

Adult Softball Rules and Regulations

LEAGUE FORMAT

- Leagues will be comprised of four to eight teams and play 10 weeks each season.
- Once placed in a league, a team will remain there for the entire season. There will be no movement of teams after league play has started. The decision to move teams is at the discretion of the Adult Sports Staff.
- The softball season will consist of 10 weeks of scheduled games. There will be no make-ups for forfeits or rainouts.
- At the conclusion of each game, the home team will receive the game ball.
- Infield practice **WILL NOT** be allowed prior to game time.
- Any outstanding or unpaid fees as of the registration deadline will result in your team not being included in the softball league.

AWARDS

- 1st place teams win a prize of \$100.00 towards the choice of a Sponsor Trophy or Team T-shirts.

TIE-BREAKERS

In the event of a tie for the league championship the winner of a given league will determined by a comparison of contending teams' head-to-head win percentage. If the win percentage is even, the head-to-head-runs-for-total will be the next criteria. If the runs-for-total is even, then the runs-against-total will be the final criteria. If the runs-against-total is even, then the two teams in contention for first place will be tied for first place and be deemed co-champions.

SCHEDULE

- Schedules will be played as published.
- If your team cannot make a regularly scheduled game, please inform the Adult Sports Staff at least 24 hours prior to game time. A loss will be recorded in the standings.

PLAYER ELIGIBILITY

- **All players must be eighteen (18) years of age.**
- Players attempting to play under assumed name or age will cause their team to forfeit the game.
- At game time, only players listed on a teams roster or added with an addition/deletion form are eligible to play.
- **Player eligibility MAY NOT be protested after a player has played 2 innings**
- All participants must have in their possession a valid picture ID at all games. A California Drivers license will meet this requirement.
- **Players can only play on one team per division**

ADDITION/DELETION OF PLAYERS

- Players can be added to or deleted from a team roster at anytime up to the 3rd game of the season, **by completing an ADD / DELETE form and returning it to the scorekeeper PRIOR TO GAME TIME.**
- Do not allow at anytime allow a player to participate in a game who is not on the original roster or has not been added properly.

PLAYER CONDUCT (This applies to before, during and after the game.)

- Good sportsmanship is expected to be maintained at all times.
- Continues harassment of officials, players, managers, city personnel, or spectators, will result in an ejection.
- Profanity, derogatory remarks and taunting will not be tolerated. Players who engage in the previous mentioned acts **MAY** be warned (**umpires are not required to warn players but may eject a player without warning**). If the behavior continues, the player will be ejected from the game.
- Fighting or physical abuse of any kind is inexcusable and **will not** be tolerated. Players who engage in any type of physical confrontation will be suspended for at least one (1) game, up to expulsion from the league depending on the severity of the action. Decisions on punishment for fighting is solely at the discretion of the Adult Sports Staff and **is not subject to appeal.**
- Please be aware that fans/spectators are considered part of the team for player conduct purposes. Therefore, they are bound by the same code of conduct as participants and teams are responsible for their actions.
- Adult Sports office reserves the right to place any team or player in the appropriate league.

EJECTIONS

- Any player ejected from a game is automatically suspended for a minimum of one (1) week, and during that week in any other league. Depending upon the severity of the transgression, an ejected player may be suspended for an indefinite period. Upon a second ejection, that player will be suspended for the remainder of the season or longer.
- League officials may eject a player from the game and if deemed necessary the field. If ejected from the field that player has one (1) minute to leave the premises or the game will be ruled a forfeit.
- Umpire may eject any player, coach or manager without prior warning for any player conduct situation regardless of the severity of the situation.
- No appeals will be considered for players that have been ejected from a game.
- In the event a player leaves the game due to an ejection, the result will be: that player will be recorded and an "out" at their next turn at bat only.
- In the event a player leaves the game due to an ejection, injury or other reasons prior to the conclusion, the result will be: that player will be recorded as an out at their next turn at bat only.

PROTESTS

- At the time of the incident, the manager must immediately notify the official, scorekeeper and the manager of the opposing team that the game is continuing under protest.
- **The protesting manager must submit (in writing) a detailed statement of facts including all rules which were misinterpreted and a \$30 deposit to the City by 5pm the next day of the protested game.**
- Deposits will be returned if the protest is upheld.
- Judgement calls are not protestable, only misinterpretations of the rules and player eligibility can be protested. Examples of protests that will not be considered are as follows:
 - a) Whether a batted ball was foul or fair.
 - b) Whether a base runner was safe or out.
 - c) Whether a pitched ball was a strike or a ball.
 - d) Whether a pitch was legal or illegal.
 - e) Whether a base runner did or did not touch a base.
 - f) Whether a base runner left his/her base too soon on a caught fly ball.
 - g) Whether a fly ball was or was not caught
 - h) Whether or not an infield fly is an infield fly.
 - i) Whether there was or was not interference/obstruction.
 - j) Whether the field is fit to continue play.
 - k) Whether there is sufficient light to continue play.
 - l) Any other matter involving only the accuracy of the umpire's judgment.
- All protested games will be completed from the point of the protest at the end of the season and only if league standings are affected.

FORFEITS

A game will be ruled a forfeit if any of the following apply:

- A team fails to field the required number of players (8 rostered players) by game time.
- If neither team is ready to play, it will result in a double forfeit.
- Any player or manager consumes alcoholic beverages during the game.
- Continued delay of game
- Continued harassment of officials, players, managers, city personnel or spectators.
- A team uses an ineligible player or players.
- In the opinion of the official, a manager does not control his/her team.
- Game time is forfeit time, **there is no grace period.** However the opposing manager may allow a 5 minute delay. Whatever the results of that game may be, the score will stand.

ALCOHOLIC BEVERAGES/SMOKING

- **Absolutely no alcoholic beverages may be consumed during any game by players or managers. Smoking is not permitted on the ballfield**

- **PLEASE REMEMBER THAT ALL GAMES ARE PLAYED ON SCHOOL PROPERTY AND THERE IS NO ALCOHOL OR SMOKING PERMITTED ON SCHOOL GROUNDS AT ANY TIME!**
- Any player who consumes an alcoholic beverage or smokes during any game will immediately be ejected from that game and that player will receive a mandatory one game suspension for the next scheduled game. In addition, the team will forfeit that game.
- In consideration of your safety and the safety of other participants, please do not show up to games intoxicated.
- **No smoking or alcoholic beverages are allowed at any field at any time before, during or after games).**

UMPIRES/ SCOREKEEPERS

- Umpires have the final say on the outcome of any game. If you have a concern with an umpire, please complete an Umpire Complaint Form and return it to the Adult Sports office before the next game.
- Umpires can rule a game a forfeit if they know for a fact that a team is using ineligible players.
- Any disputes concerning the score of the game should be settled during each half inning.
- Score sheets are available from the umpire.

RAIN OUT POLICY - Phone #: 909-798-7572 ext. 4

- Teams may call the above numbers on the appropriate days or visit the website at www.redlandsadultsports.org and click on 'Latest News' to check for rainout announcements.
- **Umpires will make the decision on site to continue or postpone games in progress due to any unsafe situation or inclement weather.**

PITCHING ARCS, etc.

- All leagues will use a LIMITED arc pitch meaning a minimum of over the batter's head and a maximum of 12'.
- Everyone starts off with a 1 & 1 count.
- Pitchers may start up to 6 feet behind the pitcher's mound.
- There is a no-hit-zone (or 'cold-zone') the width of the batter's box starting at home plate extending out to the pitcher's mound and ending 6 feet behind the pitcher's mound. Any ball hit into this no-pitch zone or within arm's reach of the pitcher will be ruled an out. The only exception to this rule is: if the team playing defense is able to turn a double play, balls hit into the cold zone are not ruled an out.

LINE-UPS

- The team manager must either submit a line-up to the umpire or write their team line-up in the scorebook for the scorekeeper five (5) minutes prior to game time.

- **Line-ups must have the first initial and last names of all players participating in that game.**
- **Any late arriving rostered players can be added to the bottom of the line up during any inning in the game.**

LEGAL AND COMPLETE GAMES

- All games will be 7 innings or 1 hour and 10 minutes, whichever occurs first.
- If at the end of 7 innings or 1 hour and 10 minutes the game is tied, 1 additional inning will be played only if there is 10 minutes or more left on game time. If the score remains tied at the end of the additional inning, the game will be recorded as a tie.
- Once a new inning has started, it will be finished.
- If the home team is ahead at the expiration of the time limit, the game will be considered legal and completed.
- A game is considered legal and complete after 5 full innings.
- If a game is called due to weather conditions, light failure or other unsafe situations after it has become a legal game (5 full innings), it will be deemed complete.

RUN RULE

- **A game will be considered complete if the home team is ahead by 20 runs or more after the 4th inning or 15 runs or more after the 5th inning.**

ON SPORTSMANSHIP

- **All runners MUST avoid contact with the fielder at any base. If the runner has the ability to avoid contact, he/she MUST do so.**
- Failure to avoid contact may result in that player being called out and/or ejected from the game. In addition, other runners may also be called "out."

COURTESY RUNNERS

- ✓ **A team may request two courtesy runners per inning.**
- ✓ **The courtesy runner must be the last "out" in the line-up.**
- ✓ **Courtesy runners should be used for injured players only. Please don't abuse this rule for slow runners.**
- ✓ **If there is an abuse of this rule, this privilege will be eliminated.**

FOUR FOUL RULE

- ✓ **The second foul ball on the second strike will be considered a strikeout and an out will be recorded for that batter.**

EQUIPMENT

- ✓ **Titanium and Triple walled bats are outlawed in all City of Redlands Softball Leagues.**
- ✓ **Double walled bats are allowed for all leagues, including the women.**
- ✓ **No metal cleats.**

- ✓ **Any glove may be worn and used at any position.**
- ✓ **The Miken Ultra 1 and 2 are banned.**
- ✓ **No demo bats. This means that bats not yet available on the market are banned.**

LEADING OFF AND STRIKE MAT

- ✓ All games will be played with a strike mat behind home plate.
- ✓ Base-runners must remain on the base until the ball has left the pitchers hand. Base-runners may lead off, but no stealing is allowed.
- ✓ A base-runner will be called out if after the pitch, the opposing team's catcher throws the ball directly to that base before the runner returns to the base, (no tag is necessary, it is considered a "force out"). If the attempted "pick off" throw from the catcher is errant, that base-runner and any other base-runners may advance at their own risk.
- ✓ A strike will be called if a legal pitch lands anywhere on the plate or mat.
- ✓ The strike mat is not an extension of home plate. For scoring purposes, players must touch home plate when scoring. In the case of wet bases, please do not use the mat for scoring. The mat is an unstable surface, please use dirt in the front of the plate.

CO-ED DIVISION RULES

- ✓ Players must bat in alternating order of gender.
 - ✓ **If a man is walked on three straight balls (no strikes), he will receive second base. The next female batter does have the option of taking first base in the upper divisions (B and C)**
 - ✓ Until the batter swings at the pitch, only one outfielder may play in front of the 160 foot restriction line in the outfield (rover position).
 - ✓ **The rover must be a female when the batter is a female.**
- Co-ed TEAMS may play in any of the following combinations :**
- ✓ **5 men and 5 women**
 - ✓ **5 men and 4 women**
 - ✓ **4 men and 5 women**
 - ✓ **4 men and 6 women**

POLICY REGARDING WINNING THE LEAGUE

If your team is league champion two seasons in a row you will move up to the next available division for the following season.