



CITY OF NEWPORT NEWS

DEPARTMENT OF PARKS AND RECREATION

SPRING 2020 ADULT SOFTBALL RULES AND BYLAWS

The Spring Adult Softball League is sponsored by and under the authority of the Newport News Parks, Recreation and Tourism (NNPRT) Department.

The Spring season will consist of two leagues: Coed & Men's Leagues. Eligible teams will be split into divisions, based on the number of teams registered. The official 2020 National Softball Association (NSA) Slow Pitch Rules will govern all league play with the exceptions and clarifications listed in these By-Laws.

I. TEAM ELIGIBILITY

- a. A team shall be eligible to participate in Newport News Adult Softball upon payment of the league fee and submission of their team roster.
- b. Team rosters, waiver forms, and league fees must be turned during the registration period of March 1 – March 16, 2020. There is an informational meeting on Monday, March 16th at 6:30 p.m. at Denbigh Community Center.
- c. **Checks or money orders must be made payable in the amount of \$525.00 to the CITY OF NEWPORT NEWS. Credit card payment is available at the Warwick Recreation Center or online through the City of Newport News ActiveNet portal.**
- d. Practices will be scheduled only after the league fee has been paid. Practices will be scheduled, as available, on a first come, first served basis. There will need to be a minimum number of practices scheduled on a given night in order for Stoney Run Athletic Complex to be opened.
- e. Athletic Staff will assign teams to each league and these assignments will be final. There will be **NO REFUNDS** after the game schedules have been completed and distributed.

II. PLAYER ELIGIBILITY

- a. Players must be at least 18 years of age on or before April 1, 2020 in order to participate in all Newport News Adult Softball Leagues.
- b. Each player must fill out and turn in a waiver form before participating in any practice or game. Waiver forms may be dropped off at Warwick Recreation Center, handed to staff at Stoney Run Athletic Complex, or completed online on Newport News ActiveNet portal. Players who do not submit a completed waiver form on file are considered ineligible regardless if they are listed on the team roster.
- c. Each team is permitted a maximum of twenty-five (25) players on a roster at any time.
- d. A team member and/or player-coach can participate on only one Newport News Softball league sponsored team. **Exception: Players can play in the Men's League in addition to the Coed League.**
 - i. No team member may transfer from one team to another after having participated in one league game.
 - ii. A player that appears on more than one roster must play and continue playing with the team in which he/she first participated in a league game.

Example: A player cannot play on multiple Coed League teams, despite the division.

- e. Roster Additions

If a player is being added to a roster, the team coach must submit in writing to Athletic Staff at athletics@nvva.gov in order for the player to be eligible. Additions must be submitted to Athletic Staff by 2 p.m. for a player to be eligible to play that night. A waiver must also be completed prior to participating in a practice or a game. New players cannot be added after **Friday, May 8,**

2020. Teams must play all games after this date with the players listed on their roster. Any team playing an ineligible player will be charged with a forfeit for all games in which the player participated and will be ineligible for any postseason play. Players must participate in a minimum of three (3) regular season games to be eligible to play in any post season games.

- f. Members of the contracted umpires' association will not be permitted to participate as a player in a league in which they have officiated at least one game.

III. SCHEDULES

- a. League play will begin April 13, 2020.
- b. Games will be scheduled as doubleheaders. Coed League plays on Monday nights and the Men's League plays on Thursday nights.
- c. Teams will play a minimum of fourteen (14) regular season games.
- d. Games will be scheduled at 6:30, 7:30, 8:30 and 9:30. Athletic Staff may use other times if needed.
- e. Schedules will be distributed to coaches no later than Friday, April 3, 2020. Copies can be picked up at the Warwick Recreation Center after this date. Schedules will be posted and updated on www.nnathletics.com.
- f. Coaches are responsible for distributing regular season and make-up schedules to their teams.
- g. No regular season games will be played after June 25, 2020.
- h. Potential makeup game dates will be listed at the bottom of the regular season schedule.

IV. FACILITIES AND FACILITY RULES

- a. All Newport News Softball league games will be played at the Stoney Run Athletic Complex.
- b. The City of Newport News prohibits the use of tobacco, tobacco products, or alcohol on school or recreational facility grounds, including athletic fields, parking lots, and surrounding areas within one hundred (100) yards of any of the above locations.
 - i. This rule also includes the use of e-cigarettes as well as vaping.
 - ii. Violation of either alcohol or no smoking rules will result in player ejection from game(s) and possible future games at the discretion of Athletic Staff.
- c. The facility is closed at the end of the final game. Field lights will be turned off and Complex gates will be closed 15 minutes after the conclusion of the final game.
- d. No pets are permitted at the Stoney Run Athletic Complex.
- e. Athletic Staff is in complete control of the facility at all times and may address teams regarding disruptive behavior.

- f. Players and fans are prohibited from broadcasting excessive external electronic amplified sound or music through any type of electronic system during the game including between innings. PENALTY: First offense is a warning; Second offense is ejection of the coach; Third offense is forfeit. (*NSA Official Slow Pitch Rule Book, Page 28; Section 14*)

V. FORFEITS

- a. Any team forfeiting three (3) games during the season because of lack of players will be dropped from the league without refund. Teams are scheduled to play two (2) games in one night and forfeiting both games will only be charged with 1 (one) forfeit.
- b. Teams that forfeit out of the Spring League will be eligible to play the following Fall.
- c. Three (3) game forfeit rule does not apply to teams that forfeit games due to ineligible players. Teams that forfeit due to ineligible players will lose all games in which the ineligible player(s) participated in, but will not be eliminated from the league.
- d. Teams must notify Athletic Staff, either by phone or by email, if forfeiture is known the day of the scheduled game.
- e. If no player is present at game time of the first scheduled game, the team present will be awarded the win for both games unless Athletic Staff is otherwise informed beforehand.
- f. If at game time of the first scheduled game one team does not have enough legal players to start the game, the team present with enough players to play will be awarded the win for that game only.
 - a. Teams must wait at least 30 minutes before the second game is declared a forfeit to allow for additional players to arrive. If the first game is declared a forfeit and additional players show soon after; teams can go ahead and play the second game earlier than their scheduled time. This does not mean they get additional time for the game, the 60-minute time limit will still be in effect once the game begins.
 - b. Teams will not have to remain on site only if the other team confirms in advance that additional players will not be present and they will be forfeiting the second game as well.

VI. GAME CANCELLATIONS

Athletic Staff and/or umpires may cancel a game because of rain or field conditions at any time. Team coaches or managers are encouraged to call the NNPRT Rainout Line (899-1200) (EXTENSION 6) or visit the website at <https://rainoutline.com/search/dnis/7578991200> to determine game status on days with inclement weather. Game cancellations will also be posted online as soon as possible. The RainOut Line can also be downloaded on mobile phones and there are also free subscriptions.

- a. In case of rain, three and one half innings will constitute a complete game with the home team ahead. Four full innings must be played if the visiting team is ahead. If the game is tied after four innings and the game is called due to weather, the game will result in a tie.

- b. Rained out games will be rescheduled on the next available date. Games stopped before being considered an official game will be continued from the point the original game was stopped until the time limit expires.
- c. All players must report to the field, even during potential inclement weather unless otherwise notified.
- d. If lightning and/or thunder are in the vicinity, officials or NNPR staff will notify teams and spectators to clear the field and Complex. Players and spectators are expected to exit the facility and take shelter. The weather delay is 30 minutes from the last strike of lightning or roll of thunder. Athletic Staff will notify teams if games will be cancelled.

VII. UNIFORMS

- a. Each player participating in a league game must wear a uniform shirt.
 - i. The body of the shirt must be of like or similar color.
 - ii. There will be a minimum requirement of a six inch (6") number on each uniform. Duplicate numbers are illegal. These numbers **MUST BE PERMANENT**. No handwritten or tape created numbers are permitted.
 - iii. If teams have multiple colors on their jerseys any extra shirts that are used must also have the same multiple colors.

Example: If the body color of the jersey is a mix of blue, green and white then any t-shirt used must also have those three colors. A simple blue t-shirt in this case would not be considered of like color to the multiple colored jersey.
 - iv. Coaches will be responsible for enforcing this rule or your game may be a forfeit.
- b. All teams must be in uniform by **Monday, May 11, 2020**. As of this date, team members not in proper uniform will not be allowed to take the field.
 - i. This rule cannot be waived by the opposing team manager nor the umpire, Athletic Staff makes the final determination regarding uniforms.
 - ii. Teams that have two (2) sets of game jerseys may use **only** one set per game.
 - iii. All uniforms after the listed date above must have numbers. Any player without a number will be ineligible to participate, unless a suitable jersey with number is used.
- c. Complaints over uniforms should be made no later than before the start of the second inning. Any complaints about uniforms after the start of the second inning will not impact the game in progress.
- d. Steel cleats are prohibited in all Newport News Adult Softball leagues. Any player found wearing steel or any other type of metal cleats during a game will be immediately removed and not be eligible to return for that game.

VIII. EQUIPMENT

- a. One game ball and additional playable balls shall be provided by the Department of Parks, Recreation and Tourism. It is the pitcher's responsibility to ensure that the correct legible ball is being used. If the ball cannot be identified or illegal, the pitcher will notify umpire and a legal ball will be entered into the game. EFFECT: If the ball is hit, the play will stand.



- b. The Men's league will use a NSA approved 12" ball.
- c. The Coed league will use a NSA approved 11" for women and 12" ball for men.
- d. **APPROVED NSA LICENSED EQUIPMENT AND BAT RULES**

All bats must be NSA sanctioned bats and must display the NSA approved 2012 logo on the bat.

- i. Bats must be identifiable, in good condition and unaltered. If a player is found using an illegal bat, it will result in an automatic ejection for the game.
- ii. Senior bats will not be allowed for practices or games.
- e. Bases shall be provided by the Department of Parks, Recreation and Tourism. PERMANENT IMMOVABLE BASES ARE USED ON THESE FIELDS. Orange safety bases are used at first base. On force plays at first base, the batter-runner MUST touch the orange base and the defensive player must touch the white base. A player may use either base on subsequent plays or non-force plays at first base.

IX. GAME PROCEDURES

- a. The time limit for all games will be sixty (60) minutes.

No new inning will start after the sixty (60) minutes has elapsed. The umpire is the sole person responsible for time. Each team is responsible for verifying the starting time from the umpire before play begins.

- b. There will be a five (5) minute grace period allowed for the first scheduled game time slot ONLY. The five (5) minutes will be included in the sixty (60) minute game time limit. There is no grace period for any other scheduled time slot except the first scheduled game time slot.
 - i. Teams must be at the field and ready to play at the scheduled time of the game.
 - ii. There will not be a warm up period given before any of the games. Teams are welcome to warm up prior to the start of their game but must be away from all benches, bleachers, spectator areas, and not on the infield at any time.
 - iii. Once the game begins – all teams MUST be inside the dugout or behind the fence. If a player is found outside the dugout in the playing area – the penalty will be as follows: Strike on batter (offensive team) or Ball on batter (defensive team).

- c. Both teams must submit their starting line-ups 10 minutes prior to start of game to the official scorekeeper. Full names must be listed on the line-up card (no nicknames) as well as numbers after the uniform date. All substitutions and courtesy runners **MUST** be given to the scorekeeper and umpire.
- d. There is no break period between games. In the event the first game of the double header lasts longer than the scheduled sixty (60) minutes, the next game will start immediately at the conclusion of the game before it. Coaches must have any lineup changes ready for the scorekeepers at the conclusion of their first game.
- e. If an earlier game runs longer than scheduled the next scheduled game will start immediately after the previous teams clear the field and the next scheduled teams have taken their dugouts. No time will be taken from games. A full sixty (60) minutes will be given unless the game ends on a run rule.
- f. Run Rule

The run rules which awards a win to a team that is ahead in a game are as follows:

- i. If a team is up **fifteen (15) runs** after **three (3) innings**.
 - ii. If a team is up **twelve (12) runs** after **four (4) innings**.
 - iii. If a team is up **ten (10) runs** after **five (5) innings**.
- g. The Flip/Flop Rule will not be used.
- h. No protests will be allowed at any time concerning judgement of an umpire.
- i. Player eligibility protests will be accepted but must be submitted in writing within 24 hours of the game.
- j. Any home run hit over the fence will require the batter and any baserunners to return to the dugout. **Hit & Sit**.
- k. Teams are responsible for retrieving any over the fence home runs and foul balls.
- l. The following Home Run limits per game per team, will be as follows:
 - i. The Men's leagues will be allowed four (4) over the fence home runs per game. The 5th of the game will be ruled an out. A 6th and beyond ends the inning regardless of the number of outs the batting team has.
 - ii. The Coed leagues will be allowed two (2) over the fence home runs. The 3rd home run will be ruled an out. The 4th and beyond ends the inning regardless of the number of outs the batting team has.

Any time a batter is ruled out because of an over-the-fence home run in excess of the limit, the ball is dead and no runners can advance.

- m. Any ball touched by a defensive player which then goes over the fence in fair territory shall not be included in the total of over the fence home runs. EFFECT: The ball is dead. The batter is awarded four bases. All other runners are entitled to advance home without liability to be put out. (*NSA Official Slow Pitch Rule Book, Page 28; Section 11*)
- n. A home run will be charged for any untouched fair fly ball hit over-the-fence in fair territory, whether or not runs score.
- o. Distances:
Base Path Distance: 70 feet (Men's & Coed League)
Pitching Distance: 53 feet (Men's & Coed League)
Men's – (12" ball), Coed – (11" and 12" ball)

The NSA rule concerning no more courtesy fouls after two strikes will be used meaning the ball must be hit in fair territory after two strikes). A three ball, two strike count will be used, meaning each batter will come to the plate with a one ball, one strike count.

X. MEN'S LEAGUES

- a. The official scorebook will be kept by designated NNPRT scorekeeper. However, the home team is encouraged to keep track of score. Coaches should verify the final score before leaving the Complex. Scores will be considered final at the end of the evening in which they were played.
- b. A minimum of 9 players are needed to start a game without penalty.
- c. A 10th player may be added to the 10th position any time without penalty before the end of a game.
- d. Any team that starts a game with 10, 11 or 12 players may drop 1 player to finish the game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat.
- e. Teams dropping from 12 or 11 players down to 9 players will forfeit the game. If a team starts with 9, 10 or 11 players they are not allowed to add the 11th or 12th player at a later time.
- f. **ADDITIONAL HITTERS:**
 - i. Teams may also use one or two "additional hitters" (AH.)
 - ii. Each team will be allowed to play twelve (12) players which includes the AH. The AH may be used anywhere in the line-up. The AH may also be used as a fielder during any inning. Only players listed in the lineup may play in the field.
 - iii. If a team starts the game with eleven (11) players, they may finish with no less than ten (10). Once a team starts with eleven (11) players, they must continue with eleven (11) as long as substitutes are available, i.e. eligible players that are listed on the team roster form, and are present at the fields.

- iv. If a team drops from eleven (11) to ten (10) because of injury, ejected players, and no eligible substitutes are available the vacated spot in the line-up will be declared an OUT.
- v. Once a team has started with ten (10) players, the **AH MAY NOT BE USED**. If a team starts with ten (10), they may finish with no less than nine (9). However, the vacated spot in the line-up will be declared an **OUT**.
- vi. **EFFECT:** If you start with twelve (12) or eleven (11) players, any ten (10) may play defense at any time. Substitutions can be made at any point in the game but once a player is removed from the game, he/she cannot return in the game (no re-entry rule). Players may be switched on defense as long as ten (10) are used and they are in the batting order in the scorebook.

Men’s League

<i>Team begins with</i>	Team continues or finishes with # of Players			
	9 Players	10 Players	11 Players	12 Players
<i>9 Players</i>	No penalty	No penalty	Cannot add	Cannot add
<i>10 Players</i>	Out	No penalty	Cannot add	Cannot add
<i>11 Players</i>	Forfeit	Out	No penalty	Cannot add
<i>12 Players</i>	Forfeit	Forfeit	Out	No penalty

COURTESY RUNNER: A courtesy runner (which is not recorded as a substitute in the line-up) may be used for 1 player per inning. The Courtesy Runner can be any player on the team roster who is present, eligible and not been ejected and may be used for 1 player per inning per team. The Courtesy Runner **DOES NOT** have to be the same player each time the player in need of the courtesy runner becomes a runner. The courtesy runner will be entered into the game by the Head Coach through the home plate umpire before play resumes. Once play resumes, the umpire declaring play ball; that courtesy runner will be officially entered. If the courtesy runner comes to bat while on base, the courtesy runners spot in the batting order becomes an out and the next batter listed in the batting order comes to bat. The courtesy runner **“MAY NOT”** under any circumstances be substituted for. The defensive team **“MAY”** walk to get to the vacated spot in the line-up. **NOTE:** A player needing a courtesy runner is not restricted to any certain number of times per inning that he/she may have a courtesy runner. A player who is substituted by another player in the lineup is not eligible to be a courtesy runner. (*NSA Official Slow Pitch Rule Book, Page 24-25; Section 9*)

XI. COED LEAGUES

- a. The official scorebook will be kept by designated NNPRT scorekeeper. The home team is encouraged to keep track of score. Coaches should verify the final score before leaving the complex. Scores will be considered final at the end of the evening in which they were played.
- b. Five males and five females must be in the lineup at all times (6 and 6 if the Additional Hitter is used.) There is no defense alignment restriction for the Coed division, meaning there is no specific number of females that need to be in the infield or outfield as long as there are five males and five females on the field.

- c. If ten players (5 males and 5 females) cannot be fielded to start the game, a team may start with nine (9) players (maximum of 5 females or a maximum of 5 males). The missing player **MUST** occupy the tenth batting position and they will be declared an automatic out.
- d. If a team starts with 10, they must finish with no fewer than 9 players (5 males and 4 females or vice versa.)
- e. If the Additional Hitter is used, a team starts with 12 players (6 males and 6 females) it may drop to 10 players (5 males and 5 females) as a result of injury or ejection.
- f. If a team starts with 12 they must finish with no fewer than 9 players (5 males and 4 females or vice versa). However, when batting 12, the injured or ejected player and the adjoining player will be removed from the lineup. These two vacated spots in the batting order are ignored and will not be counted as outs. Coed teams may not play with 11 players.
- g. When a male batter is walked intentionally or unintentionally, the male batter is awarded second base, and the following female batter must bat. **EFFECT:** The ball is dead and the male batter may go directly to the awarded 2nd base without touching 1st base.
EXCEPTION: WITH TWO OUTS; the following female batter has the option to bat or walk.
(NSA Official Slow Pitch Rulebook, Page 51; Section 1b)
- h. **ADDITIONAL HITTERS:**
 - i. Teams may also use one or two “additional hitters” (AH.)
 - ii. Each team will be allowed to play twelve (12) players which includes the AH. The AH may be used anywhere in the line-up. The AH may also be used as a fielder during any inning. Only players listed in the lineup may play in the field.
 - iii. Once a team has started with ten (10) players, the **AH MAY NOT BE USED**. If a team starts with ten (10), they may finish with no less than nine (9). However, the vacated spot in the line-up will be declared an **OUT**.
 - iv. **EFFECT:** If you start with twelve (12), any ten (10) may play defense at any time. Substitutions can be made at any point in the game but once a player is removed from the game, he/she cannot return in the game (no re-entry rule). Players may be switched on defense as long as ten (10) are used and they are in the batting order in the scorebook.

Coed League

	Team continues or finishes with # of Players			
<i>Team begins with</i>	9 Players	10 Players	11 Players	12 Players
<i>9 Players</i>	Out	No penalty	Cannot add	Cannot add
<i>10 Players</i>	Out	No penalty	Cannot add	Cannot add
<i>11 Players</i>	Not Possible	Not Possible	Not Possible	Not Possible
<i>12 Players</i>	Out	No penalty	Not Possible	No penalty

COURTESY RUNNER: A courtesy runner (which is not recorded as a substitute in the line-up) may be used for 1 Male player and 1 Female player per inning. The Courtesy Runner can be any player on the team roster who is present, eligible and not been ejected and may be used for 1 player per inning per team. The Courtesy Runner **DOES NOT** have to be the same player each time the player in need of the courtesy runner becomes a runner. The courtesy runner will be entered into the game by the Head Coach

through the home plate umpire before play resumes. Once play resumes, the umpire declaring play ball; that courtesy runner will be officially entered. If the courtesy runner comes to bat while on base, the courtesy runner's spot in the batting order becomes an out and the next batter listed in the batting order comes to bat. The courtesy runner "MAY NOT" under any circumstances be substituted for. The defensive team "MAY" walk to get to the vacated spot in the line-up. NOTE: A player needing a courtesy runner is not restricted to any certain number of times per inning that he/she may have a courtesy runner. A player who is substituted by another player in the lineup is not eligible to be a courtesy runner. (*NSA Official Slow Pitch Rule Book, Page 50; Section 3*)

XII. BLEEDING

Any player in the judgement of the umpire that is bleeding or has an open wound will be required to stop the bleeding and cover the wound before he/she is allowed to continue in the game. The following stipulations will apply:

- a. If treatment can be administered in a reasonable amount of time, the player will not have to leave the game.
- b. If a team is using the AH and the player is in the field, the AH may be inserted until the bleeding is corrected.
- c. If substitutes not having participated in the game are available, they may be inserted and the bleeding player may be put back at any time when bleeding is corrected. The substitute would then be allowed to substitute normally. If a player has already played and is not eligible to return, he may replace a bleeding player permanently or until the bleeding player wishes to return.
- d. If no substitutes are available, teams may play short (below 10 to 9) until bleeding player can return. Coed may drop from (10 to 9) but must observe the 9 player alignment.
- e. If bleeding player is at bat or is unable to continue because of blood, that place in the batting order will be an out.
- f. Only the umpire has the authority to decide on the bleeding or open wound rule. The umpire is also the only person who can permit the above rules to apply.
- g. Teams should consider having some minor first aid supplies available.
- h. Any uniform saturated with blood must be changed. If no matching uniforms are available, any shirt may be worn.
- i. Any bleeding base runner must be replaced by a uniformed player that's not in the lineup. If a non-player is not available any player may be used.

XIII. TIE GAMES

- a. In the event the score is tied at the completion of the inning of play in which the time limit occurs, each team will be credited with a tie.
- b. A tied game will not be rescheduled.
- c. All tied games will count as one (1) point in the final standings.

- d. If a game is tied at the completion of the seventh inning, the game will be continued only if there is time left in the sixty (60) minute time limit.

XIV. REGULAR SEASON STANDINGS

- a. The final standings will be calculated based on the team's results during the season. Trophies will only be awarded to the first place team.
- b. Standings will be calculated as follows: 3 points for a win, 1 point for a tie, 0 points for a loss.
- c. In the event of a tie in the final standings, the winner will be decided based on head to head matchups between the two teams. If the teams split an even number of games during the regular season, the second tiebreaker will be the team's overall runs scored through the entire regular season. The third tiebreaker will be the team's overall runs given up. If a tie remains – a coin flip will determine the winner. If the teams do not play each other, the second tiebreaker will be used first.
- d. Trophies will be provided to the regular season champion of each division and t-shirts will be provided to the end of the season tournament winners.

XV. UNSPORTSMANLIKE CONDUCT

- a. The umpire shall be in complete control of the game at all times. He/she may eject any player or member of any team guilty of unsportsmanlike conduct or use of profane language. After being ejected, the player or team member must leave the confines of Stoney Run Athletic Complex including the parking lot. Coaches will assist staff in these matters.
- b. Any player ejected from a game shall be suspended for the remainder of the night and the next two (2) games to be played by his/her team. If a player or team member is ejected in the first game of a doubleheader, the individual will not be allowed to participate in the second game. The suspended individual will not be permitted back to the Complex until the length of his/her suspension is completed.
- c. Any player, coach, or spectator guilty of harassing umpires or scorekeeper before, during or after a game will be subject to game suspensions.
- d. If a player or team member is involved in any sort of physical altercation they will be removed from the remaining games for that evening and serve an additional two (2) game suspension to be served on the team's next scheduled game day.
- e. If a player or team member receives two (2) ejections in one season they will be removed from the program and complex for the remainder of the season and possible subsequent seasons at the discretion of Athletic Staff.
- f. Any player, coach, or spectator guilty of assaulting or threatening an official will be banned for the remainder of the season and possible subsequent seasons.

LEAGUE DOCUMENTS, SCHEDULES, SCORES, AND STANDINGS CAN BE FOUND AT:

www.nnathletics.com

Central Athletic Office ~ Warwick Recreation Center

29 Copeland Lane, Newport News VA. 23601

757-591-4892 / athletics@nnva.gov

RainOut Line: 757-899-1200

Facebook Page: <https://www.facebook.com/NNPRTathletics/>

ActiveNet Link: <https://apm.activecommunities.com/nnparksrectourism/>

RainOut Line: <https://rainoutline.com/search/dnis/7578991200>