

Redwood City Parks, Recreation and Community Services Department  
1120 Roosevelt Ave. Redwood City, CA 94061  
(650) 780-7311

## **2017 FALL MODIFIED SOFTBALL**

**Rain-out and field conditions Hotline (650) 780-7389**

**League web site for scores, standings, and schedules:**

[www.quickscores.com/redwoodcity](http://www.quickscores.com/redwoodcity)

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**\*League Fees:** \$585.00 (per team) for the 6 game Season.

**\*\*Returning team priority** – All returning 2016 Teams payments are due before **August 25<sup>th</sup>, 2017 (Before 5pm).**

**\*\*New Team priority will be based on a first come basis.** Turn all of your completed paperwork in right away, as we will only have room for 7 teams playing in the modified league this season. The sooner you turn your paperwork in, the higher NEW Team priority you will have.

**Last day to sign up is August 25<sup>th</sup> for all teams!**

**\*\*Managers Meeting:** There will not be a managers meeting this season!

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### **I. THE LEAGUE**

The league format is a **6 game schedule.**

The top four teams will be invited to the playoffs (2 vs. 3 and 1 vs. 4) then winner of those games will compete for the Championship. This could change depending on number of teams in the league.

**Official League play will start on Friday September 8th, 2017.** All games will be played on **Fridays Nights** at Hawes Sports field.

**\*\* D-1 Divison - Open Division** (Average / above average skilled players)

## II. **PLAYER ELIGIBILITY**

- A. All players must be 18 years of age.
- B. Players may play on only one team in the modified league.
- C. Players detected of falsifying addresses to meet residency requirements will be suspended for a minimum of one year and shall cause his team to forfeit any games in which that person has participated (managers may also be suspended).
- D. No individual will be allowed to participate in the league until that person has signed the Official Team Roster and read Exhibit A.
- E. Women may play in the modified softball league.

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## III. **PLAYER ROSTER**

- A. Each team may carry a **maximum** of 18 players only.
- B. Players may be added to the rosters through the (2nd) league game of the season.
- C. Roster additions must be made at the Red Morton Community Center, 1120 Roosevelt Ave. **Players must personally come into Red Morton and sign the roster, to be legal. Any non resident who is not on the official roster, and wants to be added to the team – a fee of \$10.00 dollars will be charged when signing.**
- D. Teams that participate in one game, automatically forfeit their right to reclaim any part of their entry fee if they drop or are suspended from the league.
- E. In order to be eligible for the playoff games, a player must have participated as a player in at least (2) two league games.

## IV. **RULES AND REGULATIONS**

- A. **Official rules as set forth by the Amateur Softball Association (A.S.A.) will be used with the exception of any local league rule added by the League Director.**

## B. MODIFIED PITCHING RULES – ASA 2016 rule book.

### **Section 1. PRELIMINARIES**

Before starting the delivery (pitch), the pitcher shall comply with the following:

- A. The Pitcher may not take the pitching position on the pitcher's plate without having the ball in his possession.
- B. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- C. The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases.
- D. While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or the pitching hand.
- E. The pitcher shall hold the ball in both hands for not less than one second and not more than 10 seconds before releasing it, and both feet must remain in contact with the pitching plate at all times prior to the forward step.

### **Section 2. STARTING THE PITCH**

The pitch starts when one hand is taken off the ball after the hands have been placed together.

### **Section 3. LEGAL DELIVERY**

- A. The pitcher must not make any motion to pitch, without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball and returns the ball to both hands.
- C. The pitcher shall not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher may not take the ball behind the back on the back swing.
- E. The pitcher must not use a windmill or sling shot- type pitch or make a complete revolution in the delivery.
- F. *Position of the ball (9 Player Only)*  
No restriction on the backward swing or on the downward motion and during the complete delivery.
- G. The delivery must be an underhanded motion with the hand below the hip and the pitcher's palm may be pointing downward.
- H. *Arm, shoulder, hip: (9 player Only)*  
No restriction on the arm. The shoulders and driving hip must be squared to home plate when the ball is released.

**PLEASE NOTE- {RWC LOCAL PITCHING RULE} – SHOULDERS AND HIP MUST BE SQUARED AT ALL TIMES DURING THE ENTIRE PITCHING MOTION, HIPS CANNOT BE OPENED DURING DELIVERY)**

I. The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.

J. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and towards the batter within the 24 inch pitchers plate. The pivot foot must drag and not lose contact with the ground. The stepping foot must be pointed toward home plate and must not touch the ground in front of, cross over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate, providing contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion, and is an illegal act.

K. Pushing off with the pivot foot from a place other than pitching plate is illegal.

L. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.

M. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire has indicated "play ball".

**N. PLEASE NOTE – CROW HOPS ARE ILLEGAL. PITCHERS BACK FOOT MUST BE DRAGGED DURING THE ENTIRE PITCHING MOTION, OR WILL BE CALLED ILLEGAL. PITCHER MUST CORRECT MOTION AFTER WARNING, AND FAILURE TO DO SO WILL RESULT IN PITCHER BEING REMOVED BY UMPIRES. THIS HAS BEEN A PROBLEM IN YEARS PAST, AND PUT THE UMPIRES IN A VERY DIFFICULT SITUATION. PLEASE TEACH PROPER FORM WITH ANYONE ATTEMPTING TO PITCH THIS SEASON.**

#### **Section 4. INTENTIONAL WALK –ASA rules adjusted from RWC director.**

**(LOCAL RULE) Although ASA rules states that you must pitch all 4 pitches to the batter in this case, our Redwood City Local rules will allow intentional walks to be automatic, since the time limit on games is 1 hour and 10 minutes. This will help speed up the games in this situation.**

#### **Section 6. FOREIGN SUBSTANCE**

A. Any defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin into the glove and then placing the ball in the glove is an illegal act. Resin must be kept on the ground behind the pitcher's plate. A pitcher who licks their fingers, must wipe them off before bringing them in contact with the ball.

B. The pitcher shall not wear any items on the pitching hand, wrist, forearm, elbow or thighs, which may, in the umpires judgment, be distracting to the batter. Batting gloves may not be worn on the pitching hand. EFFECT – An illegal pitch shall be called on the first offense. If any defensive player should continue to place a foreign substance on the ball, the player should be ejected from the ball game.

#### **EFFECT – Sections 1-8**

A. Any infractions of sections 1-8 is an illegal pitch.

B. The umpire shall give a delayed dead ball signal and verbally state "illegal pitch".

### **Section 9. WARM UP PITCHES**

3 warm up pitches should be given to a pitcher between innings, or 1 minute of time. Depending on the game clock and/or other factors, this may be reduced, and depends on the umpire behind the plate.

### **Section 10. NO PITCH**

#### **No pitch shall be declared when:**

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before a batter has taken a position in the batters box or when the batter is off balance.
- C. A runner is called out for leaving the base prior to the pitcher releasing the pitch.
- D. A pitch is delivered before a runner has returned to the base after being legitimately off that base.
- E. No player, manager, or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive for the purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

### **EFFECT – Section 10-A-E**

The ball is dead, and all subsequent action in that pitch is cancelled.

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### **C. Local Rules enforced in RWC**

#### **1. Game Time: One hour and Ten minutes**

(Games will start at 6:15, 7:30 & 8:45 PM) Once the game time has expired, the game will end after the home team has batted in the inning (if losing), or if the home team is winning at that time. Tied games will be played as listed below under rule number 12.

Complete Game: There is no requirement on numbers of innings played to have a complete game, unless game is called because of weather, or unexpected circumstances. Normally 4 innings would constitute a complete game, but because some innings run longer than expected, a complete game will be considered when the 1 hour and 10 minute time frame has expired.

#### **2. Distances:**

- a) Bases will be set at 65 feet
- b) Pitcher's mound will be 43 feet.

3. **Balls and Strikes:**

**STRIKE COUNT**-(4 balls and 3 strikes)

**BUNTING**

a) A batter who has 2 Strikes on them, and attempts to bunt, the following rules apply.

\* Bunt is in fair territory, live ball.

\* Bunt is foul territory, the batter will be called out.

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**FOUL BALL RULE:** *Four fouls and your out!*

A batter with 2 strikes on them- will get one additional foul ball. The next ball must be fair, or batter will be declared out.

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4. **Batting Line-up:**

a) 9 Person Line-up

b) Continuous Line-up

5. 12 Run Rule in effect for all games this season, including playoffs.

**Championship game will be a 15 run “blowout rule”!**

6. Games will start on schedule if eight players are present. **There will be a grace period allowed for the first scheduled game of the night only.** The grace period will be 10 minutes and the clock will start exactly at 6:15pm. The offending team will be penalized their at bats the first inning (automatic 3 outs).

7. If you start a game with 8 players, you may add up to the 9 player limit as late arriving players show up during the game, if you have batted around the line up. If you have not batted around the line-up, you may add as many players as you like to the lineup.

8. Home team will be listed first on the schedule and will occupy the first base dugout side of the field.

9. **No alcohol permitted in parks or around the playing fields at any time. Keep the booze at Home please!**

10. Players must be able to show identification on the field if a question of eligibility arises. Questions of eligibility must be raised upon player's entry into the game (or the players first at Bat) and / or prior to the end of the **2nd inning**. No I.D., if requested, game will result in a forfeit.

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11. **Courtesy Runner –THE “RUSTY” RULE!** For the MODIFIED season, we will allow one courtesy runner per inning. The courtesy runner must be the last recorded out.

12. **TIE BREAKER RULE**

At the end of seven innings, (or if time has expired), and if the game is tied, we will use the **International Tiebreaker**. At the start of the 8<sup>th</sup> inning, (or if game time has expired) The last recorded batter of the inning prior will begin on 2<sup>nd</sup> base. (e.g. If the number five batter is the lead-off batter, the number 4 batter in the batting order will be placed on second base) Each team will begin play this way at the start of each half inning.

**NEW RULE – 2017 Tie Games**

We will play 2 international tie breaker inning, then, if no clear winner, declare the game a tie. All games must be completed before 10:15 pm, due to Neighbors complaints. If need be, we could play an additional game, should the tie determine overall standings.

13. All adult modified batters, including the on deck batter and runners must properly wear NOCSAE approved batting helmets.

All helmets must be purchased by each individual team – we will not provide helmets this season.

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14. **BATS – {PLEASE NOTE}**

**All bats for this season will be provided by the league.**

We will be using 3 bats {26, 27, and 28 ounce bats}. These bats are single wall aluminum bats. It will level out the playing field equally, and put a premium on base running and defense. Please inform all of your players about this rule. Under NO circumstances will any other bats be allowed during the season. Player’s who step into the batters box with any bats that are not the official league bats will be called out. If the player should use a non league bat, and gets on base, the player can still be called out, unless a pitch has been thrown to the following batter in the lineup.

Additional bats may be donated to the league for use, but will remain in the leagues procession the entire time. If you would like to donate a bat to the season, please contact the league director. All bats donated, will be used by every team in the league. We will return them at the end of the season.

15. This year's official softball for all men's Modified league will be the either the **"NEW" Dudley cork ball**. This ball will work perfect with the bats we will be using. Pitchers will find this ball easy to throw, and they will be able to move the ball around the strike zone easily.

16. **Sliding or No Collision Rule:**

When a defensive player has the ball or is about to receive the ball, and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner is to be declared out.

EFFECT: The runner is out, the ball is dead and all other runners must return to the last base touched at the time of collision.

NOTE: If the act is determined to be flagrant, the offender shall be ejected. Blocking the base is not allowed, unless the defensive player has control of the ball.

Head first slides are permissible.

Defensive players cannot fake a tag without the ball. If so, the umpire shall award the obstructed runner and each runner affected by the obstruction, the bases they would have in his opinion reached had there been no obstruction. Players may be ejected for faking tags.

17. **Profanity Rule:**

Profanity at the ball park will not be tolerated and players are subject to being ejected. The umpire may or may not give a team warning. A rule of thumb will be if it is loud enough for the field umpire to hear, it is loud enough to be penalized. **"F-Bombs"** are automatic ejections.

**All players who play in the modified fast pitch league must not argue with umpires during the games and/or after the games. Repeated offenders will be suspended for the season. Team managers are the only people who should be talking to the umpires over calls, and should communicate this to each player.**

18. **Ejection Rule:**

When an umpire has ejected a player or team from the game, it may result in a 1 game (or more) suspension that carries to the next game. The League Director will review any ejection that may require more than just a one game suspension. The Team Manager will receive notification of any suspension per written notice, e-mail, or phone call.

**19. Bleeding Rule:**

Any cut, bleeding player, or coach must be removed immediately from participating until such time that the bleeding is stopped and any necessary dressing has been applied. For example, a player with a bloody nose or scrape from sliding will not be allowed to participate until the bleeding is stopped or bandaged adequately. The game official is in charge of establishing when a player may return to the game. Teams are encouraged to bring their own first aid kits. The lineup will be compacted, with no penalty, unless the team drops below 8 players in the lineup. Once the bleeding has been stopped, the player can return to the lineup.

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**HOMERUN RULES – \*\*PLEASE NOTE\*\***  
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No "OUT OF THE PARK" homeruns are allowed at Hawes Park.

At Hawes Park, any ball hit out of the park in fair territory is 3 outs. If there are one or two outs when the ball is hit, you will start the next inning with one or two outs. The one or two players who would have been up are called out and will not bat. The player is disqualified from playing the rest of the game and there is no substitution allowed. An out is recorded every time that player is scheduled to bat.

NEW RULE 2017 – Center Field Short Fence – Any ball clearing the center field fence, but not out of the park, will be called a ground rule double. Should it clear the fence behind the short fence, it would be an ejection penalty, listed above.

Players WILL be held liable for any damage caused by a ball hit over the fence, fair or foul, with the only exception being the parking lot at Hawes School. Please inform all players to park at OWN risk, and be aware of the liability issues while playing at HAWES PARK.

Players who hit the ball out of the park at HAWES, (in Fair Territory) will be ejected from the game, but no further penalties will be assessed. However, repeated "OUT OF THE PARK" Homeruns by an individual player will result in the following:

- 1<sup>st</sup> - "Out of the Park" Homerun = ejected from the game
- 2<sup>nd</sup> - "Out of the Park" Homerun = ejected from game + 1 extra game
- 3<sup>rd</sup> - "Out of the Park" Homerun = Suspended for the rest of the season

**Keep in mind, Players will be held liable for damages that occur.**

## V. **PRE-GAME AND GROUND RULES**

- A. Line-up cards must be turned into the scorekeeper **five minutes** prior to game time. **DO NOT TURN IN NAMES OF THOSE THAT ARE NOT PHYSICALLY IN ATTENDANCE**. An out will be recorded, every time that spot in the line up comes up. Exception is, if player shows up, he can enter in original spot of the batting order. (ID may be checked)
  - B. Home team will be listed first on the schedule and will occupy the first base dugout.
  - C. No batting practice or infield practice will be allowed before the game
  - D. The bats should be switched between innings to each of the dugouts.
  - E. **We will use a double 1<sup>st</sup> base**
    - 1. A batted ball hitting the white portion is declared fair and batted ball hitting the colored portion is declared foul.
    - 2. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at 1st base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to 1st base. Once the runner returns to the white, no appeal can be made. On any force out attempt from the foul side of 1st base, or an errant throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or the colored portion.
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## VI. **PROTESTS**

- A. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an official.
- B. Protests that will be received and considered, concern matters of the following type:
  - 1. misinterpretation of a playing rule
  - 2. failure of an official to apply the correct rule to a given violation
  - 3. failure to impose the correct penalty for a given violation
- C. All protests must be lodged before the next pitch to the home plate Umpire and the scorekeeper.

D. Protest must be filed in writing to the league director by 5:00 p.m. the next working day after the incident, with a \$50 protest fee. If the protest is upheld the fee will be returned, if not, the fee will go into the general fund.

**Protests for illegal players must be done prior to the completion of the second inning, or upon entry into the game (or before the persons first at bat).**

A formal protest must contain the following information:

1. Names of teams involved
  2. Date, time and place of game
  3. Names of the officials
  4. Rule and section of the official rules or local rules under which the protest is made
  5. The decision and condition surrounding the making of the decision
  6. All essential facts involved in the matter protested
  7. Name of ineligible players
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## VII. **EQUIPMENT**

- A. Each team is responsible for providing their equipment (Helmets, 1<sup>st</sup> aid kits, etc) **Bats will be provided by the league. Please leave your bats at home.**
  - B. One new game ball is provided for each game. Used balls will be used as backups. Teams are required to retrieve balls that are hit into foul areas.
  - C. Use of a face mask and a throat guard is **mandatory for the catcher.**
  - D. Matching shirts are recommended, but not mandatory.
  - E. Batting helmets are required for batters and base runners and on deck batters (NOCSAE approved).
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## VIII. **INSURANCE**

**Persons or players participating in activities sponsored by the Redwood City Parks, Recreation and Community Services Department are not covered in any way for personal liability or property damage. This means that players are competing in softball leagues at their own risk. Information on team insurance through the A.S.A. can be obtained from the league director.**

## IX. **AWARDS**

- A. 18 T-shirts will be given to the Division winners, and the 18 to the Play-off winners. Sizes will vary from XL's to XXXL's.

B. No trophies will be given away this season.

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## IX. **STANDINGS**

League standings will be based on a (who beat who) basis.

In the event that two or more teams are tied in the standings, the basis for determining the order of finish will be:

1. Who beat Who.
2. The total number of runs scored between the teams involved in the tie (point differential will be used). Team A wins 10 to 5, Team A would be a (+5), Team B is a (-5)
3. Point differential among the top 4 play-off teams.
4. The least amount of runs given up during the entire regular season.
5. Most shut outs during the season.

If a position round game is scheduled in your league (depending on the number of teams), the position round game **does** count toward the final standings. The format will be as follows: 1st place VS 2nd place; 3rd place VS 4th place; 5th place VS 6th place

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## X. **LEAGUE FEES**

- A. **\$585.00 per team for the 6 game schedule.** Non-resident fees of \$10 per player will only be added only after the roster has been turned into the league office. (Prior to that time, there is no additional fee).
- B. Make checks payable to Redwood City Parks, Recreation and Community Services Department.
- C. Manager's Card, Payment and Rosters are due **ASAP. Once you receive the packet, turn them in!** You can drop them off at the Red Morton Community Center, 1120 Roosevelt Ave., Redwood City. (Be sure to have the desk staff sign and date your manager's card). Late registrations may not get into a league. We will not be responsible for delays that might occur if you mail your packets. It will be when we receive the paperwork at our building, not postmarked.

**MANAGERS SHOULD BRING A COPY OF THE RULES TO ALL GAMES  
NO ALCOHOL ALLOWED IN THE PARKS.  
NO DOGS ALLOWED IN THE PARKS.**



## SPORTS ASSOCIATION OF NORTHERN CALIFORNIA RECREATION AGENCIES

### PLAYER CODE OF CONDUCT

The following "Player Code of Conduct" has been adopted by all municipal softball directors within S.A.N.C.R.A. and will be strictly enforced during the coming season. A suspension in one city is recognized as a suspension in all cities. PLEASE READ IT CAREFULLY.

1. **NO PLAYER SHALL:** At any time lay a hand upon, shove or 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 case has been considered by the League Director.

**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.

2. **NO PLAYER SHALL:** Refuse to abide by official's decision. 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 case has been considered by 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.

3. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations of 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 suspended until his case has been considered by the League Director.

**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. Player shall remain suspended until his case has been considered by the League Director.

**MINIMUM PENALTY:** Placed on probation for the remainder of the season.

**MAXIMUM PENALTY:** Suspension from two league games and placed on probation 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 play and report same to the League Director for further consideration.

**MINIMUM PENALTY:** Suspension from two leagues and placed on probation for the remainder of the season.

**MAXIMUM PENALTY:** Suspension for remainder of the 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.

**MINIMUM PENALTY:** Warning from official.

**MAXIMUM PENALTY:** Removal from the game.