

ADULT SOFTBALL RULES AND POLICIES

SCHEDULES:

- 1) Games will be played as called for by schedules made up by the Carmichael Recreation & Park District
- 2) Game time will depend upon the number of teams in the league. All games will be played on ball field two at Carmichael Park (lighted).
- 3) Home team for each league will be designated on the league schedules.
- 4) Standings: Wins count as 2 points, ties as 1 point, and losses as 0 points in the official standings. A tie for third place will be broken by the following: (a) Head to Head, (b) Run differential, (c) Coin flip.
- 5) Park Hours – Carmichael Park officially closes at 11pm. All players are required to vacate the premises no later than 11pm. Our scorekeeper will wait approximately 10 minutes after the last game to turn off the field lights. At that time the park gets really dark. We recommend all teams gather their equipment and leave as soon as their game is over.

ELIGIBILITY:

- 1) Only individuals 18 years of age and older will be permitted to play.
- 2) A Driver's License or Identification Card with picture and birth date must be shown upon request to the umpire or CRPD official. If a player does not produce identification, then the game will be subject to forfeiture, the individual in question must provide proper identification within 24 hours to the recreation department office
- 3) All teams must have a completed team roster turned in to the scorekeeper on their 1st scheduled team game. Any team without a completed roster turned in by the 2nd scheduled team game will be ineligible for playoffs. Without a completed team roster, all team games will be considered a forfeit at the end of the season.
- 4) Teams must have a minimum of 10 players and no more than a maximum of 16 players on their roster. Teams can add or delete players on their roster up to their 5th league game. No additional players may be added at that point.
- 5) If the umpire or the scorekeeper determines there is an ineligible or illegal player before the game, said player will not be allowed to play.
- 6) A player cannot play for more than one team in the same league (including subbing).
- 7) Teams using unregistered or ineligible players shall forfeit the game in which such players took part, to the opposing team, provided proper protest procedure is followed.
- 8) The recreation district will be the final authority in determining the eligibility of all players.

TIME OF GAMES:

- 1) Line Ups – The team’s line-up must be submitted to the scorekeeper before each game begins, and include both first and last name of all players. The scorekeeper will hold onto this copy so please make another copy of it for yourself. Please have your line-up submitted to the scorekeeper 10 minutes before scheduled game time.
- 2) Games will be governed by a 55 minute time limit kept by the scorekeeper. Time will start when the umpire calls, “Play Ball.”
- 3) Championship games will be governed by a 65 minute time limit kept by the scorekeeper. In the case of a tie, International Tie-Breaker Rules will be used.
- 4) Game time is forfeit time. No grace period will be allowed. No umpire will umpire a forfeited game. Please call the recreation district for forfeits at 483-7826.
- 5) There are no provisions to make up postponed games. If a team cannot field a team when scheduled to play they cannot postpone the game and make it up at another time.
- 6) If an umpire believes a team is stalling for time, he/she has the authority to call the game and forfeit to the opposing team.
- 7) If an inning is in progress at the end of the time limit, then time will continue until the inning is completed, unless the home team is batting while leading the game. If, at the end of the time limit a game is tied, one more inning will be played. If the game is still tied, it ends in a tie.
- 8) Games rained out or suspended will be made up at the end of the season. Original schedules should be followed and a schedule of the make-up games will be mailed.

FORFEITS:

- 1) Teams failing to appear with at least nine players at the game time will forfeit the game to the opposing team. (Eight players for the Co-Ed leagues).
- 2) Any team using ineligible players will forfeit the game in which such players took part to the opposing team. Whenever a team determines that another team is using an ineligible player, not the inning and the score to the scorekeeper. Game will be continued and league officials will determine the next day if the player was eligible. If so, the game is a forfeit.

PROTESTS:

- 1) A protest based on the misinterpretation of a playing rule shall be filed by the manager or captain of the team immediately following any such play with the scorekeeper. The scorekeeper will note the innings, outs, score and other pertinent information at that time. Should a team manager or captain decide to protest after play has resumed or after the game is over, the protest will be denied.
- 2) All protests must be made in writing and must be filed in the recreation office, 5325 Engle Rd, Suite 100 within 24 hours after the protested game has been played. The office is open Monday through Friday, 8am to 6pm. If the following day is a holiday or weekend, the time limit will not expire until one district work day.
- 3) Any protest filed after the 24 hour limit will not be accepted.
- 4) Written protest must be accompanied by a \$10 deposit and must give all the facts involved in the protest such as a specific rule that was misinterpreted or ineligibility of a player.
- 5) If the protest is upheld, the \$10 will be returned. If the protest is denied or disallowed, the \$10 deposit will be kept by the recreation department.

UNIFORMS AND EQUIPMENT:

- 1) Uniforms are not mandatory in any league, but no ball player shall be allowed play in a game if he/she has no shoes or shirt on. The umpire will be informed that a player will not be able to play if this situation should occur.
- 2) No metal spikes may be used by any players.
- 3) **BATS** – Be sure to check the ASA Rule Book for up-to-date bat requirements. The umpires will check the bats for proper grip, taping, knobs, weight, dents, etc. Bat rings, donuts, propellers, etc. are not allowed. For a list of certified bats visit www.usasoftballsacramento.org.
 - The umpire may inspect all bats at any time before or during the game. Any bat not meeting inspection standards will not be allowed to be used and the batter using the bat will be called out.
 - If a player uses a bat that has already been removed from the game, the team will forfeit the game.
- 4) **SOFTBALLS** – Balls will be provided by the District. 12” balls will be used for the male players and 11” balls for the female players.

UMPIRES:

- 1) Umpires assigned to the game will have complete charge of the field and games. He/She has authority to banish players, managers, or other persons from a player’s bench or general area for misconduct, delaying the games, or for any other reason deemed necessary for the good of the games. If a team cannot control spectator’s actions, the games will be forfeited (language, derogatory remarks toward players, etc.).
- 2) Umpire’s decision will be final, except as to misinterpretation of the playing rules.
- 3) Any player banished from a game will be required to leave the players bench and can be directed to leave the park if the umpire so orders. A player will not be permitted to direct remarks toward the umpire even though such player is in the spectator’s area. Such player will be ineligible to play in the next scheduled game for that team. Once banished from a playoff game, such player will be ineligible for the following game in playoffs.

REFUND POLICY:

- 1) A team withdrawing 7 working days prior to the schedule start will receive a total refund minus a \$50 administration fee.
- 2) A team withdrawing 1-6 working days prior to the scheduled start will receive a total refund minus a \$100 administration fee.
- 3) If a team withdraws after the start of the season, no refund will be granted.
- 4) No refunds will be granted for no shows.

CO-ED SOFTBALL LEAGUE RULES:

All Games shall be governed by the current ASA official slow-pitch rules, and modifications put into effect by the Carmichael Recreation & Park District as listed below.

- 1) District scorekeepers will keep the official scorebook for all leagues. This is part of the league fee.

- 2) In accordance with ASA, there must be an equal number or more females in the playing field than males. Teams cannot begin a game with more males playing defensively than females. However, if a team is playing with only 9 players, 5 men and 4 women will be allowed defensively with an automatic out in the last female spot in the line up. At no time will more than 5 males be allowed defensively on the field.
- 3) The batting order must alternate male to female. A team losing a female to injury, disqualification, etc., and not replacing that spot in the lineup will be allowed to bat more males, however, an automatic out will result in the batting order vacated by the injured, disqualified, etc, female.
- 4) Teams can bat up to 14 players.
- 5) Batters start with a 1-1 count.
- 6) When a batter has 2 strikes the 2nd foul ball is a third strike foul ball and constitutes an out
- 7) In accordance with ASA, when any male batter is walked, it will result in a two base award. The next batter (a female) will bat. Exception: With two outs, the female batter has the option to walk or bat.
- 8) **Commitment/Safety Line** – A “Commitment Line” will be drawn perpendicular to the third base line, one half the distance down the line from third base toward home plate. Once a player crosses the Commitment Line they must continue through to Home and cannot return to third base or will be called automatically out. All plays at Home Plate will be force outs. Runners who touch home plate will be called out.
- 9) **Halo Rule** – In an effort to provide some protection for the pitchers in the program, the Carmichael Recreation and Park District League will be enforcing a new “Halo Rule” for all male and female batters.

A pitchers box will be created (chalked) that will measure 2” x 5” extending back from the pitchers plate. The pitcher may pitch from anywhere within the pitchers box. The player must remain completely in the box unless pitching from the pitchers plate. Any ball hit by a male or female on the fly that is head height or below that passes through the pitchers box or strikes the pitcher will be an automatic out. All runners must return to their bases. This is a judgment call by the umpire.
- 10) **STRIKE MATS** – All slow pitch leagues will use a strike mat to determine ball and strike count.
- 11) **HOME RUNS** – Each team is allowed 2 over the fence homeruns per game. Any home run after one will constitute an out.
- 12) **GROUND RULES** – Determined during the pre-game meeting with the agreement of both team managers and the umpire.
- 13) **COURTESY RUNNER** - One courtesy runner is allowed per inning per gender. The runner must be the player of the same sex who made the last out.
- 14) **PITCHING** – The pitcher must start his/her motion and have one foot in contact with the pitching rubber when releasing his/her pitch.
 - There is a 6-foot minimum height required on all legal pitches. The maximum height is 10 feet.
- 15) **TIED GAMES** – Games that are tied after the time limit has expired will remain tied. There are no extra innings in regular season games. In playoff games, tied games will continue 1 inning at a time until the tie has been broken.

- 16) Fake tags are not allowed. It is the official's discretion to warn the player/teams or make an ejection if he/she thinks necessary.
 - 17) Any player with a bleeding wound and/or blood stained clothing must leave the game until all bleeding is stopped, all wounds are properly covered, and all blood and blood stained clothing is removed. Failure to comply with this policy may result in ejection from game.
 - 18) Sliding is allowed. Stealing is not allowed.
 - 19) If any team is up by ten (10) runs or more when time expires the game is considered over at that point. If the time expires during a live ball the expiration of time will occur once the umpire calls "time" when the ball becomes dead.
 - 20) During wet weather conditions, managers are required to call Carmichael Recreation and Park District's Recreation Office at (916) 483-7826 after 4pm for postponement information. Any games postponed will be made up at the end of the season.
 - 21) Teams are responsible for the actions of spectators seated on their side of the field. Unsportsmanlike conduct of spectators can result in a forfeit. Abusive language will not be tolerated from players or spectators. If the team does not know the spectator, please tell the scorekeeper so he/she can ask the spectator to leave.
 - 22) Managers are asked to report any hazardous field conditions or acts of vandalism to the scorekeeper, the Recreation Office at (916) 483-7826, or email alaina@carmichaelpark.com
 - 23) Individual awards will be given to the first place team.
-

PLAYER CODE OF CONDUCT

The Carmichael Recreation and Park District has adopted the following "Player code of Conduct." These rules of conduct will be strictly enforced during the season. A violation committed in any activity conducted under the auspices of one of this organization will be honored by ALL members there of.

- 1) **NO PLAYER SHALL:** At any time lay a hand upon, shove, strike, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his/her case has been considered by the League Supervisor.
 - Minimum Penalty:** Suspension from two league games and placed on probation for the remainder of the season.
 - Maximum Penalty:** Suspension for life and/or assault charges filed.
- 2) **NO PLAYER SHALL:** Refuse to abide by officials' decisions. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until the League Supervisor has considered his/her case.
 - Minimum Penalty:** Placed on probation for the remainder of the season.
 - Maximum Penalty:** Suspension for two league games and placed on probation for remainder of the season.
- 3) **NO PLAYER SHALL:** Be guilty of objectionable demonstrations or dissent at official's decision.
 - Minimum Penalty:** Warning by the official.
 - Maximum Penalty:** Removal from the game.

- 4) **NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official, except the manager or captain.
Minimum Penalty: Warning by the official.
Maximum Penalty: Removal from the game.
- 5) **NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the League Director.
Minimum Penalty: Placed on probation for the remainder of the season.
Maximum Penalty: Suspension for two league games and placed on probation for remainder of season.
- 6) **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor upon any player, official, or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Player will remain on suspension until the League Supervisor has considered his/her case.
Minimum Penalty: Suspension from two league games and placed on probation for remainder of season.
Maximum Penalty: Suspension for life and/or assault charges filed.
- 7) **NO PLAYER SHALL:** Be guilty of an abusive verbal attack upon any player, official, or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Should the verbal attack occur either before or after the player's game is completed, or from with the spectator area, said player will still be reported to the League Director, with possible suspension being the result of said player's actions. Player shall remain on suspension until the League Supervisor has considered his/her case.
Minimum Penalty: Placed on probation for remainder of season.
Maximum Penalty: Suspension for the remainder of the season.
- 8) **NO PLAYER SHALL:** Appear upon the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from further play and report such player the League Director for further consideration.
Minimum Penalty: Suspension for two league games and placed on probation for the remainder of the season.
Maximum Penalty: Suspension for remainder of season.
- 9) **NO PLAYER SHALL:** Be guilty of gambling upon any play or the outcome of games with any spectator, player, or opponent. Officials are required to report violation of this rule to the League Director.
Minimum Penalty: Placed on probation for the remainder of the season.
Maximum Penalty: Suspension for the remainder of the season.
- 10) **NO PLAYER SHALL:** Smoke while coming off or going on the field of play, or while on the field of play or in the dug-out.
Minimum Penalty: Warning from official.
Maximum Penalty: Removal from the game.

Special Notes:

- Any player being placed on probation for the remainder of the season and reported again for violating the “Code of Conduct” will be suspended for the remainder of the season.
- Any player removed from the game must leave the park or school facility immediately. Failure to do so will carry a maximum penalty of suspension for the remainder of the season. Any suspended player cannot attend league games during their suspension.
- Appeals may be lodged with the League Director or League Supervisor ONLY!