



City of Palo Alto ADULT SOFTBALL RULES



I. TEAM ROSTER / PLAYER ELIGIBILITY

- A. Each team must have a minimum of 12 and a maximum of 25 players, which must include the manager, provided he/she is a playing manager. Only the players listed on the official roster will be considered eligible to play. Players must be able to provide proof of identity upon request of an opposing manager, umpire or scorekeeper. Use of an ineligible player is an automatic forfeit to the opposing team. A player who is proven to have been an ineligible player is automatically suspended for the season.
- B. All players must sign the roster/waiver prior to beginning the first game. The roster submitted at the time of registration will be available from the scorekeeper at the first game.
- C. All players must be at least 18 years of age.
- D. Any addition of players must be accompanied by an updated/completed roster including the players' signatures acknowledging that they have read the waiver. There may be no more than five (5) additions to the roster over the course of a season. These must occur 48 hours prior to the second week of league play.
- E. At times other than above, players may be added only by written petition to the League Supervisor.
- F. Managers who lose players during the season through injury, or employment transfer so that such players will not be available to them, may petition the League Director in writing to get permission to replace the injured or transferred employee. In the event the player returns before the end of the season, the manager must decide which player he/she wants to keep. He/she cannot keep both. Proof of the above must be submitted with the petition.
- G. Once a player signs a contract with a team, he/she must be released by his/her manager prior to playing for another team. After the player is released, he/she can sign with another team after sitting out one (1) league game.
- H. A player may only play on one team in any given league. Exception: A player may play on both a men's team and a co-ed team.
- I. Teams may enter more than one (1) Palo Alto League (i.e.: Men's C and Coed D).
- J. Teams that are eligible for the playoffs may only use those players listed on their roster. A player must have been a player of record in two (2) games in the half prior to the playoffs. ID checks will be made if a team is suspected of using ineligible players.
- K. Teams that participate in one (1) game automatically forfeit their right to reclaim any part of their entry fee or non-resident fees if they drop or are suspended from the league. Teams canceling within 2 weeks of league play will be eligible for a 50% refund only. Teams canceling within 1 week of league play will be eligible for a 25% refund only.
- L. All teams and their players must conform to the SANCRA *Players Code of Conduct*. A player or team suspended by one public agency will automatically be suspended in another local recreational league.
- M. Teams, both Men's and Coed, must be able to field eight (8) eligible players in order to start a legal game, both offensively and defensively. You may start with 10 and finish with 8.
- N. If a team falls below the minimum number of eligible players for a game (8), the umpire must forfeit the game. The \$30 reinstatement will apply (except in the case of injuries).

II. MANAGERS

- A. The manager shall be the official representative of his/her team unless he/she designates one of the players as captain before the start of the game.

- B. The manager will be held responsible for all rules as set up in these rules and regulations.
- C. Only one person per team is allowed to discuss a point of play with the umpires. That person is the team's manager or designated representative.
- D. Managers are responsible for informing the players of the *Santra Player Code of Conduct* and enforcing it. Managers can also be held accountable for the actions of their own spectators.

III. PRE-GAME RULES

- A. No batting practice will be allowed on the playing infield prior to game time. This practice must take place in the outfield only.
- B. Each team may use the field for five (5) minutes for practice, provided this does not interfere with the scheduled game time. Otherwise no infield practice is allowed. Do not use the batter's box when taking infield.
- C. The manager shall give the lineup to the scorekeeper at least 10 minutes before game time. The lineup must be provided on the lineup card obtained from the scorekeeper.
- D. Home team players will occupy the 1st base dugout; visiting team players will occupy the 3rd base dugout.
- E. It is the duty of the umpire to inform both managers of the ground rules before the start of each game. At that time, each team must name its team representative.
- F. No smoking is allowed on the playing field.
- G. Players are not allowed to consume alcoholic beverages at or near the softball fields or in the parking lots before, during, or after their games. No alcoholic beverages are allowed at or within the vicinity of the field. Team managers are responsible for enforcing this rule. Any violation of this rule will automatically lead to a forfeit of the game and possible suspension of the team or player(s) involved.

IV. PLAYING RULES

- A. **GAME TIME:** Games shall be played to the seventh inning or the full time allotment, whichever occurs first. Time allotment is 1 hour and 5 minutes per game. Exception: Championship games will play a full seven innings.
- B. **TIES:** In the event of a tie, 1 inning beyond the time limit and/or regulation play will be allowed to break the tie. The international tiebreaker rule will be used in the extra inning: at the end of the time limit/regulation play, the last person due up in the extra inning will become a runner at second base.
- C. **BALLS AND STRIKES:** The leagues will play the 3-ball, 2-strike rule (2 balls & 1 strike full count). Home plate and the touching strike mat comprise the strike zone.
- D. **LOCAL RULE:** The batter will be out after 1 strike has been called and 2 foul balls have been hit; otherwise, the normal situation will prevail.
- E. If a game is started late and the teams taking the field are not at fault, the length of time caused by the delay will be added to the game time.
- F. If the scorekeeper does not show by 15 minutes after game time, the game is cancelled and will be rescheduled, time permitting. ** At Greer Park it is possible to have only one scorekeeper looking over all three fields, if this is the case then the home team will keep score and report the score to the scorekeeper.
- G. Sliding is permitted.
- H. **LOCAL RULE:** After 5 full innings or any subsequent inning thereafter, the game will end if either team falls behind by 12 or more runs, unless the losing team would like to continue the game (umpires are not required to continue).
- I. A courtesy runner is allowed in all leagues. Only one courtesy runner is allowed per inning. The courtesy runner must be the player who made the last out. The runner must also be of the same gender as the player who needs the courtesy runner.

V. ADDITIONAL PLAYING RULES SPECIFIC TO COED LEAGUE

- A. PLAYERS:** All league games are played with 10 players on the field. A minimum of 8 players constitutes a legal game. A maximum of 5 males are permitted on the field at any given time.
- B. BATTING ORDER:** Rotate male, female, etc., starting with either male or female. Women may follow women if there is an unequal number of players.
 - 1. Teams may choose to use a continuous batting order. If there are an unequal number of men, the extra men will alternate batting with a man in the batting lineup (share a spot in the line-up). If there are extra women, they will bat back to back.
 - 2. If a team chooses to bat only 10 then the substitution rule is in effect.
- C. FIELD POSITIONS:** field positions are divided into 3 sections. Each section must alternate male-female or vice-versa. The sections are: 1-pitcher/catcher; 2-infield: 1st, 2nd, 3rd and SS (you may play men at the corners and women up the middle but not vice-versa); 3-outfield: left, center, short and right fields. Males playing side-by-side is not allowed at any time or place on the field.
- D. GAME TIME:** game time is forfeit time. Teams may start with 8 players. A maximum of 5 males and minimum of 3 females in the field.
- E.** Outfielders may not move closer than 150' until the ball has been hit by the person batting.
- F.** If a male batter is walked, he will automatically go to second base. All preceding runners will also advance 2 bases. With two out only the following female then has the option to accept a walk to 1st base or to fulfill her at-bat. (ASA RULE)
- G.** An 11" ball will be used when a woman is batting; a 12" ball when a male is batting.

VI. RULE EXCEPTIONS

- A.** A.S.A. rules govern play unless otherwise noted.
- B. OPTIONAL BATTING LINE-UP:** Teams may exercise the option to use a continuous line-up which allows each player in attendance to occupy a batting position. This option must be taken prior to the game to the scorekeeper. Those teams not using the continuous line-up will adhere to the Official Softball Rules for making substitutions. A pitcher, once removed, cannot return to pitch in the same inning. Players arriving late must be placed at the bottom of the lineup. Violation rule must be initiated by the offended manager.
- C. OFFENSIVE PLAYER SLIDING RULE:** An offensive player must avoid contact with a defensive player when a play is being made on him/her at any base. A player should slide or avoid being put out without any unnecessary contact on any close play at any base to avoid injury to the fielder and to the offensive player. In double play situations, at second base, if any runner goes into the base standing up or attempts to take the baseman out with an illegal slide, he/she will be declared out for interference. If, in the judgment of the umpire, the runner's interference prevented an out on the batter-runner, the umpire shall declare the batter-runner also out. *1st violation=expulsion from the game.
- D. DEFENSIVE PLAYER FAKE TAG:** A defensive player may not at any time fake a tag without a live ball. Quite often it causes the player to make an unnecessary slide which could cause possible injury. Umpires will be instructed to warn both teams on the 1st violation of the rule, and to eject any player for subsequent violations. If the rule is violated, the umpire will give the runner an additional base.
- E.** Any player ejected from a game for any reason is automatically suspended from playing in the next scheduled game as a minimum penalty. A second ejection in the same season shall result in suspension from the league for the remainder of the season. **EJECTED PLAYERS MUST LEAVE THE FIELD WITHIN 3 MINUTES OR THE GAME WILL BE DECLARED A FORFEIT.**
- F.** No extra hitter or extra player will be used except in tournaments.
- G. HOME RUN RULE:** No home run limit will apply for all leagues except for the Thursday night, Men's C League at El Camino. For this league there will be a 2 home run differential rule. This means that a

team can have two more home runs than the opposing team at any given time in the game. Any subsequent home runs that would make the differential more than two will count as singles.

VII. EQUIPMENT & UNIFORMS

- A. It is recommended that all catchers wear a facemask for their own protection.
- B. It is illegal for players to wear exposed jewelry such as wristwatches, bracelets, neck chains, etc.
- C. No metal or ceramic cleats of any kind will be allowed in any slow-pitch league.
- D. Bats must meet ASA regulations and bear the appropriate ASA certification mark. For more information about illegal and legal bats, visit the ASA web site at www.softball.org.
- E. All players are encouraged to wear uniforms or tops of similar color.

VIII. FORFEITS

- A. Game time is forfeit time. The scorekeeper's watch is the official time. Exception: If an umpire is late, the time limit starts with his/her arrival time and with the start of the game. For 6:30 games, a 10-minute grace period will be allowed.
- B. If there is a double forfeit, both teams will be credited with a loss. If a team employs tactics obviously designed to delay or to hasten the game, a forfeit will be granted to the opposing team. No stalling will be allowed in order to reach a time limit (umpire's judgment call).
- C. There shall be NO postponement of games allowed. Any team that foresees a conflict with their scheduled game and notifies the League Director within 48 hrs. in advance of game time will be credited with a loss and not a forfeit. The only exceptions will be those initiated by the Recreation Department and those games will be rescheduled.
- D. If a team forfeits a game, that team must post a \$30 reinstatement fee within 48 hours or be subject to suspension from the league for the remainder of the season.
- E. A team forfeiting 3 games during the spring/summer season or a team forfeiting 2 games during the fall season, other than covered in section III-C, will automatically be suspended for the remainder of the season, and will not be considered for league play for the next 2 seasons. That team's game record will not be counted in the team standings.
- F. If a team forfeits either game in the playoffs, that team will be ineligible to play for the next 2 seasons, except in cases covered in section III-C.
- G. Make-up games will be made up at the sole discretion of the league supervisor, in order to stay within the schedules as much as possible.

IX. PROTESTS

- A. Protests will be based on interpretations of rules only. Decisions regarding the judgment of the umpires shall not be considered or received.
- B. Whenever a matter of protest arises during a game, the captain or manager of the protesting team shall immediately notify the umpire, the scorekeeper and the opposing manager. This will enable all interested parties to take notice of the conditions surrounding the making of the decision and will aid in the proper determination of the issue. The scorekeeper must make note of all the pertinent information. The protest must also be brought to the league director. The protest procedure in a playoff/championship game is no different from other games.
- C. A formal protest shall include the following: date, time and place of the game, the name(s) of the umpire(s) and the scorer, the file section of the Official Rule or Local Rule under which the protest is made, the decision and the conditions surrounding the making of the decisions, and all essential facts involved in the matter protested.
- D. Protests regarding ineligible players must be filed with the Recreation Department's office 24 hours after the game concerning the protest has been played. Teams using ineligible players will be subject to

forfeiture of all those games in which the ineligible player has participated. In case of an ineligible player participating in a playoff game, the league supervisor/scorekeeper may stop the game if he/she feels a violation has occurred.

E. A player who is proved to have been an ineligible player is automatically suspended for the season.

X. INSURANCE

A. Persons or players participating in activities sponsored by the Recreation Department are not covered in any way for personal or property damage. Players are competing in this program at their own risk. All players must have signed the roster acknowledging that they understand the waiver of liability prior to participation. Should a player play without signing the roster/waiver, the game will be forfeited and the \$30.00 forfeit fee will be assessed. Information on team insurance through A.S.A. can be obtained from the league supervisor.

XI. LEAGUE ALIGNMENT AND PLAYOFFS

A. In some cases the first round leader from each league will move up to a higher league, with the exception of the highest league, and the last place team will move down, the lowest league excepted.

B. Managers should realize that in the second round their teams may have to change their nights of play.

C. The playoffs will be between the top 4 teams in each league and will be single elimination. 1 vs 4, 2 vs 3, and winner vs winner. In every game the highest seed will be the home team.

D. In the event of a two-way tie, the tie will be broken by head to head record among the teams involved. 3 and 4-way ties will be settled in favor of the team having the best head to head record among the teams involved. If a tie still exists, it will be broken by run differential in head to head meetings between the deadlocked teams. If there is still a tie, it will be decided by who won the game played between the deadlock teams. If there is still a tie, a coin flip will be used.

E. AWARDS: T-shirts will be awarded to the 1st and 2nd place teams. The 1st place team will also receive one team award.

XII. MISCELLANEOUS INFORMATION

A. In the event that an official fails to appear, the managers may agree to play without an umpire, but not without a city representative, otherwise the game will be postponed by the Recreation Department and scheduled for a later date.

B. No manager, or representative of a team, or any umpire may waive any playing or league rule at any time.

C. All umpires are to report to their diamonds prior to the scheduled time. The managers are instructed to report to the Recreation Department office the failure of an umpire not showing up at the scheduled time.

D. All comments concerning the league managers, scorers, park attendants, officials and field conditions should be directed to the Recreation Department in writing.

E. Every umpire is a paid representative of the City of Palo Alto. The managers and players are to cooperate with him/her in any and all cases and are to abide by his/her decisions. Officials are instructed to regulate and adhere to all rules and laws of the game.

F. All teams are required to leave the playing field after the completion of their games.

G. Rain Outs: In the event of rain, games will be called by 4:00 if possible. If you are in doubt as to the status of your game because of weather, please call the Field Hotline at (650) 329-2697 or the League Director at (650) 463-4926. If games are not cancelled by 4:00 pm, teams must go out to the fields to see whether or not the games can be played.