

**City of San Luis Obispo  
Parks & Recreation Department  
Adult Softball Rules**

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**The City of SLO Parks and Recreation Department follows the Southern California Municipal Federation (SCMAF) official rule book. We've modified some of the SCMAF rules in an effort to better serve our local softball leagues. Rules in this Adult Softball Book supersede any SCMAF rules. All other rules not mentioned in this book default to the SCMAF rules. If you need a copy of the SCMAF rule book please contact the Adult Sports Coordinator.**

**(amended rules as of 6/1/2009 are highlighted green within the document)**

**(amended rules as of 8/29/2009 are highlighted blue within the document)**

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## **I. REGISTRATION**

- A. Where-** Registration occurs at the City of San Luis Obispo Parks and Recreation Department Office, located at 1341 Nipomo Street. (9 am to 5:30 pm Monday-Thursday and 9 am to 5 pm on Friday). All leagues are filled on a first-come, first-served basis. No space is guaranteed for any team. Mail in registration is **NOT** accepted unless otherwise noted. Registration closes when all slots are filled.
- B. Requirements-** All teams must have the following materials signed and completed at the time of registration, or registration fees **will not be accepted**. Payment is due at time of registration. All checks and money orders for league fees should be made payable to “City of San Luis Obispo.” Any checks returned by the bank will result in the team being dropped from the league. The Parks and Recreation Department also accepts Visa and Master card for registration fees. **All fees must be paid in full.**
- C. League Registration Form:** Must be completed in full. Please indicate first and second league preference; however, final placement is determined by the league director. **Game nights are not guaranteed.**

**Team Roster:** Must be completed and signed by all players. Teams that falsify the roster may be disqualified from the league and the team will forfeit all fees. Any team without a signed roster is not allowed to register. A \$5.00 fee is charged to any player that adds to a roster after the first scheduled game.

**Entry and Annual Non-Resident Fees:** Must be paid at the time of registration. Non-resident fees for players living outside of San Luis Obispo are \$8.00 per person. This fee is not transferable. Any new non-resident player adding to a roster must pay a non-resident fee at that time or the player will not be eligible to play. Non-resident player fees are \$8.00 per year.

## **II. ELIGIBILITY**

- A. Team manager/coaches are responsible for enforcement and adherence to all eligibility rules.**
- B.** Players in all adult sports league must be a high school graduate or 16 years of age to participate in the adult league. (Players under age 18 must complete a minor waiver/parental release form to play).
- C.** All players must show identification to the scorekeepers before each game. Managers are strongly encouraged to keep copies of players’ identifications at each game to alleviate check-in process.

### III. ROSTERS

- A. A player's name on a team roster confirms full understanding of the waiver and release of liability form. By signing the roster, players also confirm understanding of league rules and regulations. Manager and coaches are responsible for bringing this to the attention of their players.
- B. Roster limits and minimum number of players needed to start are as followed:
1. No team shall start a game with less than eight players
  2. There is no minimum number of males needed to start a coed game. There can never be more than 5 males on the field at a time. **The distribution of males to females can never exceed one more male over the # of females.**  
Below are examples of other acceptable combinations:
    1. 4 female, 4 male
    2. 4 female, 5 male
    3. 5 female, 4 male
    4. 6 female, 4 male
    5. 6 female, 3 male
    6. 6 female, 2 male
- C. Players may add names to the roster by filling out an add form at the field of play. Players are then responsible to pay the \$5.00 add fee within five working days of adding to a team to the San Luis Obispo Parks and Recreation office located at 1341 Nipomo Street. Players are also responsible for any non-resident fee that may apply. **If a player does not pay their add fee within the allotted time they will not be allowed to play in any games for that team. Any non-paid add fees will be charged to the team captain and the end of the season.**
- D. No roster changes can be made after the first half of the season (after the 5<sup>th</sup> game). Exception: Any person called into the service, reserve training, or is seriously injured may be dropped from a roster and replaced with permission from the league director. Any player dropped for the above reasons, may not play for any other team in the same season.
- E. Any player wishing to change from one team to another during the season must obtain written permission from both team managers and the league director. Approval must be obtained from the San Luis Obispo Recreation Department and a roster addition form must be signed.
- F. There is a limit to the number of upper players a team can have on their roster. An upper level player is defined as any player on the roster of any upper level team (Coed or Men's) in City Of San Luis Obispo during the current season in question. Teams in violation of this rule will have to forfeit any games where they had too many upper level players. Please follow these guidelines:
1. Recreation leagues: No more than 1 upper level player per team

2. Lower leagues: No more than 3 upper level players per team
  3. Middle leagues: No more than 5 upper level players per team
  4. Upper leagues: No Limit
- G.** Players can participate in multiple nights of play; however, players cannot sign up or play on two teams within the same league on the same night. Any player in violation of this rule will be suspended at least one game, and all teams involved will forfeit all games the player has participated in.
- H.** Teams may have up to 18 players on their roster, and can add more only with approval of the league coordinator.
- I. All fielders must bat.** Any fielder failing to bat will be called out (see two exceptions below). After the first mandatory out a team will receive no more penalties for the missed batter in the future, but the said player may not re-enter the game. An exception to this rule is once a player has been skipped in the line-up and called out, the team may continue to take outs for the players spot in the line up if they want to keep the player eligible for return later in the game. They must alert the umpire/scorekeeper before the at bat to tell the to take the out, otherwise the player will be skipped and not allowed to re-enter the game.
1. Exceptions to the rule:
    - i. Any player injured during the game and officially\*\*\* removed from the game will not be called out for his or her next at bat. Said player may not participate further in the game, and his/her position will be skipped for the remainder of the game with no further penalty.
 

\*\*\*To be officially removed from a game for injury purposes, the player must be injured and removed from the field of play during an offensive or defensive play. The team must notify the umpire and scorekeeper to remove the player from their line-up before his or her next at bat.
    - ii. If a legal substitute is available, they may be used to replace a player with no penalty. The replaced may not re-enter the game.
- J. Batting out of order.** This is no longer an appeal play, the scorekeeper will alert the umpire when a team is batting out of order. The team will have the opportunity to replace the incorrect batter with the correct batter without penalty. The batter will assume any balls and strikes the incorrect batter had. If the error is discovered after the incorrect batter has completed his or her turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Nullify any advance or score made because of a ball batted by the improper batter.
- K. Adding late players.** If a player comes late to a game her or she may be added to the bottom of the batting line-up, regardless of where the team is currently hitting in the line-up. The player must alert the scorekeeper first. They may enter on defensive upon umpires approval.

#### **IV. PLAYERS CODE OF CONDUCT**

- A. Managers/coaches are responsible for the conduct of their players/teams at all times.**
- B.** All players are accountable for their behavior before, during and after a game. A player may be suspended for unsportsmanlike conduct at any time.
- C.** Only the team manager/coach may discuss decisions with umpires/officials and scorekeepers. Any other player may be ejected from a game for doing so. If, in the opinion of the official, a manager- coach does not have control of his-her team, the game may be forfeited.
- D.** Any player ejected twice in the same year is prohibited from participating in the San Luis Obispo Parks and Recreation Adult Sports Leagues for one year.
- E.** The San Luis Obispo Parks and Recreation Department maintains the right to determine the length of suspension for any violation. Any violation not listed is determined at the discretion of the league director. Penalties listed below are **minimum sanctions**.
  - a) One Game Suspension:** Unsportsmanlike conduct: include equipment throwing, abusive language, trash talking, fighting with other players, flagrant contact with other players and excessive abusive language directed at an official.
  - b) One Year Suspension:** Two ejections in one year, flagrant contact with an official, threatening an official.

#### **V. LEAGUE CLASSIFICATION**

- A.** The San Luis Obispo Parks and Recreation Department maintains the right to change a team classification at any time during a season.
- B.** The league director determines league classification by ability level. Final league classifications are announced at the managers meeting. Teams that won a league the previous season are moved up to the next higher league.

#### **VI. PROTESTS**

- A. Protests must be declared in the game at the time of the protested event.** Also, a formal written protest must be received in writing at the San Luis Obispo Parks and Recreation Department Administrative offices on 1341 Nipomo Street within 24 hours of the game in question. This must be accompanied by a \$25.00 protest bond. If the protest is allowed, the bond is returned to the team protesting the game, and the game will be played from the point of protest. If the protest is not allowed, the protest bond is not be refunded.
- B. Protests based solely upon the judgment of the game official are not considered.**
- C.** Frivolous technical protests and those which could have little or no affect on subsequent play or final outcome are not considered.

- D. All decisions regarding protest, are made by the league director's discretion and cannot be appealed.
- E. Use of an illegal player may be protested at any time and can affect games already played. The San Luis Obispo Parks and Recreation department determines the player's status and notifies all managers affected by the decision. Penalty for use of an illegal player is a one year suspension of the player from all City league games. Teams using an illegal player will forfeit all games in which the player participated in.

## **VII. FORFEITS**

- A. **Forfeit fees are \$25.00.** This fee is paid to the team which is forfeited against.
- B. When a forfeit is declared, teams involved may use the court/field, however, the official and the scorekeeper do not keep score or officiate the game. Games played after a forfeit are played at the teams own risk, players are not covered by SCMAF Medical Insurance or Players Medical Benefit Fund (PMBF) once a game is called a forfeit.
- C. All teams must have the minimum number to start or the game is declared a forfeit. There is a ten minute grace period for all games. The scorekeeper's clock is the sole judge of game time. **The game clock will not start during this grace period as a courtesy to the opposing team. Once both teams have the minimum of 8 players needed to play, the game will be started.**
- D. **Any team forfeiting two games in a season may lose registration privileges for the next season. Any team forfeiting three games during the season may be dropped from the current league without notice or refund, and will not be able to sign up for the next season.**

## **VIII. PLAYOFFS**

- A. The playoff notifications are done by phone or e-mail.
- B. In leagues with five or more teams, the top four teams based on regular season records will play in a two week, single elimination playoff for the championship. The two teams who lose in the first round of the playoffs will play a consolation game in week 10 according to the scheduled outcome(they will not necessarily play each other). The remaining teams (non-playoff) in the league will play games over the final two weeks based on a similar consolation single elimination playoff.
- C. In leagues with four or less teams, only the top 2 teams will have a playoff for the championship. The other team(s) will have a consolation game. In this scenario there will be a nine game regular season.
- D. **Regular Season Tie Breaker System between two teams is as follows:**

1. If one of the two tied teams forfeited against the other team during the season, they automatically lose the tie-breaker
  2. Head to Head
  3. Least runs against Head to Head
  4. Least runs against for All Games
  5. Coin Toss
- E.** Regular Season Tie Breaker System between three or more teams is as follows:
1. If any of the tied teams forfeited against one of the other tied teams they automatically lose the tie breaker
  2. Head to Head (must win head to head series of all teams involved)
  3. Least runs against for games played versus ties teams
  4. Least runs against for All Games
  5. Random Drawing

## **IX. AWARDS**

First place teams receive 15 individual awards

## **X. ALCOHOL**

**No alcoholic beverages** shall be consumed on the park-facility premises prior to, during, or after any scheduled contests, SLMC12.20.115. Regardless of the opponent's feelings, the game is forfeited by the team observed consuming alcoholic beverages. A second offense results in the team being dropped from the league, without refund. This decision may be made by the Recreation Staff on site, or the game official. With regard to the safety of the participants and-or spectators, the San Luis Obispo Parks and Recreation Department has the right to cancel, delay, or shorten any contest. Parks and Recreation staff are advised to contact police whenever alcohol consumption is witnessed.

## **XI. RULES OF PLAY**

**A. General Rules** -All slow pitch softball games are governed by the Southern California Municipal Athletic Federation(SCMAF) official softball rules with the following exceptions:

1. Double First Base Rule: If it is the first play at first base for a batter-runner, the batter-runner must touch the orange bag, and the defensive player must touch the white bag. If the defensive player touches the orange bag, the batter-runner is safe. If the batter-runner touches the white bag, the runner is out. All other plays the batter-runner must use the white bag. (i.e. - If the batter-runner hits a clean double, the player must touch the white bag when rounding first. In a pick off play at first, the runner must touch the white bag to be safe). Exceptions for this are to avoid an injury or interference.
2. The pitching distance for all leagues is 50 feet. The pitcher may stand up to six feet behind the pitching rubber when pitching but must still be in line with home plate & second base.
3. An extended homeplate mat will be used during all games.

- a. If a pitched ball lands on this mat it will be considered a strike as long as it is a legal pitch.
  - b. No runner shall touch this mat during a coed game since we consider the mat part of homeplate.
  - c. In regards to a Men's game, to avoid collisions at home plate, the runner may touch this mat since we consider the mat part of homeplate.
  
4. Weeknight Leagues: The games are seven innings. No new innings start after one hour and five minutes **(unless it is a tie-breaker inning)**. Games are considered complete at the end of the time limit if the inning is complete, disregarding the number of innings played. Late games played at Santa Rosa Park may not start a new inning after 10:45 p.m. If there is not enough time for teams to play one hour and five minutes before curfew, teams can either reschedule the game (if there is enough time after the league ends, otherwise be refunded), or play the game knowing the full hour and five minutes is not available to complete the game.
  
5. All batters start with a 0-0 count.
  
6. Tie Games: If a game ends in a tie after seven innings, the time may be played off until:
  - a. The curfew at Santa Rosa Park of 10:45 p.m. on weeknights or 8 p.m. on weekends.
  - b. Tie Breaker Rule: If a game is tied at the end of seven innings or at the end of regulation time, a one inning tie breaker is played. During the inning of the tie breaker, the offensive team shall begin its turn at bat with one out, and the player who made the last out placed at second base. A courtesy runner or a substitute may be inserted for the runner. If the game is still tied at the end of one inning of the tie breaker, then the game ends in a tie.
  
7. 3-UP Home Run Rule: No team shall have more than three home runs over an opponent. **On the 4<sup>th</sup>-up homerun, the batter is out.** In the park home runs do not count towards the total. For example, if team "A" hits three home runs in the top of the first inning, team "A" cannot hit another home run until the opponent, team "B", also hits at least one home run. If team "A" hits a fourth home run before team "B" has scored a home run, then the batter who hit the home run is out. Another example, if team "A" hits three home runs, team "B" can then hit up to six home runs before the out penalty comes into effect. Refer to ground rules section XI – E for a definition of what constitutes a home run. .
  
8. Interference: A batter-runner or baserunner is out if when interfering with a thrown ball. This removes "intent" and allows the umpire to judge interference and not intent. A batter-runner or baserunner is also out when he/she interferes with a batted ball or a fielder in the act of fielding or throwing a batted ball. Note- If the interference occurs during a possible double play the umpire shall call the batter-runner out or the runner who has advanced closest to home plate.
  - a. **Any defensive player performing a "fake tag" will be called for obstruction. The play shall continue without stoppage, but once the play is over the umpire will declare the penalty. If the runner did not score, he or she will be awarded an**

extra base. Repeated violations will result in said player being ejected from the game.

9. Mercy Rule: Games end after five innings when one team has a 15 run lead.
  - a. **Coed Lower/Recreation Leagues** has a **modified mercy rule**. During innings 1 – 6, a team at bat may only score a maximum of six runs. After the sixth run is scored, that half of the inning is finished and the opposing team shall come to bat, regardless of the number of outs in the inning. The seventh inning is an open inning with no run limit. The umpire must give warning to both teams of an open inning. In an effort to finish the game on time, the umpire will announce the last inning (open inning) no later than 55 minutes after the start time.
    - i. If the game clock runs out during the home teams at bat AND no open inning was announced, AND the away team had a six run limit enforced during the same inning, AND the away team is losing by less than 15 runs (mercy rule limit), an extra open inning will be played after the home teams at bat (the home teams current at bat is still a limited 6 run inning). If the away team did not score 6 runs during that same inning, the game will be called.
10. Time starts when the first batter is asked to his or her position in the batters box. An inning ends and begins at the same time, when the third out is called. The umpire is in control of the game clock and will ask players to take their positions promptly.

## **B. Equipment**

1. Personal equipment must be furnished by the teams or participants. All playing equipment must meet the approval of the umpire and meet requirements listed in the official SCMAF rule book and current ASA bat regulations.
  - a. Approved Bats: Bats that are on the ASA non-approved Bat List shall not be used. Bats will be removed from the contest if any player uses a bat on the ASA non-approved Bat List or a bat that doesn't abide by SCMAF regulations. If a batter steps into the batters box with an illegal bat, the batter will be declared out. The game will be forfeited if a team tries to use a bat that has been previously removed by the umpire. If your team has been caught using an illegal bat in a previous game and use the same/another illegal bat in a later game, the batter using the bat will be ejected from the current game and his/her at bat will be counted as an out.
2. The San Luis Obispo Parks and Recreation Department provides one new ball for each scheduled game. Backup balls are the best of the used balls available.
3. All players are required to wear closed-toed athletic shoes at all times during San Luis Obispo Parks and Recreation Department games.
4. Bare feet and steel/metal cleats are not allowed.

### **C. Officials**

The San Luis Obispo Parks and Recreation Department furnishes one game official, and one scorekeeper. These officials are employees of the City of San Luis Obispo and are completely in charge of the contest. Discussion of any game or official's decisions is made with team managers only.

### **D. Coed Rules**

1. Coed teams must alternate male/female in the batting order.
2. Courtesy runners must be of the same sex as the individual being replaced.
3. When a female player is up to bat, a minimum of three outfielders must be behind the 180 foot arc until the ball is hit. Penalty: Batter is awarded first base unless it is reached safely
4. Coed leagues use a commitment line which is marked across and perpendicular to the foul line and placed 20 feet from home plate. Once a player has crossed the line to go toward home plate, the player must continue to home plate.
5. Coed leagues use a ten foot scoring line that extends from the corner of home plate (closest to third base) at a 90 degree angle to third base, starting at the batter's box. To score, the runner's foot must be on the ground on or beyond the line before the defensive player touches home plate with the ball in his/her possession. (This rule was adopted to avoid collisions at home plate). If the batter or batter-runner touches home plate, he/she is automatically out. The fielder may not tag the runner out once the runner passes the commitment line, they must use home plate as a force play for an out to occur.
6. A male batter walked on 4 consecutive pitches will be awarded 2<sup>nd</sup> base.

### **E. Ground Rule**

#### **Santa Rosa Field:**

1. Out of Play: Dugout openings, gate on first base side, opening on third base side near the youth baseball field.
2. Home run: Any ball hit over the right field fence. It is a home run if the ball rolls into the third base dugouts on the youth baseball field and if the ball lands on the fly in the parking lot in center field.
3. Ground Rule Triple: Any fair ball rolling into the first base dugout on the youth baseball field or that rolls into the parking lot.
4. No team shall take batting or fielding practice before their game. Warm-ups should take place in the outfield. A team can take infield warm ups as soon as the umpire tells them to take the field.

### **F. Team Agreement**

1. All games must be played even if the game official or scorekeeper does not show up, either on time or not at all.

2. If the game official is not present at game time, the two managers must mutually agree on who will officiate or score keep the game. Volunteer officials may be a chosen player or spectator.