



City of San Clemente
Beaches, Parks, and Recreation Department

ADULT SOFTBALL LEAGUE RULES

League Information

The league does not guarantee night of play, classification or game times. Current **S.C.M.A.F. Rules** will govern play. **The City of San Clemente will not assume responsibility for injury. Everyone Participates at their own risk.**

Bat List

Bats listed on the **ASA Non Approved Bat List** WILL NOT BE permitted for any league. For Coed leagues, men can use single wall bats only. Women can use multi-walled/composite bats as long as they are not listed on the ASA Non Approved Bat List. The ASA Bat List can be found online at www.asasoftball.com

Bats that don't have the ASA 2000, 2004 & 2013 "Certification Mark" will not be permitted.

Points of Emphasis:

Rosters

Rosters must be submitted prior to the Second game. Add/drop forms must be submitted prior to the start of the Seventh GAME. **Teams not submitting a roster will not be permitted to participate in the playoffs.** All players participating in the playoffs must have a picture ID in order to compete. Failure to do so will disqualify the individual player from competition.

Rain Outs

Games are cancelled due to inclement weather or unsafe playing conditions. **If weather is questionable, call 218-0486 for updated information** or check the City of San Clemente MUD LINE at www.san-clemente.org. All games will be played as scheduled unless cancelled. Cancelled games will be made up at the end of the season prior to playoffs.

Rosters

1. Each team will submit a complete roster with a maximum of sixteen (16) players, eighteen (18) in coed.
2. **COMPLETE Rosters must be turned in to the Recreation Staff before the second regular season game. *NO EXCEPTIONS***
3. **Rosters can be faxed to: 949-361-8280 or emailed to zepedam@san-clemente.org**
4. No additions or deletions may be made after the start of the seventh regular season game.
5. All roster changes must come to the Recreation Office by mail, fax, or in person, on the softball add/drop form.

Forfeit Procedures

1. If a team forfeits a game, the forfeiting team will pay the Recreation Office \$30 cash. The team that shows up for the game does not pay anything.
2. If a team forfeits a second time, the manager must pay \$30 cash to the Recreation Office. Failure to pay will result in the team not participating until the forfeit fee has been paid. If a team forfeits a third time, the manager must pay \$30 cash to the Recreation Office



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Ground Rules

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1. There will be a total of 3 home runs, following with a "One Up".
2. Maximum pitch height for Men's League is 16 feet
3. Maximum pitch height for Coed League is 12 feet

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I. Eligibility- As of Spring 2017

- A. Players must be at least 18 years of age.
- B. Each player is required to personally sign the official line-up form before they are eligible to play in any San Clemente Adult Softball League game. Managers may not sign for their players. Everyone must sign for himself or herself. **PLAYERS THAT HAVE NOT YET ARRIVED SHOULD NOT BE PLACED ON THE LINE-UP CARD.**
- C. **If a player's name is listed on two (2) rosters in the same division, whichever team that player actually plays on first will be their legal team which will be their team for playoffs/championship.** You may not be on 2 rosters/teams within the same league division, on the same night. **Players can be on two teams on the same night as long they are in different divisions.**
- D. **Pickup Player Rule-** With the Opposing Manager's consent, a team may utilize up to four (4) pickups to bring the total number of players to ten (10). The total # of pickup players and individual players allowed is also at the Opposing Manager's discretion - he/she can limit you to playing with ONLY the minimum needed of eight (8).
- E. Pickups may only play the following defensive positions: CATCHER OR RIGHT FIELD (RIGHT-CENTER AND LEFT-CENTER FIELD allowed if more than 2 pickups are used).
- F. Pickups must bat at the BOTTOM of a lineup.
- G. **Pickups may never be used during Playoff and/or Championship games**
- H. If the opposing manager consents to the "PICKUP PLAYER RULE" they have waived any win by forfeit they may have received and the game will be played as normal. The game will be considered a LEGAL game. **** No protests related to player eligibility will be accepted after a game is played.**

II. League Format

- A. Ten (10) league games will be played.
- B. Teams will be divided into leagues based on ability or at the discretion of the league director.
- C. Ties in the standings will be broken down by the following procedure:
 - i. Head-to-head
 - ii. Head-to-Head Run differential; two teams tied.
 - iii. Head-to-Head total runs against; three or more teams tied.
Note: Any team forfeiting a game used in deciding a tiebreaker will automatically lose the tiebreaker.
- D. In the six-team leagues, the top four teams will qualify for the playoffs. The 1st place team will oppose the 4th place team and the 2nd place team will oppose the 3rd place team. The winners will meet in the championship game - single elimination.
- E. Or all teams qualify for playoffs with single elimination.



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III. Adult Softball Rules

- A. Games will be played under current SCMAF Softball Rules with the following changes and clarifications:
- i. No steel or metal cleats.
 - ii. Bats:
 1. No bats that exceed a BPF of 1.20 are allowed in any San Clemente Adult Leagues.
 2. **No Titanium bats are allowed in any San Clemente Adult Leagues.**
 3. All Men's San Clemente Softball Leagues may use multi-walled bats only if the bat meets the above stated, SCMAF and ASA criteria.
 4. In Coed San Clemente Softball Leagues, men may use single wall bats only. Women may use a multi-walled bat only if it meets the above stated SCMAF and ASA criteria.
 5. For information regarding bat eligibility, please contact the league administrator for a list and/or visit www.asasoftball.com. **NOTE: ANY bat can, and will be removed from league play at the league director and umpire's discretion if it is deemed doctored/alterd in any way.**
 - a. Penalty – Batter will be declared out, ball dead and the bat shall be removed from the game. NOTE: When the batter hits the ball (either fair or foul), the above penalty will be enforced. If a ball is not hit and the illegal bat is discovered the penalty will be its removal from the game.
 - iii. Base runners may not leave the base at any time until the pitcher releases the ball. (**Penalty:** “No pitch” is called and the runner is out. After any legal pitch, if the ball is thrown to the base before the runner retouches, the runner is **forced out**. On a dropped or overthrown pickoff attempt, all runners may advance at their own risk without retouching the base.
 - iv. **Substitution/Batting Order:** Lineups should be final five (5) minutes prior to game time. A team may list any combination of eight (8) to sixteen (16) or (18 in coed) players on the roster in the batting order and play ten (10) on defense. Any players not listed in the starting line-up will be listed as substitutes. Players arriving after the first pitch of the game (up to 16, 18 in coed) must be added immediately to the bottom of the lineup or withheld as substitutes. A late arriving player may take a defensive position on the field immediately.
 - v. **Dead Ball Appeal Play:** Any player with the ball may make a verbal appeal on a runner missing a base or leaving a base too soon once the ball has been returned to the infield and time has been called by the umpire. There is no need for a throw to a base or tag of appealed runner.
- B. All batters will start with a 1 and 1 count. When the batter receives a second strike or foul he/she will have one to waste/foul. If a batter hits a third pitch foul, the next batted ball MUST BE FAIR.
- C. A double base is permitted at first base.
- i. A batted ball hitting the inside of the base shall be declared fair and a ball hitting the outside of the base shall be declared foul.
 - ii. Whenever a play is being made on the batter-runner, the defense must use the inside base, and the batter-runner must use the outside base. On extra base hits or balls hit to the outfield where there is no play being made at the double base, the runner may touch either base.



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- iii. The batter-runner must use the outside base. Should he/she reach and go beyond first base, he/she must return to the inside base.
 - iv. Should the batter-runner round the base on a hit to the infield or outfield, he/she must return to the inside base.
 - v. On any force-out attempt by the defense from the foul side of first base, the defense and batter-runner may use either base.
 - vi. In the case that the batter-runner touches the incorrect base while a play is being made on him/her, **the umpire will call "dead ball" and the batter-runner will be declared out.**
- D. Lineups: Each manager will be provided with an official lineup card on which the batting order must be listed. Substitutions in the batting order must be made in an official manner.
- i. Each team is advised to keep its own official scorebook in case there is an error in the scoring. **The umpires score is final**, unless it can be proved erroneous by scorebooks.
- E. The umpire will keep the official time.
- F. Time limit: 1 hour and 5 minutes.**
- G. If a team is fifteen (15) or more runs ahead after five (5) innings the game is called.
- H. No batting or infield practice is allowed on the field before games. There shall be **NO pepper or hitting into the fence's or backstops.**
- I. A game shall be forfeited if:
- i. A team fails to field eight (8) or more players when the umpire calls "play ball".
 - ii. If, in the opinion of the umpire, the manager does not have control of his team.
 - iii. Continued delay of game after the umpire has called "Play Ball".
 - iv. Continued harassment of the umpire or opposing players.

IV. Coed League Rules

- A. When a female or male is at bat a minimum of three (3) outfielders must remain behind an outfield restriction line (180' arc from home plate) until the ball crosses the plate. If a rover is used, the player must be female. (Penalty- batter will be awarded first base unless she has reached base safely and all base runners have advanced at least one base.)**
- B. There are no restrictions on a player as to which position he/she may play.
- C. **No sliding at first base or home plate** (Penalty- runner is out, ball is dead). Runners may dive back or slide back to all three (3) bases.
- D. At no time do we insist or make it mandatory for anyone to slide, only to avoid interference with a fielder.
- E. A maximum of five (5) men or five (5) women may be in the field at any one time. A team, which only has four (4) females, may only play the game with five (5) males on defense. You may play six (6) females and four (4) males on defense. If a team does not have at least four (4) females and four (4) males, it must forfeit the game.**
- F. The batting order may consist of an odd number of males and females, but every other person in the order must be a female. **Males may never bat in consecutive order** in the line up. If there are an odd number of players, and the odd person is a male, a rotating male/female batting order may be used. Two females may bat consecutively.
- G. A runner scoring from third base need only to touch or pass a line extended from the third base line extended to the backstop. **Runners must NOT touch home plate or they will be called out.** A runner is out at home if the catcher has the ball securely in his/her glove and is in contact with any part of home plate before the runner has touched or crossed the line (same as a force out at any other base).



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- H. There will also be a **committal line** marked between third base and home plate. If a runner passes this line, he/she must continue home or the umpire will automatically call the runner out. A runner between the committal line and the scoring line must be a force out only at home plate. **(There are no tag outs between committal line and scoring line)**
- I. A male who is walked on three (3) consecutive balls without any strikes received during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners may only advance if forced to vacate their bases. Note: after a male batter receives one (1) or more strikes and he is then issued an intentional walk, he shall be awarded first base.
- J. If a team is fifteen (15) or more runs ahead after five (5) innings the game is called. **If a team is twenty (20) or more runs ahead after four (4) innings the game is called.**
- K. Maximum pitch height is 12 feet.
- L. **5-Run Rule:** The 5-Run Rule may be implemented in any coed league at any time at the director's discretion. Teams will only be allowed to score five (5) runs per half inning, with unlimited runs allowed in the seventh or final inning. When a team scores five (5) runs, the half inning ends. The only exception would be if more than five (5) runs score as a result of an out of the park home run. In that case, all runs count and the half inning ends



NEW!!!

V. **Forfeit Procedures**

- A. A game shall be called a forfeit if:
- A team fails to have eight (8) players on the field at game time. **GAME TIME IS FORFEIT TIME.**
 - In the opinion of the officials, a manager does not have complete control of his/her team.
 - Continued harassment of officials and/or scorekeepers.

VI. **Protests**

- A. **All protests must be submitted to the San Clemente Beaches, Parks, and Recreation Department, 987 Avenida Vista Hermosa, San Clemente, Ca. 92673, no later than 5:00 p.m. the following day.**
- B. Protests must be clearly written and accompanied by the required \$20.00 cash filing fee. If a protest is upheld, the fee shall be returned. **No protest will be considered or honored on any official's judgment call.**
- C. All protests must be stated (before the next pitch) to the umpire and the opposing manager, stating the exact reason of the protest. The umpire shall note the protesting manager's statement exactly.
- D. **Protests regarding roster eligibility must be made before the first pitch to the batter in question, the first time through the batting order, or before the next pitch at the time the player in question enters the game.**
- In the case of a player protest, the player's identification will be checked and documented and the game will be allowed to continue with the player in question participating. If the league administration determines that the player in question is illegal, then the game in question will be forfeited and the player in question and the manager from the team in question will be suspended for the remainder of the season.
- E. Three (3) minutes will be allowed for protest and added onto the end of the game.



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- F. If a protest is upheld, the game will be finished from the exact point where the protest was made. The same score outs, and position of the base runners will be used.

VII. **Conduct**

The team manager shall conduct all grievances. Any unusual tactics, profanity, or derogatory remarks by a player or manager shall result in ejection from the game and facility. **Ejected players must leave the facility immediately** or the team will automatically forfeit the game.

NOTE: **The first ejection carries an automatic minimum of one game suspension.** If a player is ejected from a game twice during the season, the second ejection will result in elimination from further competition for the remainder of the season.

The first ejection may also result in elimination from further competition for the remainder of the season, if, in the opinion of the League Director, the offense warrants strong action.

VIII **Suspensions**

Ejections: Any player, coach or manager who has been ejected from a ball game shall not be permitted to coach nor manage from the coach's box or the dugout or bleachers nor shall he/she participate or coach in the next playable game. Any game in which a suspended player participated shall be forfeited by his/her team. Any player or coach ejected from inflicting unnecessary bodily harm to any player, official, or spectator may be suspended for at least four games and cannot play until the League Director issues a final decision. The umpire shall provide a written report to the League Director stating the cause of the ejection. All ejected players must leave the facility within one (1) minute or his team may forfeit the game. Any player ejected twice in any league will be suspended for the rest of the season and the next scheduled season.

Players may receive a suspension(s) for pre-game or post-game misconduct even if the umpire is not there at the time. Any player(s) or team that has been suspended will not be awarded a refund for any part or full game(s) missed. One game suspensions may not be appealed.

APPEALS: Any player who is suspended from participation for three games or longer may appeal the suspension in writing. Suspended players who are in the appeal process may not participate in the Adult Softball Program until the Review Board makes a final decision. The suspended player(s) may or may not be invited to speak on his/her behalf. Upon conclusion of the review process, the board's decision will be final. All appeals must be received within one week of suspension. Any ejection will automatically result in a minimum of a one-week.

REVIEW BOARD: All suspension appeals will be decided by a Review Board comprised of responsible people appointed by the Sports Director. This Review Board may include but is not limited to: members of the Sports Staff, Community Services staff and other managers. Suspension appeals shall not be decided by managers from the league in which the appeal has arisen. All decisions reached by the Review Board on suspension appeals shall be final.

Any player who physically abuses an official will be banned from further competition in any San Clemente Beaches, Parks, and Recreation Adult Sports Leagues, and be legally prosecuted. Team managers and/or coaches are responsible for informing all of their players of all rules and information regarding the league.



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PLAYERS CODE OF CONDUCT

These leagues are sponsored by City of San Clemente. **SPORTSMANSHIP RATES HIGH IN OUR LEAGUES, EVEN ABOVE WINNING**, and the League Organizer reserves the right to deny any team admittance to the San Clemente Adult Softball Leagues if he feels that their past conduct is not representative of good sportsmanship and may create a hazard to the well-being of the other players and participants. **The Recreation Department also reserves the right to deny awards to any team or teams engaging in unsportsmanlike behavior during any part of the season (including playoffs).**

1. **NO PLAYER SHALL:** Lay a hand upon, push, shove, or strike, or threaten to strike an official.

PENALTY: The player(s) shall be immediately ejected from the game and banned from participating in the San Clemente Recreation Adult Sports Program and may be legally prosecuted for assault.

2. **NO PLAYER SHALL:** Refuse to abide by an official's decision.

PENALTY: The player(s) shall be immediately suspended and shall be suspended for it least the following game (possibly more)

3. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations by throwing of gloves, bats, balls or any other forceful action.

PENALTY: The degree of infraction of this rule of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning to a maximum penalty of removal from the game. Officials are required to immediately suspend from further play, any player who throws a bat in an unsportsmanlike manner.

4. **NO PLAYER SHALL:** Be guilty of inflicting personal, verbal abuse upon any official for any real or imaginary wrong decision or judgment.

PENALTY: Officials are required to immediately eject the player from the game and report the player to the League Director.

5. **NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain.

PENALTY: The degree of infraction of this rule of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game

6. **NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.

PENALTY: Officials are required to immediately suspend the player from further play.

7. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor, upon any player, official or spectator.

PENALTY: Officials are required to immediately suspend the player from further play and report such player to the League. Such player shall remain suspended until his/her case has been reviewed by the League Director. The length of suspension will depend on the incident but will usually



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involve several weeks to expulsion. Any player ejected for fighting, the player will be suspended for all league play for one (1) full year.

8. NO PLAYER SHALL: Be guilty of abusive verbal attack upon any player, official, or spectator.

PENALTY: The degree of infraction of this rule of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game. Any player(s) who continues with this type of conduct throughout the season may be barred from future leagues.

9. NO PLAYER SHALL: Use profane, obscene, or vulgar language in any manner, or at any time.

PENALTY: The degree of infraction of this rule of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game. Any player(s) who continues with this type of conduct throughout the season may be barred from future leagues.

10. NO PLAYER SHALL: Appear on the field of play at any time in an intoxicated condition or under the influence of a controlled substance.

PENALTY: Officials are required to immediately suspend player(s) from play and report same to the League Director. Player(s) will be expelled for the remainder of the season.

*** NOTE: alcoholic beverages or controlled substances are prohibited in any park before, during and/or after games. Forfeiture of game may result if this occurs, along with expulsion from the league. Players violating this rule will be suspended immediately.**

11. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of the game with spectator, player or opponent.

PENALTY: Officials are required to report violations of this rule to the League Director.

12. NO PLAYER SHALL: Smoke or chew tobacco during the game on the field, in the dugout or in the bleacher area.

PENALTY: Officials are required to warn players guilty of infraction of this rule, and failure of such players to comply will result in his/her removal from the game.

13. NO PLAYER SHALL: Be guilty of discussing publicly with spectators in a derogatory or abusive manner any play, decision, or his personal opinion of other players, during the game.

PENALTY: Officials are required to warn players guilty of infraction of this rule, and failure of such players to comply will result in his/her removal from the game.

14. NO PLAYER SHALL: Permit any one to remain in the dugout or on the player's bench during the game who is not a playing member of the team.

PENALTY: Officials are required to warn members of the team guilty of violation of this rule. Failure on the part of team members to enforce this rule will result in team being reported to the



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Alcohol

There is no alcohol allowed in Steed Park Complex

If a player is possessing or drinking alcohol inside the gates at Steed Park, the player will be ejected from the game as well as the following game and the team will forfeit the game.