



## Adult Softball League Rules

Thank you for your interest in the City of San Clemente adult sports leagues. Managers are required to be aware of all league rules and regulations and communicate them with their team. Cooperation among players and managers is essential to creating a fun and safe environment for all participants. By adhering to the established rules and regulations, we endeavor to foster a positive experience for everyone involved, promoting fair play and sportsmanship throughout the season.

### GENERAL LEAGUE INFORMATION

The league does not guarantee night of play, classification or game times. Current Southern California Municipal Athletic Federation (SCMAF) rules will govern play with a few changes and clarifications listed in this document. The Amateur Softball Association (ASA) equipment standards will be utilized. The City of San Clemente will not assume responsibility for injury. Everyone participates at their own risk.

#### Equipment

- 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 not listed [Non-Approved Bat List](#). The ASA Bat List can be found online at [www.asasoftball.com](http://www.asasoftball.com)
- **Bats that don't have the ASA 2000, 2004 & 2013 "Certification Mark" will not be permitted.**
- Bats are not to exceed a Bat Performance Factor (BPF) of 1.20.
- No Titanium bats are allowed in any San Clemente Adult Leagues.
- No steel or metal cleats.
- Men's Leagues: multi-walled bats allowed if the bat meets SCMAF and ASA criteria.
- Coed Leagues: men may use single wall bats only. Women may use a multi-walled bat if the bat meets SCMAF and ASA criteria.
- 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.

#### Weather Related Cancellations

Please refer to the City of San Clemente Mudline Policy for all weather-related cancellations. Staff will determine if games will be made up based on the availability of personnel and field space.

#### Rosters

- Completed rosters must be submitted prior to the start of the **second game of league play**.
- To be considered complete, each roster must include all fields completed by all players.
- **Spring/Fall:** Add/drop forms must be submitted prior to the start of the seventh game
  - No additions or deletions may be made after the start of the seventh game of league play
- **Summer:** Add/drop forms must be submitted prior to the start of playoffs.
  - No additions or deletions may be made after the start of the last regular season game before playoffs
- **Playoffs:** Roster submission is **required** to participate in the playoffs. Late submission will result in roster seeding reduced to fourth place (if eligible).
  - 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.
- Each team will submit a complete roster with a maximum of sixteen (16) players in men's leagues and eighteen (18) in coed.



- Rosters can be submitted in person or emailed to [magallanesa@san-clemente.org](mailto:magallanesa@san-clemente.org)
- All roster changes must come to the recreation office by email or in person, on the softball add/drop form.
- Players can only be listed on one roster per division.
- If a player fills in for another team (any team for which they are not on the roster) during league play, they should be placed on the sub-list.

### Eligibility

- Players must be at least 18 years of age.
- Players are required to be listed on the roster or sub-list form to play in any San Clemente Adult Softball League game. Managers may not sign for their players.
- Players who have not yet arrived should not be placed on the line-up card.
- With compliance to the Pickup Player Rule and Requirements listed below, the league game is considered eligible.
  - 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.
    - The player's identification will be checked and documented. If player in question is illegal, then the game will be forfeited and the player and manager will be suspended for the remainder of the season.

### Game Day: Pickup Players and Sub List

A team must have at least seven (7) players to be eligible to play a league game.

#### Pickup Player Rule

All players not listed on the roster must be listed on the sub-list with completed contact information and signature before the game to be eligible to play.

\*No Pick-up players allowed in playoff or championship games after each team's roster are finalized.

#### Pickup Player Requirements

- Pickup players must bat at the bottom of the lineup.
- Pickup players are not allowed to pitch.
- Pickup players may never be used during Playoff or Championship games

### League Format and Schedule

- Spring/Fall Seasons: 8-10 league games followed by playoffs and championships for a maximum total of 12 weeks.
- Summer Season: 6-8 league games followed by playoffs and championships for a maximum total of 10 weeks.
- All teams qualify for playoffs with single elimination.
- Teams will be divided into leagues based on ability or at the discretion of the league director. All new teams to the league will be placed in the Lowers Division.
- Ties in the standings will be broken down by the following procedure:
  - Head-to-head
  - Head-to-head run differential
- Any team forfeiting a game used in deciding a tiebreaker will automatically lose the tiebreaker.

*Note: Due to officials' payments, the team forfeiting will be charged a \$40 fee.*



### San Clemente Adult Softball Divisions

#### Men's League

- 16 Players allowed on each roster
- Max pitch height: 16 ft

#### Co-ed League\*

- 18 Players allowed on each roster
- Maximum pitch height: 12 ft
- \*See specific "Co-ed League Rules"

#### LOWERS

*All new teams* or teams with little to no softball experience will be placed here.

#### MIDDLES

Teams in the Middles Division have moderate softball experience.

#### UPPERS

Teams in the Uppers Division have an advanced level of softball experience.

### ADULT SOFTBALL LEAGUE RULES

- A. Games will be played under current SCMAF Softball Rules with the following changes and clarifications:
- Please see equipment under "General League Information." Inappropriate equipment will result in ineligibility.
    - Illegal Bats – The batter will be declared out, the ball dead and the bat shall be removed from the game, whether the hit was fair or foul.
    - If a ball is not hit and the illegal bat is discovered the penalty will be its removal from the game.
  - 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.
  - 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 must be added immediately to the bottom of the lineup or withheld as substitutes. A player arriving late may take a defensive position on the field immediately.
  - 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.
  - There will be a total of 3 home runs followed by a "One Up Rule" per game.



- “One Up Rule”- Once a team hits its third home run over the fence, they cannot hit their fourth home run until the opposing team has hit three home runs. Results is an out before then.
- B. All batters will start with a 1 and 1 count. When the batter receives a second strike or foul ball, 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.
  - 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 officially. **Each player must print their name on the lineup card before each game.**
  - i. Each team is advised to keep its own official scorebook in case there is an error in the scoring. **The umpire’s score is final**, unless it can be proved erroneous by scorebooks.
- E. The umpire will keep the official time.
- F. A new inning will not start after 60 minutes. All championship games will be 7 innings regardless of the time limit unless otherwise advised by the umpire in unique circumstances.
- G. If a team is twenty (20) or more runs ahead after four (4) 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 fences or backstops**.
- I. A game shall be forfeited if:
  - i. A team fails to field seven (7) 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.
- J. **5-Run Rule:** The 5-Run Rule may be implemented in any game at mutual agreement between managers before the first pitch. 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.



## II. 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 must have four (4) females minimum to play a legal game.** If a team does not have at least four (4) females and four (4) males, it must forfeit the game.
- F. Male and female batters must alternate. Males may never bat in consecutive order in the lineup. Two females may bat consecutively.
- G. A runner scoring from third base needs 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 (or extension) before the runner has touched or crossed the line (same as a force out at any other base).
- 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 the committal line and the 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.

## III. 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.

## IV. 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-week 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. All ejected players must leave the facility immediately. Any player ejected twice in any league will be suspended for the rest of the season and the next scheduled season. A report of all ejections will be made by the staff on site.

- 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.
- Three (3) business days will be allowed to determine if any reported incident will result in further suspension.

## PLAYER CODE OF CONDUCT

These leagues are sponsored by City of San Clemente. **SPORTSMANSHIP IS OF HIGHEST PRIORITY** 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).** The Player Code of Conduct applies to all players, fans, and anyone present at the Adult Softball League.

1. **NO PARTICIPANT SHALL:** Lay a hand upon, push, shove, strike, or threaten to strike an official or another player.
2. **NO PARTICIPANT SHALL:** Refuse to abide by an official's decision.
3. **NO PARTICIPANT SHALL:** Be guilty of objectionable demonstrations by throwing of gloves, bats, balls, or any other forceful action.
4. **NO PARTICIPANT SHALL:** Be guilty of inflicting personal, verbal abuse upon any official for any real or imaginary wrong decision or judgment.



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

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

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

8. **NO PARTICIPANT SHALL:** Be guilty of abusive verbal attacks upon any player, official, or spectator.

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

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

11. **NO PARTICIPANT SHALL:** Possess or drink alcohol inside the gates at Steed Park, the player will be ejected from the game and the following game and the team will forfeit the game.

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

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

13. **NO PARTICIPANT SHALL:** Smoke or chew tobacco during the game on the field, in the dugout, or in the bleacher area.

14. **NO PARTICIPANT 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.

15. **NO PARTICIPANT SHALL:** Permit anyone to remain in the dugout or on the player's bench during the game who is not a playing member of the team.

Any violations of the Player Code of Conduct may result in ejection, suspension, or expulsion from the league based on the city's discretion.