CITY OF DAVIS
COMMUNITY SERVICES DIVISION

2016 SOFTBALL LEAGUES
BAT RESTRICTIONS

In addition to **ALL composite barrel bats**, the following bats will be restricted from ***ALL*** City of Davis Softball Leagues:

All Miken bats All Combat bats All Rip-It bats
All models Mizuno Blur, Crush, Envy, Fury, Nexus, Wrath, Frenzy, Craze, Blackout, Techfire
All models Louisville Slugger Catalyst, TPS Voltage, Z1000, H2, Triton, Nexus
All models Easton Synergy & Rip-It, Stealth TriZone, Stealth Speed XL, Salvo
All models Easton Stealth Comp CNT, Stealth IMX Plus, Stealth Reveal, CV12,
All models Worth PST, 3DX, Mayhem, Mutant, Toxic, Launch 510, AMP Hybrid, Titan, 454
All models DeMarini Evo, Juice, Juggernaut, Phenix, Creature, RD28, ONE, J2, GTL Cartel
All models Anderson Matrix, NanoTek, Rockettech, KSP, TechZilla, Ignite

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The above list is only a fraction of the bats that are not allowed. Players are responsible for researching whether a bat is legal or not. Additional bats may be added to this list at any time at the discretion of the league coordinator.

For ***ALL City of Davis Coed Leagues: ALL*** bats must be single-wall, one piece aluminum and must be approved by the League Coordinator prior to use in league. Additional high-end single-wall alloy bats may also be banned (final determination of legality will be made by the League Coordinator). Approved bats will be marked with a City of Davis bat approval sticker. Any bat not showing an approval sticker will not be allowed and will be treated as an illegal bat.

For all bats: The handle knob may not be covered with any substance (tape, end cap cover, etc). No bat may rattle when shaken. ***All bats must be ASA approved and have the ASA stamp.***

Any player caught using an illegal bat will be ejected immediately. Their spot in the lineup will be declared an out. Any player using an illegal bat a second time, at anytime during the season, will be ejected from that game and be suspended for a minimum of four additional games. Umpires may remove a bat from a game, even if it is not on the list, if they feel the bat is inappropriate for that league. Players may protest the removal of the bat at that time. The umpire will record the make and model of the bat and report it to the League Coordinator. The League Coordinator will make a ruling within 24 hours whether the bat will be allowed in the league or not.

(over)

Bat Restrictions (cont.)

Use of illegal bat:

Situation #1: Player steps into the batter's box with an illegal bat, notices he/she has the wrong bat and removes bat from play.

Penalty: None. Player may change bats with no penalty.

Situation #2: Player steps into the batter's box with an illegal bat and makes contact with a pitch (***foul or fair*** ball).

Penalty: Player is called out and automatically ejected from game. The bat is removed from the game.

Situation #3: Player steps into the batter's box with an illegal bat that was thrown out of the game earlier.

Penalty: Automatic ejection of player. Bat does not need to be used (ie, contact with pitch not necessary). As soon as the player steps into the batters' box, umpire will eject player. Player also subject to suspension. Player's spot in batting order is declared an out.

If you suspect a bat is illegal:

If you suspect a player is using an illegal bat during your game, approach the umpire and request they look at the bat and check the Bat Restriction list to see if the bat is listed. If the bat is on the list, the umpire shall call the batter out, eject the batter from the game and remove the bat from the game. If the bat is not on the list or if the umpire cannot confirm the bat is illegal, the bat will be allowed for that game but the umpire will record the make and model of the bat and report it to the League Coordinator the next day. The League Coordinator will research the bat and determine whether it is legal in the City of Davis leagues.