. Refusing to leave the premises is considered trespassing. Any person refusing to immediately leave the park will have suspension extended and police will be called.
6. Any ejections or unsportsmanlike/outrageous conduct that involves physical assault and/or if police are called, the player will be suspended for the entire City of Chandler season or longer. This player will also be suspended from all Adult Sports programs for the Town of Gilbert, City of Mesa, City of Scottsdale, City of Tempe.

IF A PLAYER IS EJECTED

- The game may continue as long as the team has the minimum number of players remaining in the existing lineup.
- Once a player is ejected, the lineup is frozen and the team will NOT be allowed to substitute another player for the ejected player or add anyone else to the lineup. Once a team has an ejected player, that player will be counted as an out each time that player's name comes up in the batting order.
- If the ejected player is a batter or base runner then an out will be declared at the time they are ejected. An inning or the game can end with an automatic out.
- The ejected player will be added to the online suspension list

ONLINE SUSPENSION LIST

- Ejected/suspended players will remain on the list until their suspension and probation period has been completed.
- This list will be maintained as an information tool to keep staff, umpires, coaches, and players informed of league disciplinary issues.
- Will be posted on the City of Chandler's Adult Sports Webpage and Quickscores.com
- Will keep track of multi season/lifetime suspensions or suspensions that run into the following season.
- Will not state what specific actions were done to get ejected/suspended.



OUTRAGEOUS CONDUCT

Any player, coach, or fan, who displays “**Outrageous Conduct**”, such as, but not limited to, out of control behavior is defined as, and includes: unsportsmanlike behavior which includes a verbal tirade, foul language and fusillade of abusive language, gestures or threats towards other players, fans, umpire/officials, or City staff; physical contact with any other player, fan, umpire/official or City staff; throwing, kicking, or striking of objects in a threatening or dangerous manner and theft of any property. This conduct includes harassing behavior such as following another player, fan, umpire/official, or City staff off the field or court, into the parking lot or off the premises, or any attempt to block the departure of other players, fans, umpire/officials, or City staff from their departure. Such conduct can lead to a full calendar year suspension or more and possible criminal prosecution.

If police are called, the ejected player will be suspended for the entire season from all City of Chandler Sports Leagues. If the season has progressed four or more weeks, the player will be suspended for the following season as well. This player will also be suspended from all Adult Sports programs for the Town of Gilbert, City of Mesa, City of Scottsdale, City of Tempe.



PHYSICAL ASSAULT

No player or manager shall, at any time, lay a hand upon, shove, strike or threaten an umpire/official, City staff, player, or spectator. The player will be ejected from the ball game and will not be allowed back in the league for the remainder of the season or longer depending on the severity of the incident. Please be advised that “Physical Assault” could result in criminal prosecution.

FANS

Coaches are reminded that they are responsible for their team, supporters, fans and children before, during, and after the games. This includes unsportsmanlike remarks, gestures, comments, and monitoring of children (this is for the safety of the children). Additionally, any act of vandalism, threats, and direct contact toward any game umpire/official constitutes liability for prosecution.

SUSPENSION PROTEST

Once a player is suspended, removed from the league, or dismissed from the league, or a team put on probation, the affected player or team may protest by submitting a written protest to the Adult Sports Coordinator. The Coordinator II will then name a protest committee to review the action. The review committee will review the conduct and the action in question, and rule on the action and render a decision on such action, which shall be final. If the protest is considered to be invalid, the suspension, removal dismissal, or probation status will stand. When a protest is determined valid, the affected protesting player or team will then be reinstated.



MEN'S AND CO-REC SOFTBALL LEAGUE RULES AND REGULATIONS

The USA/ASA Softball rulebook will govern all games except as amended by the City of Chandler Recreation Division league rules listed below. Each manager is urged to become knowledgeable of the rules and any rule changes.

Men's Slow Pitch Softball Leagues

Three divisions will be offered for Men's doubleheader league that will run for seven weeks and is followed by a post-season single elimination tournament in which all teams qualify.

Men's League	Night	Location
Men's D1 Doubleheader	Tuesday	Snedigar Sportsplex
Men's D2 Doubleheader	Tuesday	Snedigar Sportsplex
Men's C1 Doubleheader	Wednesday	Snedigar Sportsplex
Men's C2 Doubleheader	Wednesday	Snedigar Sportsplex
Men's D1 Doubleheader	Thursday	Snedigar Sportsplex
Men's D2 Doubleheader	Thursday	Snedigar Sportsplex
Men's D Doubleheader	Thursday	Folley Park

Co-Rec Slow Pitch Softball Leagues

One division is offered, "D" recreational. Within the "D" division, there are two levels of competition, D1 and D2. All leagues run for seven (7) weeks with an end of season single elimination tournament that all teams qualify for.

Co-Rec League	Night	Location
Co-Rec D1 Doubleheader	Monday	Snedigar Sportsplex
Co-Rec D2 Doubleheader	Monday	Snedigar Sportsplex
Co-Rec D Doubleheader	Friday	Snedigar Sportsplex
Co-Rec D1 Singleheader	Friday	Snedigar Sportsplex
Co-Rec D2 Singleheader	Friday	Snedigar Sportsplex
Co-Rec D1 Singleheader	Friday	Folley Park
Co-Rec D2 Singleheader	Friday	Folley Park
Co-Rec D Doubleheader	Sunday	Folley Park

NUMBER OF PLAYERS

A game may be played with a minimum of eight players. For Co-Rec Softball, a minimum of eight (8) players are needed to start a game, and at no time are there to be more men than women playing. If a team plays with only eight players, the ninth and tenth batting slots are not automatic outs. The ninth and tenth players are added to the end of the lineup as they arrive. Players arriving after the tenth player can be added to the line-up. A team may not end the game with less than eight (8) players.

- PLAYERS LEAVING THE LINEUP:** If a team has a substitute he must play. If they have no substitute that position will be an out the first time that position comes to bat, then the line-up can be closed with the remaining players.
- UNLIMITED BATTING:** All players at the start of the game may be placed in the batting order for unlimited batting. If a player leaves the game for any reason and is not replaced, his/her position in the batting order then becomes an automatic out the first time that position comes up to bat. After that you can close up the line-up with the other players left in the game. Changes with the defensive players may be made at any time; however, the batting order may not change. Example: An extra batter may sit on the bench one inning, play third base one inning, play outfield one inning, sit on the bench again, and then play first base.

In Co-Rec softball, in situations where there are more males than females, the extra males can either share the same spot in the line-up, alternating each time the positions come to bat, or alternate with females (see example). Males may not bat back-to-back. Example of Co-Rec batting order with 6 males and 5 females: assign all males to numbers, then females to the letters. Batting order should alternate between numbers and letters. When all "number" batters have batted, the numbers start over, regardless of where the "letter" batters are. A line-up would look like 1-A-2-B-3-C-4-D-5-E-6-A-1-B-2-C-3-D.

COURTESY RUNNER

One (1) male and one (1) female courtesy runner per inning is allowed. If the same batter comes up a second time in the same inning, the courtesy runner does not need to be the same courtesy runner as the first time. The batter is also not required to use a courtesy runner the second time around. Co-ed leagues must use same gender. The runner can be any player in the lineup. A courtesy runner whose turn at bat comes up while on base will be called out, removed from the base, and required to take their turn at bat. A second courtesy runner or a substitute is not permitted at this time.

For women's league only:

If the pitcher from the previous half-inning reaches base, they may also receive a courtesy runner for the inning. The pitcher's courtesy runner doesn't count against the one allowed for the rest of the lineup.

RE-ENTER

Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position. A starting pitcher who is withdrawn can return to the pitching position for the remainder of the game. A player other than a starting player may not again re-enter the game after once being withdrawn. The only exception to this rule is if a team player is seriously injured. In Co-Rec Softball they will have unlimited field substitution.

FIELDERS (Co-Rec)

1. The team playing in the field (defense) must have two males and two females playing in both the infield and the outfield and one male and one female as the pitcher and catcher (USA/ASA Rule 4, Sec. 1, C-2-F).
2. Females are welcome to participate in the City of Chandler Men's Softball League, with the understanding that Men's League rules will apply.

PRE-GAME PROCEDURES

Umpires should start the game with a pre-game meeting (discuss HR, Fouls balls being retrieved, pitch height, vulgarity, expectations, etc.).

GAME LENGTH

All games are 55 minutes or seven (7) innings whichever comes first. No new inning will start after 55 minutes with the exception of a tie. Tournament Championship games are allotted 60 minutes or seven (7) innings whichever comes first.

COMPLETE GAME

1. A game called by umpire shall be considered a complete game if four (4), or 3½ if home team is ahead, complete innings have been played. The umpire is empowered to call the game at any time because of darkness, rain, fire, panic or any other cause that places patrons or participants in jeopardy (USA/ASA Rule 5, Section 3-C).
2. Games that are stopped and are not considered regulation (complete) shall be resumed at the exact point where they were stopped.

GAME BALLS

The City of Chandler plays with a ball compression rating of 375 pounds. The Recreation Division will provide one new game ball for each game. The home team has the option to take the game ball after its game.

BALLS AND STRIKES

A mat and the home plate will be used to call strikes. All batters will start with a one ball and one strike count and have one foul to waste (with 2 strikes).

BALL RETURN POLICY

It is the responsibility of the hitting team to chase all balls hit out of play (home run or foul ball). The hitting team must attempt to retrieve the ball before their next turn at-bat. If the ball cannot be found during the retrieval process this must be verbalized to the home plate umpire. If the out of play ball is not returned by their next turn at-bat, the first batter will be declared out.

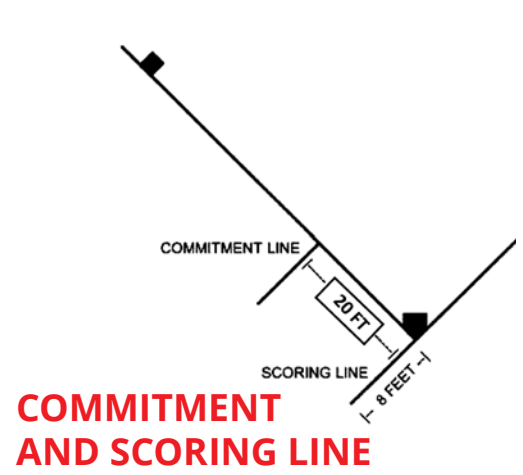
BASE ON BALLS (CO-REC)

A walk to a male batter will result in a two base award. The next batter (a female) shall bat. EXCEPTION: With two outs, up until the first pitch, the female batter has the option to walk or bat (USA/ASA Rule 8, Section 1 C-4).

DEFENSIVE PLAYER POSITIONS

Two (2) men, two (2) women in OF. Two (2) men, two (2) women in IF. Pitcher/Catcher must be opposite gender.

Co-Rec Line (except Scottsdale): Infielders must stay on the dirt infield. After the ball is hit, the outfielders may come forward of the line, which is 180 feet from home plate, and infielders may enter the grass outfield. The penalty for violating the Co-Rec Line will have the effect of a walk if all players did not make it to their base safely. An umpire will declare a violation of the Co-Rec Line after the play is over. If the batter is thrown out or strikes out, she will be awarded first base. All other runners will advance safely one base (if they were thrown or tagged out during the play in which the Co-Rec Line was violated). If the female batter hits safely, she will be awarded an additional base after the play is over. All other runners will advance safely one base (if they were thrown or tagged out during the play in which the Co-Rec Line was violated).



PITCH HEIGHT

The ball must reach a minimum height of at least six feet from the ground, while not exceeding a maximum height of 12 feet from the ground (USA/ASA Rule 6, Section 3-D).

PITCHER

The pitcher may pitch up to six (6) feet behind the pitching rubber but must be directly behind it.

HOME RUN RULE

The batter is ruled out for any excess of the following allotted amounts:

- C league: four (4) home runs per team per game
- D league: one (1) home run per team per game
- E League: all home runs are inning-ending
- The one-up rule, which applies to both C and D leagues, **allows any team that has reached its home run limit to hit another home run as long as they are not more than one home run ahead of the opposing team.** Any home runs above this limit will result in an out.

RUN AHEAD RULES

Any team ahead by 20 runs after three (3) innings, 15 runs after four (4) innings, and 12 runs after five (5) innings, automatically wins the game.

SCOREKEEPER

The umpire will keep the official score and time on a score card. The score card will be kept at home plate with the umpire. A signature is required from each manager at the conclusion of each game(s). It is the responsibility of the managers to verify the score at the end of the game. Both teams are recommended to keep their own score book. Each team is responsible for comparing their score books with the umpires score card after each inning. If there is a discrepancy in scores, play is halted to solve the problem. After the next pitch, no further discussion will be considered. If there is a discrepancy at the end of the game regarding the score, it must be resolved between the coaches, umpire and supervisor that night. At the end of each game, the Site Supervisor will collect and keep the score card(s) to be turned into the Adult Sports Coordinator.

TIED GAMES

After seven innings or the 55-minute time limit, if the score is tied, the **Tie Breaker scenario** will be instituted. The last player out will start at second base. One courtesy runner per team will be allowed. The next player in the line-up comes to bat. The inning will start with two outs and each batter will come up with a one-and-one count with one foul to waste (with two strikes). Walks count. Only one extra inning will be played (one at-bat per team). Game can end in a tie.

COMMITMENT AND SCORING LINE

A "Scoring Line" will be drawn as an extension of the first baseline a minimum of eight feet into foul territory from the back point of home plate. A run is scored when the runner touches the scoring line or the ground beyond the scoring line prior to a defensive player touching home plate with possession of the ball.

A "Commitment Line" will be drawn perpendicular to the third baseline approximately 20 feet from the back point of home plate. After touching the ground on or past the commitment line, a runner may not return to third base, must continue to the scoring line, and may not be tagged out. If the runner returns to third after crossing the commitment line, the runner will be ruled out. If the runner touches or crosses over home plate, the runner is out.

If the runner crosses the commitment line before a batted ball is caught in flight, the runner is automatically out.

If a defensive player attempts to tag the runner after the runner has crossed the commitment line, the runner will be ruled safe and a run scored. A defensive player must touch home plate with possession of the ball prior to the runner crossing the scoring line to force the runner out. There are to be no run downs between the commit line and home plate/scoring line.

Exception for home runs: If a player hits a home run and chooses to run the bases, they have the option to touch home plate or cross the scoring line.

USA/ASA SOFTBALL OFFICIAL BAT

Only USA/ASA approved bats may be used in league and tournament play. The official bat must meet all of the following USA/ASA specifications and the requirements of USA/ASA Rule 3, Section 1:

The official bat shall be free of burs, dents, cracks, sharp edges and audible rattles and show no signs of excessive wear. The official bat shall be marked OFFICIAL SOFTBALL by the manufacturer, be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The official bat shall be smooth and round to 0.050 inches in diameter and must bear either the ASA 2000 Certification Mark or the ASA 2004 Certification Mark as shown below and must not be listed on the USA/ASA Non-Approved Bat List and must be included on a list of approved bat models published by the USA/ASA or must, **in the sole opinion and discretion of the umpire**, have been manufactured prior to 2000 and if tested, would comply with the USA/ASA Bat Performance Standard (USA/ASA Rule 3, Section 1, Article 1-3).

All bats must pass a bat compression test and will be issued a certification sticker that will be placed on the bat approving it for use in the respective league/season/year identified on the sticker. Bats can be tested and issued certification stickers through the Town of Gilbert, City of Mesa, City of Scottsdale, City of Tempe or the City of Chandler.

ALTERED BATS

An USA/ASA Official Bat's characteristics shall remain fixed at the time of the manufacture and may not be altered in any way other than specifically provided in Rule 3, Section 1 or specifically approved by the USA/ASA. Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted or modified to change their characteristics from that produced by the manufacturer. Identifying the bat by means of laser marking, engraving, or painting the name or number of the player will not make the bat an altered bat (USA/ASA Rule 3, Section H).

According to Article 510 M. 06 of the 2011 USA/ASA Code, Any person discovered in possession of an altered bat at or near the facility or grounds of a softball competition in which such equipment is not permitted to be used shall be subject to discipline pursuant to Article 505. USA/ASA shall have the right to take possession of a bat that is, in the sole discretion of the official, reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and determined to be an altered bat, then the person shall surrender ownership of the altered bat to USA/ASA; otherwise a bat of equal or greater value, or a monetary equivalent, in the sole discretion of USA/ASA, shall be returned to the owner of the subject bat. A team that is discovered to have within its possession or control an altered bat may be suspended from further league play and/or tournament competition. See below for official bat penalties and suspensions.

OFFICIAL BAT PENALTIES AND SUSPENSIONS

When a batter enters the batter's box with or discovered using an altered or non-approved bat:

EFFECT: The batter is called out and the batter shall be ejected from the game, and if in a tournament, shall be ejected for the remainder of the tournament. If a previous batter has used the same altered or illegal bat and a pitch has been made, the current batter only is out. **See page 12 for Ejected Player Penalties and Suspensions.**

Non-Approved Bats: A link to the non-approved bat list is listed on the Adult Sports web page at chandleraz.gov/adult-sports.

ALL EQUIPMENT

The USA/ASA reserves the right to withhold or withdraw approval of any equipment which, in the USA/ASA's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of the player's equipment rather than the player's individual skill.

NOTE: The characteristics of any approved equipment cannot be changed. Examples include icing or cooling of any equipment. In addition, approved bats shall not be rolled, shaved or modified to change their characteristics from that produced by the manufacture. **Warming sleeves on bats are now approved** (USA/ASA Rule 3, Section 7).

SANDLOT LEAGUE

There are no official games, only scrimmages. Teams will be formed based on the number of players in attendance. Scores will not be kept. An umpire or official will be on site to provide directions, assist with calls, and provide instructions on league rules. **Players registered for the Sandlot League can be used by a registered team in a league without being officially added to that team's roster.**



MEN'S FLAG FOOTBALL

LEAGUE RULES AND REGULATIONS

The following City of Chandler rules will cover 95% of all the rules you will encounter during a game. Any situations not covered in the City of Chandler rules below will be covered by the National Intramural-Recreation Sports Association (N.I.R.S.A.) rulebook. The City of Chandler rules take precedence over any rules that may conflict with in the N.I.R.S.A. rulebook. If you would like a copy of the N.I.R.S.A. rulebook, please contact N.I.R.S.A. directly at (541) 766-8211.



THE FIELD

- Dimensions - the dimensions are approximately 50 yards wide by 100 yards long.
- The field is divided into five equal zones of 20 yards with a ten-yard end zone at each end. The lines separating the zones in the field of play run parallel to the goal lines. These are known as the first down lines.
- There is a line at each end of the field, five yards long, located three yards into the playing field from and parallel to the goal line. The ball is spotted here for point after attempts.

THE GAME

Length

- Each half is played with a 20 minute running clock.
- Point-after attempts do not count as play.
- Accepted live ball penalties do not count as plays.
- Half-time is two minutes.
- At the conclusion of the game, if the score differential is nine (9) points or less, each team will run an additional four (4) plays. The ball is placed at mid-field and the team that is leading the game at the end of regulation may elect to defer or accept possession of the ball. If a team scores a touchdown, the point after touchdown (PAT) will be allowed according to "Scoring and Scoring Plays." If a defensive player intercepts a legal forward pass, the defensive team may not gain possession of the ball. The interception is considered part of the offense's four plays. The ball will be taken back to the line of scrimmage (LOS) at that point.

Starting Time

- Teams have an eight (8) minute grace period after the officially scheduled game time. If a full team is not present prior to the eight minute grace period is complete, the game will be declared a forfeit. A team must start and finish a game with seven or more players.
- A coin flip will give the option of offense or defense or deferment of choice until second half.
- The ball is placed on the offensive team's 20-yard line following a score or to begin the second half.

Players

Each team must have a minimum of seven players to start and finish the game. Less than seven causes a forfeit.

EQUIPMENT

Protective Equipment

- Shoes may be soccer type with short rubber cleats or tennis shoes. No metal cleats or cleats that are long or of hard material shall be worn. Shoes must be worn at all times.
- No jewelry may be worn except wedding bands.
- No player may wear helmets, padded uniforms, sole leather, or other hard or unyielding substances.
- No metal or other hard substance from a player's person or clothing is allowed.

Flags

Each player on the field must wear a belt on his waist line with three flags attached (one on each side and one on the back). Flags will be furnished by the City of Chandler Recreation Division.

PLAYERS AND SUBSTITUTES

Number

- Eight players will constitute offense and defense.
- A minimum of five offensive players must be on the LOS at the snap of the ball.

Substitution

There is no limit to the number of substitutions a team may make provided each substituted player is in the game for one play and caused no delay of game.

TIME-OUTS

- Each team has two one-minute time-outs per half.
- Each team has one time-out per overtime period.

SCORING AND SCORING PLAYS

Points

- Touchdown – six (6) points
- Points after touchdowns/attempts. Each team has the option to run or pass the ball for points after touchdowns (PAT). However, the following points will be awarded based on placement of the ball. All point after attempts must originate from one of the following yard lines:

Five (5) yard line..... one (1) point

Ten yard line two (2) points

15 yard line..... three (3) points

Safety..... two (2) points

The ball is put into play on the scoring team's 20-yard line following a safety.

Forfeit (Final score) 14-0 (seven (7) pts/half)

Penetration (Tie game).. one (1) point

FUMBLES

Any ball that is fumbled or muffed and touches the ground is dead and belongs to the team last in possession or the offensive team at the spot it touches the ground.

FLAGGING (TACKLING)

1. A "tackle" occurs when an opponent pulls a ball carrier's flag. The ball is declared dead at the spot of the "tackle."
2. Any time a ball carrier's flag falls off without being pulled by an opponent, the ball carrier may continue to advance the ball until he is touched (by one or more hands) below the head.
3. A ball carrier may not interfere with the defensive team's effort to "tackle" him. The ball carrier may spin to avoid "tackling."
4. When any part of the ball carrier touches the ground (other than his hands or feet) the ball is dead at that spot.

BLOCKING

1. On the LOS

- Legal blocking consists of checking with the body above the waist in a crouching or standing position. Only the blocker's feet may be in contact with the ground. Blockers may not leave their feet. The arms may be extended to "ward" off the defender. Blockers may duck their heads without using them as battering rams.

2. Off the LOS

- Downfield blocking is permitted as described above.
- Bumping or checking a receiver is legal only on the LOS.

3. Out-of-bounds

- It is illegal to block a ball carrier out-of-bounds to stop the play. Penalty is ten yards and automatic first down.

TIME LIMIT AND TIE GAMES

1. Teams have 25 seconds to snap the ball from the time the ball is spotted by the official.
2. Teams will enter sudden-death playoff if the game is tied at the end of regulation.
 - The ball is placed at mid-field and a coin toss will decide which team begins.
 - Each team gets one series of four plays. The team that advances the ball deepest into the opponent's territory, is the winner.
 - No punts are allowed.
 - If a team scores a touchdown, the PAT will be allowed according to "Scoring and Scoring Plays."
 - If a defensive player intercepts a legal forward pass, the defensive team may not gain possession of the ball. The interception is considered part of the offense's four plays. The ball will be taken back to the LOS at that point.
 - If both teams fail to make yardage, the game goes into a second overtime. Conditions are the same except each team now gets two plays.

DEAD BALL

The ball is dead when:

- It goes out-of-bounds.
- The ball carrier is legally flagged by an opponent.
- A touchdown or safety occurs.
- A fumbled or muffed ball touches the ground.
- The center snap touches the ground before touching a player (if clearly fielded after one bounce, the ball is not dead).
- Forward or backward pass becomes incomplete.
- A ball carrier (without flags) is touched by one or more hands below the head by an opponent.
- The referee rules the ball "not in play."
- Any part of the ball carrier other than his hands or feet touch the ground.

OFFSIDE

A player is offside when any part of his body is over the LOS when the ball is snapped.

PASSING

- The offensive team is allowed one or more forward passes from anywhere behind the LOS. If the pass is incomplete, the ball returns to the LOS. No forward passes allowed beyond the LOS.
- Flag pulling of a player without the ball is prohibited. It is unsportsmanlike conduct.
- A receiver must have one foot in bounds to rule a completed pass.
- Interceptions are considered a live ball.

LATERALS

- The offensive team is allowed one or more backward laterals from anywhere behind the LOS.
- A ball carrier may hand or pass backwards at any time.

PENALTIES

1. If the penalty occurs during a loose ball play (pass or punt), the penalty is enforced from the previous spot and the down played over.
2. On a live play, the penalty is enforced from either spot of the foul or the end of the play, whichever hurts the team the most and the down played over.

The following infractions receive a **loss of five (5) yards**:

- Illegal forward pass.
- Intentional grounding.
- Excess time-out.
- Delay of game.
- Putting ball in play before declared ready.
- Illegal snap.
- Infraction of scrimmage formation.
- Offensive player illegally in motion at the snap.
- False start.
- Illegal kick, infraction of kick formation.

The following infractions receive a **loss of ten (10) yards**:

- Team not ready to play at start of half.
- Offensive pass interference (loss of down).
- Striking, kicking, kneeing, elbowing, etc.
- Roughing the kicker.
- Unsportsmanlike conduct.
- Person illegally on the field.
- Hurdling.
- Tripping.
- Running into opponent.
- Clipping.
- Illegal use of hands or arm by offense.
- Protecting flag(s).
- Illegal removal of flags.
- Obstructing ball carrier.
- Interference with opportunity to catch a punt.
- Defensive pass interference - automatic first down.
- Roughing the quarterback - automatic first down.

PLAY ON THE LINE OF SCRIMMAGE

1. Defense

- The defense can play either man-to-man or zone.
- The defense cannot hit the center unless he attacks a defensive player or attempts to block.
- On the LOS, the defense is allowed one check bump on the receiver. No checks are allowed off the LOS.
- Defenders are not allowed to run through an offensive player. Defender must make effort to go around. Penalty is ten yards from LOS.

2. Offense

- The offense must be set a full second before snapping the ball.
- Any movement by an offensive player (except man in motion) after being set before the snap is illegal procedure.
- The quarterback must be one yard or more behind the center, and receive an airborne hike.
- Only one player in motion at a time. He must run parallel to or away from the LOS and may not run toward the LOS until the snap.
- All offensive players must be within 15-yards of the ball when it is ready for play.
- All players are eligible to receive a forward pass.
- At least five offensive players must be on the LOS snap.

3. Punts

- The receiving and kicking teams must have at least seven men on the LOS for all punts.
- The offensive team is only required to tell when it is punting on fourth down.
- Both teams must respect the neutral zone until the ball is kicked.
- The punt must come from at least five yards behind the LOS and ten seconds after receiving the snap from the center. NOTE: The ball is dead if it touches the ground on a snap from center.
- The defense may not rush and the offense may not leave the LOS until the ball is punted.
- The defense must stand still. No jumping or running up and down the LOS.
- Center must hike the ball between his legs on free kicks. The punter must be a minimum of five yards behind the center.
- A punt returner may let a punt hit the ground; field it cleanly, and run with it.

DEFINITIONS

Backfield Line: A vertical plane one yard behind and parallel to the scrimmage line of the offensive team.

Backward Pass: Thrown toward or parallel to the passer.

Blocking: Legally obstructing an opponent by contacting him with any part of the blocker's body.

Blocker: is allowed to contact only that portion of the opponent's body between his waist and shoulders.

Clipping: Running or diving into the back, or throwing or dropping the body across the back of the legs of an opponent.

Forward Pass: Thrown toward opponent's line.

Fumble: Loss of player possession other than by handing, passing, or punting the ball.

Hurdling: Attempt by the runner to jump with both feet or knees over a player who is still on his feet.

Line of Scrimmage: Line parallel to the goal lines where football linesmen line up at the start of each play.

Man in Motion: One offensive player may be in motion, but not in motion toward his opponent's goal line.

Muff: An unsuccessful attempt to catch or recover the ball.

Neutral Zone: Space between the two LOS's and is established when the ball is ready for play.



Offside: The position of a player, except the snapper, any part of whose person is beyond his scrimmage line when the ball is put into play.

Shift: A shift is simultaneous change of position by two or more offensive players after the ball is ready for play from scrimmage and before the next snap.

Stance: All players (offense and defense), except the snapper, must be on their feet with neither hand touching the ground at the snap. A player's hands on his knees is permissible.



MEN'S BASKETBALL LEAGUE RULES AND REGULATIONS

Division Offered	Game Times
B1 Sunday Hamilton	1–4 p.m.
B2 Sunday Hamilton	5–8 p.m.
C Sunday Hamilton	1–4 p.m.
D Sunday Hamilton	5–8 p.m.
D Sunday Tumbleweed	6–9 p.m.
35 yrs+ Thursday Tumbleweed	7–9 p.m.

LEAGUE SKILL LEVEL

B | Competitive (high school and maybe some college type players).

C | Intermediate competition (high school and some organized basketball experience).

D | Recreational and the lowest skill level (some or no organized basketball experience).

LEAGUE PLAY

Games for these eight-team leagues (seven games) are scheduled for Sunday afternoons and evenings. Games will be played at Hamilton High School (3700 S. Arizona Ave.). All teams qualify for a post-season single-elimination tournament. The number of games played will be based on the number of teams in the league. Leagues run with a minimum of six teams. The entry fee will remain the same for the league regardless of the number of teams playing.

TECHNICAL FOULS

Any player who receives two technical fouls in a game is automatically ejected from that game and will serve a minimum of a one game suspension. Any team that receives three technical fouls in any one game automatically forfeits that game.

IMPORTANT

The league director reserves the right to reject any team that belongs in a higher league than the City of Chandler can offer. Players can only play on one team per season in the Chandler Basketball League.



RULES AND REGULATIONS

The (AIA) high school rules shall govern all games/ situations not covered by City of Chandler amendments in this document.

1. Games consist of two, 20 minute, running time halves. The clock will be stopped **only at the last two minutes of the second half**.
2. Half-time will last five minutes.
3. Each team has four one-minute time-outs per game. Time-outs can be used in the first or second half.
4. No foul shots can be taken except during the last two minutes of the **second half and last minute of overtime**.
5. Fouls prior to the last two minutes of each half will be penalized as follows:
 - **SHOOTING FOULS MADE:** one (1) point (three (3) point shots: one (1) point), defensive team gets ball.
 - **SHOOTING FOULS NOT MADE:** one (1) point (three (3) point shots: two (2) points), offensive team gets ball.
 - **COMMON FOULS:** Receive ball out of bounds. Beginning with seventh team foul in each half, receive one (1) point plus ball out of bounds.
 - **TECHNICAL FOULS:** Receive two (2) points plus ball out of bounds.
6. Fouls during the last two minutes of the second half and last minute of overtime will be penalized as follows:

seven (7)–nine (9) Team Fouls	
Shooting Fouls Made	Shoot one (1) Free Throw
Shooting Fouls Not Made	Shoot two (2) Free Throws
Common Fouls	Shoot one (1) and one (1) Free Throw
10+ Team Fouls	
All Fouls	Shoot two (2)

7. Tie games are broken by a three-minute overtime. If this results in a tie, another three-minute overtime is played until the tie is broken. One time out per overtime will be given to each team. Time outs will not be carried over from regulation play. The clock will only be stopped in the last minute of overtime. All fouls are carried over from regulation play.



8. **Any player(s), coach, or spectator who assaults a City of Chandler employee or referee or another player may face criminal charges and will be automatically suspended from the league for a minimum of one year.**
9. Any player or coach receiving two technical fouls will be ejected from the game.
10. **SLAM DUNK RULE - DO NOT HOLD ONTO THE RIM!** Dunking is only allowed during league games and is prohibited during warmups, halftime, or after games. Excessive hanging at any time will receive a technical foul and may receive a one-game suspension if deemed necessary.
11. **15 Point Mercy Rule:** If any team is ahead by 15 points or more beginning the last two minutes of the second half, the clock will not stop for the remainder of the game unless a time-out is called. A team may start and end the game with four players (not less).
12. **20 Point Mercy Rule:** If any team is ahead by 20 points or more beginning the last two (2) minutes of the second half, that team will be declared the winner and the game will be over.



CO-REC INDOOR VOLLEYBALL LEAGUE RULES AND REGULATIONS

LEAGUE SKILL LEVEL

- B** | Competitive (high school and maybe some college type players).
- C** | Recreational (limited high school and no college experience).

LEAGUE PLAY

The league is a round-robin league followed by a single elimination tournament. The games are played at Hamilton High School, 3700 S. Arizona Ave, Chandler 85248 in the south gym.

RULES AND REGULATIONS

Regular United States Volleyball Association (U.S.V.B.A.) rules shall govern all games unless superseded by City of Chandler amendments in this document.

1. The home team (2nd team listed on the schedule) will serve first for the first and third games.
2. A team consists of six players, three women and three men. The exceptions to this rule are: Four women and two men, or five women and one man, or three men and two women, or two men and two women may then complete the lineup. When the correct number and gender of player(s) show up, they may enter the line-up keeping the rotation man-woman-man-woman, etc. The Co-Rec league may not start with less than four players. If there are less than four players, the first game is declared a forfeit. For the second game, the forfeit team will be given 15 minutes (starting at regulation game time) to field a team of four players. If not enough players show up for the second game, the match is declared a forfeit.
3. A match will consist of three games all played in rally point. Games one and two will be played to 25 points and game three played to 15 points. A margin of two points will decide all games. Teams will receive one point for each game won. At the end of the season, the team with the most total points will win first place.
4. The Chandler Recreation Division will provide game balls.
5. The net will be set at eight feet.
6. Free (unlimited) substitution will be in effect. A female may only substitute for a female, and a male for a male.
7. A team is allowed two time-outs per game.
8. Slapping, holding, and lifting the ball will be called as "VIOLATIONS."
9. It is illegal to block a served ball. A serve can be received with a one or two-handed pass.
10. Overhand and underhand serves are acceptable from behind the service line.
11. Spiking is allowed.
12. Any team that purposely "throws" a game will forfeit the entire match. This is up to the discretion of the Site Supervisor or referee. A verbal warning will be given first, and then forfeiture of the match will occur.
13. For safety and injury prevention, casts, exposed jewelry, such as wrist watches, bracelets, neck chains, must not be worn during the game. Tennis shoes must be worn for safety reasons.
14. The rotation order will be woman, man, woman, man... etc.
15. If the ball is hit more than once on one side of the net, then at least one woman has to hit the ball before it goes back over the net.
16. Double contacts are permitted during a single playing action on a team's first or second team contact, provided the ball is directed to a teammate and the contact occurs as part of a continuous effort to play the ball.
17. However, if the ball is played over the net in this type of scenario, it would be ruled a fault.

