



City of San Mateo



Updated February 2008'

Special Points of Interest:

- New! Warm-up pitches limited to one per inning (after the 1st inning)
- New! 12-Run Rule added to playoffs/ championship games
- New! Strike Zone Mat implemented
- New! "Pitchers Box" implemented
- New! "Double-bag" Rule modified
- Schedule & Standings:
- www.quickcores.com/sanmateo
- ASA website:
- www.softball.org
- League stat updates:
- www.bavareastats.com
- Field Condition Line (after 3pm):
- (650) 522-7439

1. RULES OF PLAY

1. RULES OF PLAY:

Adult teams playing competitive softball will use rules of play as adopted by this year's Amateur Softball Association, San Mateo County, with certain exceptions as noted herein, insofar as such rules do not violate policies and regulations of the City's Parks and Recreation Department.

2. SANCRA (Sports Association of Northern California):

- A. The governing body shall be known as SANCRA, which includes the league director of every city within the Peninsula Division, the Umpire Director, and an ASA representative.
- B. The League Director has the final authority to expedite any problems that might arise without calling a special meeting of the Board.

2. Umpires

1) It shall be the duty of the umpire to administer decisions of the game in accordance with A.S.A. rules of play and those adopted herein by the Department of Parks and Recreation.

2) All league games are under direction of the umpires, and only team managers may discuss decisions with umpires and the diamond during the game. Violators may be removed from the game by the umpire.

3) Line Ups must have first AND last names, and must be given to scorekeeper 5 minutes prior to game time.

3) The umpires are the representatives of the league or association by which they have been assigned to a particular game, and as such are authorized and required to enforce each section of these rules. They shall have the authority to order players, coaches, captains or manag-

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ers to keep within the rules of A.S.A. or the City of San Mateo. Furthermore, the umpires have the authority to order any penalties as herein prescribed.

4) In case one of the assigned umpires fails to appear for any regular league game, the one assigned umpire shall handle the game from behind the plate. The assigned umpire shall have complete jurisdiction and control of the ball game.

3. TEAM STANDINGS/PLAYOFFS

See www.quickscores.com/sanmateo for TieBreakers

B. Managers should call the Athletics office after their last regular season game to find out if their team has made the playoffs, and what time they play. The Athletics office will try to contact all teams, however, it is the manager's responsibility to get the information for their team.

4. GAME TIMES/TIME LIMITS

A. Game time for all leagues shall be the times listed on the league schedule, with the following exceptions: a) If the game is delayed because of field preparation, then the time limit will begin when the game starts; b) If the game is delayed because the prior game ran late, the time limit will begin when the game starts.

B. The time limit for games is 1 hour and 5 minutes from the scheduled game time. No new inning shall begin after the time limit has been reached (Exception: tie games). The time limit for championship games will be 1 hour and 30 minutes, effective February 21st, 2007 per S.A.N.C.R.A.

C. EXTRA INNINGS: If games are tied after the time limit has expired, then up to two extra innings will be allowed to determine a winner. If a winner is determined after one extra inning, then the second extra inning will not be played. If the game remains tied after two extra innings, then the game will end in a tie. This rule applies to all San Mateo Adult Softball leagues, effective November 20, 1993.

D. Unless otherwise specified, the assigned umpire shall act as the official timekeeper.



5. POSTPONED GAMES

The Department of Parks and Recreation shall permit or direct the postponement or re-scheduling of any game due to scheduling conflicts, safety precautions, or as the department deems the action necessary.

6. PROTESTS

- A. Highly technical protests, and those which could have little or no effect on subsequent play or the final result of the game, **shall not be considered**.
- B. Protests involving the misinterpretation of a playing rule, failure of an umpire to apply the correct rule in a given situation, or failure to impose the correct penalty for a given violation shall be considered, provided the following protest procedure is followed.
 - 1) Manager of team must notify the home plate umpire that the game is being played under protest prior to the next pitch. Do not argue the point on the field. No protests will be accepted or decided on the field. The manager must then notify the scorekeeper, and the opposing manager of the protest. ***File your protest and continue playing the game!***
 - 2) Within 24 hours, the manager must file a written protest with the League Director, outlining the entire situation. A protest must be submitted with \$20 protest fee (fully refundable if the protest is upheld).
- C. The Protest of an ineligible player on a team must be made no later than when the player in question comes to bat for the first time in a game. All players should have an I.D. at each game. If a player is asked to show an I.D. and does not have one, that player is not allowed to play. If the player does have an I.D and it matches the name on the scorekeeper's line-up, the player will continue to play. The scorekeeper will verify the name with the League Director the next business day. Protest procedure must still be followed. A protest of eligibility, if allowed, would effect all games in which the ineligible person played.

7. EQUIPMENT

ALL PLAYERS – PLEASE BE ADVISED THAT THE CITY OF SAN MATEO USES PEGGED BASES.

- A. Personal equipment must be furnished by the teams or participants. All playing equipment must meet the approval of the umpire before use. The penalty for using illegal equipment ranges from the removal of such equipment from the game, to the ejection of player(s) using such equipment.
- B. Metal spikes will not be allowed. Hard Plastic spikes resembling metal spikes will not be allowed.
- C. The following bats will not be allowed in San Mateo league play: 1) Any Titanium Alloy Bat 2) Any Bat which exceeds a 1.2 BPF rating 3) Any Bat not listed by ASA on their website: http://www.softball.org/about/certified_equipment.asp Any player caught using any illegal bats will receive an automatic out for that particular at-bat and shall be ejected from the game. Once discovered, the bat (as well as the offending player) shall be removed from the game. Each subsequent time a team uses any of these bats during the same season, the team will forfeit the game.

- D. Catcher's protective equipment (especially a face mask) is highly recommended, but not mandatory
- E. Matching team jerseys are not mandatory.
- F. The Game ball shall be supplied by the plate umpire. After the game, the home team shall be awarded the game ball unless one or more balls were lost during the game. For Coed: Home team will be given a choice between the 11" or 12" ball.
- G. Teams are encouraged to provide their own First Aid supplies.

11. ELIGIBILITY

- A. All players must sign an official San Mateo Roster Form to be eligible to play.
- B. Players must be 18 years or older, and cannot be a current member of a high school baseball or softball team.
- C. Any player registering, or playing under an assumed name will jeopardize his team, and shall himself be suspended.
- D. A player may register and play for only on men's team, one women's team, and one coed team in San Mateo unless receiving permission from the League Director.
- E. Teams using ineligible players will be subject to action of the Board of Player Representatives. The penalty shall be forfeiture of the game, or games in which the ineligible player took part.

Positive identification of player can be requested by either manager (as a protest), umpire, League Director or his representative. All players should have an I.D. at each game.

- A. Any player who has been ejected from a ball game shall not be permitted to coach or manage from the coach's box, dugout or bleachers. Ejected players must leave the field and park immediately.
- B. Any player, coach or manager who is ejected from a ball game for a flagrant violation, as

10. EJECTED OR SUSPENDED PLAYER, COACH OR MANAGER

in the Player's Code of Conduct, shall be acted upon by the Softball League Board of Player representatives or League Director.

- C. Players ejected from a ball game for unsportsmanlike conduct will be ineligible to play in the next scheduled game (or more). This includes sponsor tournament games.

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9. EJECTED OR SUSPENDED PLAYER, COACH OR MANAGER, CONT.

- D. If a player(s) is suspended for two or more games, the player will be suspended from all leagues during that time of suspension, including the following cities: Belmont, Brisbane, Burlingame, Daly City, Foster City, Menlo Park, Millbrae, Pacifica, Redwood City, San Bruno, San Carlos, San Mateo, and South San Francisco.
- A. A team must have at least eight roster players on the field at all times, from start to finish. If for any reason a team drops to seven players, that team will forfeit the game. Teams must have a catcher and pitcher at all times.

11. FORFEITS

B. GAME TIME IS FORFEIT TIME! Any team that

- does not have enough players at game time will be assessed a loss by forfeit (Exception: the first scheduled game of the evening only, forfeit time will be 10 minutes after game time. Once the umpire announces game time, teams with insufficient number of players are allowed up to 10 minutes to get up to eight players. The team(s) who need any of the 10 minutes to avoid forfeiting the game shall forfeit their 1st at-bats. For example, if the Home Team arrives after game time, then the visitors will bat in the first inning. After three outs, the visitors will clear the bases. The Home team will automatically be given 0 runs for their half of the inning. The visitors will then immediately bat in the top half of the second inning. If the Visiting team arrives after game time, then they will be given 0 runs in the top of the first inning, and the game will begin at the bottom of the first, with the Home Team batting. Any team forfeiting two or more games in a season will not be allowed to play in the playoffs.
- C. Any team that forfeits more than two games in one season may be expelled from the City of San Mateo league for one year. All individual participants of the expelled team may be ineligible to participate on any team in the City of San Mateo league for the following year.
- D. In addition to rule 11-B above, teams will be assessed a forfeit for: a) withdrawing from the league during the playing season; b) in the judgment of the umpire, the game should be discontinued because one or both teams makes a travesty of the game, or creates unsafe conditions for players, officials or spectators.
- F. If you know in advance that you will be unable to field a team for a scheduled game, then you may be given a loss rather than a forfeit if you contact the Athletics office at least two business days in advance of the game.

12. ROSTERS

- A. A maximum of 15 and minimum of 10 players shall constitute a men's or women's roster. Roster limits for co-ed leagues shall be 18 maximum and 10 minimum.
- B. Rosters must have the addresses, phone numbers and signatures of all players for them to be eligible to play.
- C. All roster changes must be completed and submitted on the designated "Roster Change Form". No roster changes will be accepted after the team's third game without approval from the League Director. No Changes will be accepted over the phone.
- D. Teams are encouraged to maximize the player roster so replacements may be made for any injured or ailing players.

Roster Changes

All roster changes must be completed and submitted on the designated "Roster Change Form". *No roster changes will be accepted after the team's third game without approval from the League Director. No changes will be accepted over the phone.*

Teams are encouraged to maximize the player roster limit so replacements may be made for any injured or ejected players.

13. MISCELLANEOUS

- A. Home teams will be the first team listed on the schedule.
- B. Only rostered players, managers and score keepers are allowed in the dugout area. **All family members, friends and children must remain in the stands.**
- C. Sliding/Collisions: Sliding at any base is allowed (exception: Coed-D leagues). At all times, both offensive and defensive players should avoid unnecessary contact. If, in the umpire's judgment, the offensive player deliberately causes contact, he/she shall be called out. If the defensive player deliberately obstructs the runner, said runner shall be awarded the base he/she was attempting to reach. Any unnecessary roughness by any player shall cause that player to be ejected from the game. This does not mean that a player must slide, only that he must avoid unnecessary contact.
- D. Balls & Strikes: Three balls= a walk, and two strikes = a strike out.
- E. Foul Ball Rule: Once a batter has one strike (either a called strike; foul ball; or a swing and a miss) they will be able to hit one more foul ball without penalty. The second foul ball hit after one-strike count will cause that player to be called out.
- F. Sponsors Tournament Special Rule: regular league rules regarding time limit will apply for all games in the Sponsors Tournament except for the Championship game. The following special rules will apply for the Sponsors Tournament: (1) A 12-run rule will be in effect after five innings for all games.(2) Any playoff game that is tied will be continued until there is a winner.(3) there will be no time limit for the championship game only.
- G. Injury Rules : For an injury resulting in a player being unable to continue playing: (1) Injured player and/or player's teammate must assist scorekeeper in completing an injury report. (2) Injured player shall be replaced by a player who has not yet entered the game. If a substitute is

13. MISCELLANEOUS CONT.

G. Cont.: unavailable, then the line-up shall be closed without an automatic out being called when injured player is due to bat. Exception for co-ed: For an injured female, an automatic out shall be called when it comes her turn to bat. (3) A Courtesy Runner will be allowed, with each team getting one per inning. If the "last out" is not immediately available, then no Courtesy Runner will be allowed.

14. SPECIAL RULES—MEN

A. A men's team is allowed a maximum of two female players on its roster.

15. SPECIAL RULES-WOMEN

A. The 11" non-restrictive ball will be used in all women's games.

16. SPECIAL RULES—COED

A. In Co-ed D leagues (beginner level), San Mateo will use a "commit line" between 3rd base and home plate, and a "home plate extension" line. If a base runner crosses the "commit line", then the base runner must try to score. If the base runner crosses the "commit line" and then goes back to 3rd base then he/she will be called out. The "home plate extension" line is a line extending from home plate that runs perpendicular to the 3rd base line. The base runner is not allowed to step on home plate, but must instead cross (or step on) the "home plate extension" line. This is to avoid collisions at Home plate by eliminating the tag out rule. However, the defensive player must be touching home plate while in possession of the ball before the base runner crosses/touches the "home plate extension" line in order to record the out. Sliding will NOT be allowed at Home plate. Tagging a runner will not be allowed between the commit line and plate line; tagging between these lines will not constitute an out.

B. Continuous batting order shall be available for use in all co-ed leagues (See Section 18).

C. The A.S.A. two-ball system is used. The 12" softball will be pitched to males; the 11" softball pitched to females.

D. Batting Order: Must alternate between male and female whenever possible. At no time may two male players bat consecutively (Exception: If a team has four females and five males, two may bat consecutively, however, where the fifth female would normally bat, an automatic out shall be recorded). If a team has more women in attendance than it has men, then they are allowed to have two or more women batting consecutively at the bottom of the order.

16. SPECIAL RULES– COED, CONT.

- E. Positions: At no time may a team have more than five or fewer than four men in the field. At no time may a team have more than six or fewer than four women in the field. (1) the pitcher and catcher must be a female/male combination. (2) Infield: teams are allowed a maximum of two males in the infield (this is in addition to the pitcher or catcher). (3) Outfield: teams are allowed a maximum of two males in the outfield. (4) Defense may distribute male/female positions in any way, as long as position requirements in the City/ASA rules are met.
- F. Intentional Walk Ruling: On any base balls (walk) to a male batter, he will touch first base, and advance to second base eliminating the force. The female must take her turn at bat. (EXCEPTION: with two outs, after a male is walked, the following woman batter has the option of either 1) batting as usual, or 2) taking an automatic walk.

Outfield

Defense may distribute male/female positions in any way, as long as position requirements (pitcher-catcher, infield, outfield) are met.

17. TWELVE-RUN RULE

- A. If at the end of five innings a team is leading the other team by 12 or more runs, the game will be halted and the team that is leading shall be declared the winner. If the visiting team is leading, the home team shall bat in the bottom of the fifth. If the home team is ahead, the game shall be halted after the top of the fifth inning. ***A 15 run rule shall be applied to Championship and play-off games.***

The Championship game shall have a 15 run rule after 5 innings.

18. BATTING ORDER-REGULAR & CONTINUING (ALL LEAGUES)

- A Each team, prior to the start of the game, will have the option of using either a regular or continuous batting order. If one team declares to sue the continuous batting order, it does not mean that the other tem must also use it. Each team, however, must play the entire game under the option it selected prior to the game.
- B DEFINITIONS:(1) Regular Batting Order: The team uses no more than 10 spots in its batting order (2) Continuous Batting Order: The team uses more than 10 spots in its batting order. (All players need not be included in the continuous batting order; substitutes can still be used).
- C SUBSTITUTIONS: If a team needs to begin a game with 8 or 9 players, late-arriving players must immediately be added to the bottom of the batting order, and may immediately occupy a vacant defensive position (Coed teams must follow special Coed rules regarding the positioning of substitutions). Teams that begin a game short-handed may not use continuous batting.
- D Teams using Continuous batting can have a late-arriving player added to the bottom of the Continuous order **ONLY** if the team has not yet batted through the entire line-up.

- E Teams using a Regular or Continuous batting order can use substitute players in accordance with standard A.S.A. substitution rules (starting players can be removed, and re-enter **ONLY ONCE** into their original spot in the batting order. Once a substitute player has been taken out the batting order, he may not re-enter, even in case of injury).
- F Free Substitution Rule: Teams using a Continuous batting order can use any 10 players included in the batting order to play on the field. (Coed teams must adhere to the special Coed rules).
- G All substitutions which change the batting order must be reported to the scorekeeper and home plate umpire. Changes in the field positions do not need to be reported.
- H If a player needs to leave the game before its conclusion (i.e. ejection, personal reasons), and an eligible substitute is not available, then the team shall receive an automatic out whenever that player's turn comes up in the batting order. (for a player needing to leave the game because of an injury, see rule 13-H).

19. Warm-Up Pitches and Outfield warm up

- A Each team will be allowed ball warm-up for the pitcher and field prior to the start of their first inning. Each inning thereafter teams will be allowed one warm-up pitch. NO infield or outfield warm up will be permitted after the first inning.

NEW!
2007

2006 ASA Softball Rule Changes

1. **Rule #1—Base on Balls:** A base on balls permits a batter to gain first base when three pitches are judged by the umpire to be out of the strike zone.

Comment: This rule removes the portion stated “removes without liability to be put out” since there are ways the batter-runner can be called out when going to first base on a base on balls, i.e.: if the batter/runner walks into the dugout or team area before reaching first base.

2. **Rule #1—Foul Ball:** Goes directly from the bat to any part of the catcher’s body or equipment and is caught by another fielder.

Comment: Deleted the words “not higher than the batter’s head”. With the change in foul tip we will judge foul ball regardless of height.

3. **Rule #1—Foul Tip:** A batted ball that goes sharply and directly from the bat to the catchers hand(s) or glove/mitt.

Comment: A foul tip should not be judged by the height of the batter, merely that the ball traveled from the bat back to the catcher’s hand(s) or glove/mitt.

4. **Rule #3 Section 4—Glove/Mitt:** A glove/mitt may be worn by any player

Comment: This will allow players to wear either a glove or a mitt as long as they meet the dimensional requirements in our rule. With the dimensions of gloves today there is no advantage to wearing a mitt in all defensive positions.

5. Rule #4 Section 8F Title and letter A: Disqualified or Ejected Participant:

- A. A disqualified player is prohibited from playing but can remain in the dugout/team area or serve as a coach/manager.
Effect: If found playing, the game is a forfeit.
- B. An ejected participant must leave the grounds and cannot have contact with the umpires or participants in the game.

6. Rule 8 Section 2M, 3,6,7,8, and 9: They now read as follows:

Section M3: **Whenever** a play is being made on the batter/runner, the defense must use the white portion and batter/runner must use the colored portion. (Removed portion: “by an infielder”).

Effect: Once the runner returns to the white or colored base, no appeal can be made.

Player Code of Conduct

The following "Player Code of Conduct" has been adopted by SANCRA Peninsula Division, and will be strictly enforced. Individual League Directors have the final decision on any situation.

- A. **No Player Shall:** At any time lay a hand upon, shove, strike or spit upon an official.
PENALTY: A California law states that anyone who is found guilty can be fined \$2000.00 and sentenced to jail for up to one year.
- B. **No Player Shall:** Refuse to abide by official's decisions. Officials are required to immediately suspend the player from further play and report such player to league director. Such player shall remain suspended until the league Director has considered his case.
MINIMUM PENALTY: placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for two league games and placed on probation for the remainder of the season.
- C. **No Player Shall:** Be guilty of objectionable demonstration of dissent at official's decision. Discuss with an official, in any manner the decision reached by such official, except the team manager or captain.
MINIMUM PENALTY: Warning by Official.
MAXIMUM PENALTY: Removal from the game and one additional complete league game.
- D. **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.
- E. **No Player Shall:** Be guilty of physical or verbal attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspended the player from further action and report such player to the League Director. Player will remain suspended until the League Director has considered their case.
MINIMUM PENALTY: Suspension from one league game.
MAXIMUM SUSPENSION: Suspension for life and/or assault charges filed.
- F. **No Player Shall** use profane, obscene or vulgar language in any instance at any time.
MINIMUM PENALTY: Warning by official.
MAXIMUM PENALTY: Removal from the game.

Player Code of Conduct Cont.

G. **No Player Shall:** Have his or/her possession or consume an alcoholic beverage, illegal substances or to be under the influence while on the field of play or during his/her scheduled game. Officials are required to immediately suspend the player 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 from two league games and places on probation for the remainder of the season.

H. **No Player Shall:** Be guilty of discussing publicly with spectators in a derogatory or abusive manner any decision by the officials or any opinions of players.

MINIMUM PENALTY: Warning by Official.

MAXIMUM PENALTY: Removal from the game.

I. **No Player Shall:** Be guilty of intentionally throwing his/her bat.

MINIMUM PENALTY: Removal from the game.

MAXIMUM PENALTY: Suspension from two league games.

APPEAL PROCESS— Suspension of 2 or fewer games may be appealed to the League Director in your city. Suspensions of more than 2 games can be appealed to the SANCRA Board of Directors.



CITY OF SAN MATEO Quick Glance—Rules

Keep this copy handy during games!

ALL LEAGUES:

- 1) **Time limit:** No new inning after 1 hour and 5 minutes (except extra innings), Championship games are 1 hour and 30 minutes.
- 2) **Extra Innings:** If games are tied after the time limit has expired, then up to two extra innings will be allowed to determine a winner. If a winner is determined after one extra inning, then a second extra inning will not be played. If the game is still tied after two extra innings, then the game will end in a tie.
- 3) **Time Keeper:** The umpires shall be the official time keeper for all games.
- 4) **Game Balls:** One used game ball will be awarded to the Home team at the conclusion of each game provided that no balls were lost during the game. After the final game, the umpire is to give remaining game balls to the scorekeeper to be used for future games.
- 5) **Forfeits:**
 - a) A team must have at least eight roster players on the field at all times, from start to finish, to avoid forfeiting.
 - b) Game Time Is Forfeit Time, EXCEPT for the first game of the evening. For the first scheduled game of the evening only, forfeit time will be 10 minutes after game time. Once the umpire announces "game time," then teams with insufficient number of players are allowed up to 10 minutes to get up to eight players. The team(s) who need any of the 10 minutes are penalized by forfeiting their first inning at bats. The game shall officially begin when the umpire announces "game time."

- 6) **Sliding/Collisions:** Sliding is allowed, however, both offensive and defensive players are to avoid contact. If the offensive player deliberately causes contact, he shall be called out. If the defensive player deliberately obstructs the runner, said runner shall be awarded the base he was attempting to reach. Any unnecessary roughness by any player shall cause that player to be ejected from the game. (Rule 13-C, pg. 5)
- 7) **Twelve-Run Rule:** A team leading by 12 or more runs after 5 innings will be declared the winner.

COED LEAGUES:

- 1) **For Coed D:** Coed D Leagues will use a "Commit Line" between 3rd base and home plate, and a "Home Plate Extension Line" at home plate. If a base runner crosses the "commit line", then the base runner must continue to home plate and try to score. If the base runner crosses the "commit line" and then goes back to 3rd base, then s/he will be called out.

The base runner is not allowed to step on home plate, but must instead cross the "home plate extension line". All plays at home plate will be decided by a force out as they are at first base, even if it is not a force out situation. This rule is to avoid collisions at home plate.

- 2) **11" and 12" Softballs:** San Mateo uses the two ball system, where the women hit the 11" ball.
- 3) **Intentionally Walking a Male Batter:** On any walk to a male batter, he will be awarded 2nd base. A walk to a male batter with two outs will result in the following woman to have the option of batting, or taking a walk herself.



CITY OF SAN MATEO

Parks and Recreation Department *Adult Softball Field Ground Rules*

CHANTELOUP FIELD (BERESFORD PARK):

FOUL BALL RULE: Any foul ball that goes over the barrier fence along the 3rd base/left field line and lands out of play will be ruled an **automatic out** to the batter. If it hits an object but lands in a playable area it will not be an out. This rule applies to fly balls only, and not to foul balls that bounce over the barrier fence. Any foul balls that land in (or behind the grand stands will be ruled a **strike**. Foul balls that land out of play along 1st base/right field line, will be ruled a **strike**. This rule is created to help prevent damage to vehicles in the parking lot.

FITZGERALD FIELD (CENTRAL PARK):

FOUL BALL RULE: Any foul ball that goes over the barrier fence along the 1st base/right field line and lands out play on or rolls onto 5th Avenue will be ruled an **automatic out** to the batter. This rule applies to fly balls only, and not to foul balls that bounce over the barrier fence. Any foul balls that land in (or behind) the grand stands, or the bocce-ball courts, will be ruled a **strike**. **Any ball hit onto 5th Avenue or El Camino on the fly is an out.** This rule is created to help prevent damage to vehicles driving along 5th Avenue & El Camino.

JOINVILLE FIELD:

FOUL BALL RULE: Any foul ball that goes over the barrier fence along the 3rd base/left field line and lands out of play will be ruled an **automatic out** to the batter. If it hits an object but lands in a playable area it will not be an out. This rule applies to fly balls only, and not to foul balls that bounce over the barrier fence. Balls that are fouled straight back over the back-stop will be ruled a **strike**. Foul balls that land out of play along 1st base/right field line, will be ruled a **strike**. This rule is created to help prevent damage to vehicles in the parking lot.

KING FIELD:

FOUL BALL RULE: Any foul ball that goes over the barrier fence along the 3rd base/left field line and lands out play near El Dorado St. will be ruled an **automatic out** to the batter. This rule applies to fly balls only, and not to foul balls that bounce over the barrier fence. Any foul balls that land in (or behind) the grand stands, will be ruled a **strike**. Foul balls that land out of play along the 1st base/right field line will be ruled a **strike**. This rule is created to help prevent damage to vehicles driving along El Dorado St.

HOME RUN RULE: Each team is allowed only **one** over-the-fence home run per game. Any subsequent home runs by the team will result in an **automatic out** to the batter. Base runners will not be allowed to advance on this rule. This rule is created to help prevent damage to vehicles and homes along Santa Inez Ave.

City Of San Mateo

Parks and Recreation Department

2001 Pacific Boulevard ** San Mateo, CA 94403 ** (650) 522-7433

JOINVILLE FIELD:

Located near Joinville Swim Center and Bayside Middle School at 2111 Kehoe Ave. at Roberta St.

From 101 Northbound:

Take Kehoe Ave Exit.

1. Go straight on Kehoe approx. 3/4 mi., the field is on the left.

From 101 Southbound:

1. Take 3rd Ave Exit Eastbound

2. Take a Right on Norfolk

3. Go approx. 1 mi., take a Left on Kehoe

4. Go approx 1/2 mi., the Ball Field is on the left.

KING FIELD:

Located on El Dorado between Monte Diablo and Santa Inez streets.

1. From 101 Southbound:

2. Take the Poplar St. Exit.

3. Go straight on Poplar approx. 1/4 mi.

4. Take a Left on El Dorado.

5. The Ball Field is 3 blocks down on your left

6. From 101 Northbound:

7. Take the 3rd Ave. Exit Westbound

8. Take a right on Delaware

9. Go approx. 3/4 mi. and take a Right on Monte Diablo

10. Take your first Left onto El Dorado. The field is on your right.

CHANTELOUP FIELD:

Located near Beresford Rec. Center on Alameda & 27th at Beresford Park

From 92:

1. Take the Alameda de las Pulgas exit Southbound.

2. The field is approx. 3/4 mi. on your right.

CENTRAL PARK (Fitzgerald Field):

South-East corner of 5th Ave. & El Camino Real

From 101:

1. Take 3rd Ave. Exit Westbound

2. Take a LEFT on Delaware

3. Take a RIGHT on 5th Ave.

4. The Ball Field is on your left before the El Camino Real intersection

