

CITY OF SAN CARLOS ADULT SOFTBALL LEAGUE RULES & REGULATIONS

The 2016 ASA Rulebook shall govern all league games with the exception of local league rules.

PLAYER/TEAM CLASSIFICATION

Teams are classified on the basis of ability to compete at certain levels of skill and ability. The classification of each team within the Leagues shall be determined by the league director. Every attempt will be made to classify teams so as to provide competitive leagues. The league director shall have the authority to move teams up or down as deemed appropriate.

TEAM ELIGIBILITY

Any team may submit application/roster/fees for the adult softball leagues offered by the San Carlos Parks and Recreation Department. Preference will be given to returning teams. A new roster is required each Spring. Spring rosters may be used for the Fall session provided the information is still current and valid.

1. All players must be out of high school and at least 18 years of age to participate.
2. Players may play on more than one registered team. However, no player may play on two teams that are registered in the **same league**.
3. Players found falsifying addresses to meet residency requirements will be suspended for a minimum of one year. His/her team will forfeit any games in which he/she has participated.
4. Players may not be on 2 different team rosters and players may not transfer from one team to another.
5. Teams may borrow a player from a different team if it will prevent a forfeit. The team NOT borrowing a player must be made aware of the situation and agree to play. If the team does not agree, the game will be ruled as forfeit for the team lacking players.
6. Each player must have a valid Driver's License or DMV I.D. card with his/her picture on it in his/her possession at every game. A player may be asked to show his/her I.D. by the Umpire or any Recreation Department employee at any game. Players unable to produce I.D.'s will not be allowed to play. ID's may be requested at any time to verify legitimate roster members.

TEAM ROSTERS

1. Each team should carry a minimum of 10 players and maximum of 20 players on their roster
2. Rosters are due prior to playing your first game and are expected to be finalized after the 3rd week of the season.
3. Incomplete rosters after week 3 will affect eligibility to play in games moving forward.
4. Team members who have not signed by week 3 will not be allowed to play for the rest of the season.

5. Roster changes may be made at the Recreation Department office or at the field where the league takes place. ALL PLAYERS MUST SIGN THE OFFICIAL TEAM ROSTER PRIOR TO THE FIRST LEAGUE GAME.

MANAGER/PLAYER CONDUCT

MANAGER: The manager of a team shall be the official representative of their team. It is his/her responsibility to inform each player of the ASA rules, local rules, ground rules, SANCRA Players Code of Conduct, association rules and any other standards. It is also his/her responsibility to insure that their players behave in an acceptable and sportsmanlike manner.

PLAYER: Each player shall adhere to the previously mentioned rules and regulations. The player shall play the game with sportsmanship and will refrain from baiting or arguing with other players, officials or spectators. Failure to meet these standards will result in disciplinary actions against the player and/or team. Smoking is not allowed in the dugouts. **ALCOHOLIC BEVERAGES ARE NOT ALLOWED IN THE PARK OR ON THE PLAYING FIELD AT ANY TIME.** This applies to players, officials, and spectators.

Official Game Rules

1. Official rules set forth by the ASA will be used. Local rules will override ASA rules as necessary.
2. Game times for evening games are 6:30pm, 7:30pm, and 8:30pm. Sunday Co-Ed game times will be between 1:00pm, 2:00pm, and 3:00pm. Line-ups must be turned in to the official scorer 10 minutes prior to game time. Scorekeepers will not take line-ups as the batters come to bat. Full names (first and last) required on line-up card at all times.
3. **Forfeits:** A team that has 8 or more players must take the field when the umpires start the game. A 10-minute grace period will be in effect for the first game only. If the visiting team has less than 8 players they will forfeit their first at bat. If the home team has less than 8 players, they will forfeit their first at bat. All other games will be forfeited at gametime if a team has less than 8 players. Teams who forfeit 2 or more games may jeopardize playoff berths and/or become ineligible for a position in the City Playoffs in the event of a tie with a non-forfeiting team. **In the event of a forfeit, please notify the athletic coordinator (650)-802-4124 or tcCook@cityofsancarlos.org**
4. **Time Limits:** If time is up in the middle of an inning, the full inning will be completed. The Umpire-in-Chief (behind the plate) will be the official timer. Each game is scheduled for not more than 7 innings or 1 hour. (The games will continue until a winner is determined or regular game time has expired.) Should teams be tied at the end of seven innings of play and time remains on the clock (Umpire's Watch), another inning or multiple innings will begin and finish until game time has run out. Should the game still be tied, it will be recorded as a tie. A complete game is 5 or more complete innings or 4 ½ innings if the home team is ahead. Any team ahead by
5. Any team ahead by 12 runs at the end of 5 innings will be declared the winner. Any team ahead by 20 runs after 4 innings will be declared the winner and will be counted as a complete game. Umpires will not continue to officiate at this point. If time permits "international tie breaker" will be used when possible.
NOTE: DURING PLAYOFFS, THERE WILL BE A 12-RUN RULE IN EFFECT FOR ALL GAMES EXCEPT THE CHAMPIONSHIP GAME. DURING THE CHAMPIONSHIP GAMES A 15-RUN RULE WILL BE IN EFFECT AFTER REGULATION TIME – (1 HOUR).
6. NO fake tags.

7. Pitch Height is 4 to 10 feet high. Balls & Strikes: Three balls is a walk and two strikes is an out One Warm up Pitch and no infield ball AFTER THE FIRST INNING. This includes no throwing down to second and around the horn.

EQUIPMENT

1. Shoes must be worn at all times. Metal spikes and/or hard plastic spikes are not allowed.
2. Recreation Department will furnish the softballs.
3. Each team will supply their own bats.
4. **No titanium bats.** All bats must be approved in accordance with ASA testing guidelines and stamped with the appropriate ASA approval mark. A comprehensive list of nonapproved bats can be found at www.SANCRA.org under "Bats and Balls". Further restrictions apply at Burton Park only - Single-wall, non-composite bats only. Please refer to the department list of bats authorized for use in this park.
5. If an umpire believes a bat to be illegal they will give the bat to the scorekeeper to take record of the bat. The record will include who used the bat, maker, model number, and description. After record has been taken the score keeper will give you the bat at the end of the game. This information will be given to the league coordinator who will be in contact with the team that used the bat.
6. Use of catcher's mask is optional.
7. No plastic visors.
8. In the event of an injury from a batted ball, the bat will be temporarily confiscated for validation of legality by an umpire or scorekeeper.

PROTESTS

Protests are not allowed on judgment calls. If protesting a game, all of the following must be completed:

1. Notify the umpire and score keeper at the time of illegal players first at bat.
2. The following information must be recorded: inning, outs, players on base, batter, and the count on the batter.
3. Submit a typed protest explaining the protest and the specific rule misinterpretation and submit to the Athletics Office by 5:00 pm the next working day; protest may be emailed or faxed.
4. A \$25.00 protest fee must accompany the typed protest. If the protest is upheld, the \$25.00 fee will be refunded. If the protest is denied, the \$25.00 fee is deposited in the general fund.
5. The protest will be ruled on as soon as possible.

EJECTED PLAYER

Any player removed from a game must leave the park and surrounding area immediately. Failure to do so may result in further penalties including a possible forfeiture of the game. The ejected player will be ineligible to play in the next league game, and possibly more, depending on the offense. Any league player who is ejected from 2 league games during the season will be suspended for the remainder of the season. On site staff will fill out a misconduct report on any player that is ejected from a game. The League Director will review all ejections and will discuss ejections with the ejected players, scheduled umpires, staff, and team managers.

OFFENSIVE LANGUAGE (as written in the SANCRA code of conduct)

Offensive language will not be tolerated. Any player caught in violation will be ejected from the match and will be subject to the applicable consequences outlined in the SANCRA Code of Conduct.

PLAYOFFS

League standings will be determined by (a) head to head competition, (b) who won more league games against each other, (c) total run differential between tied teams during league play against each other, or (d) records and/or point differential against the next highest ranking team (or lower if teams are tied for first place). **Players must play in 30% of the league games to be eligible for the city playoffs.** Playoff formats will be determined on a league by league basis and at the discretion of the League Director. The higher seeded team is the home team during playoffs.

GROUND RULES:

Burton Park- The following potential fielding scenarios dictate the outcome of batted balls to the outfield at Burton Park-Madsen Field.

1. Any ball that hits the roof on the Kiwanis Bldg./Recreation Center/parking lot will be a home run.
2. Any ball that hits the Field House in center field, or the hedges/tan bark or sidewalk, on the fly, is a home run.
3. Any balls rolling beyond the grass line in left and center field will be considered a ground rule double.
4. Any ball that lands inside the Kiwanis Building fence on the fly or from the roof will be considered a homerun.
5. The right field & left field out-of-play line goes from the end of the backstop fence straight down.

Highlands Park-South-

1. Any ball hit in fair territory over the right field double fence, is an automatic out. Balls hit in foul territory are foul balls, not outs, even if the ball goes over the fence. Any ball hit to the left of the right field double fence and over the single fence is a home run. Any ball rolling through the opening in the fence in right field is a ground rule double. Any balls that roll under the outfield fence will be a judgment call made by the umpire.
2. All ground rules are subject to judgment by the umpire.

BATTING LINE-UP

1. Teams will be permitted to insert all of their players into a continuous batting line-up. This is an optional rule. If you wish to do so, you must notify the scorekeeper when you submit your line-up. Once the game starts you cannot go from a set 10 player line-up to a continuous line-up or vice-versa.
2. If you start with the entire team in the line-up, you should finish with the entire team in the line-up. If a player leaves early, you must report it to the scorekeeper. If you are planning on using an entire team batting order and a player has not shown up at game time, you may insert the player in to the game at the end of the line-up until the batting order has completed a turn at bat. If a player then shows up, the player may only be inserted as a substitute and the player substituted for may re-enter the game only once. If you are using an entire line-up, players may enter and re-enter the game on defense, including the pitcher. You do not have to report defensive changes to the scorekeeper. If

a player is injured and has to leave the game, a substitute is unavailable, and there are at least 8 players to continue, you may close up the line-up without penalty. If a player has to leave for other reasons, a substitute is unavailable, and there are at least 8 players, that batting spot is an “out” every time it comes up.

INSURANCE

Players participating in activities sponsored by the City of San Carlos Recreation Department are not covered in any way for personal liability or property damage. Persons or players are participating or competing in the softball leagues at their own risk. Information on team insurance through ASA can be obtained from the League Director.

SCHEDULE CHANGES

Game schedules will be played as published. Requests for a change of schedule and/or rearranging times to accommodate teams involved in other tournaments, leagues, etc., other than those conducted by the City of San Carlos Parks and Recreation Department **WILL NOT BE ACCEPTED** after published schedules have been released.

RAIN OUTS

All rained out games shall be made up at the end of each round. Rained out games shall be replayed in the order of their cancellation the first week after the conclusion of the regular season. **Should time not permit these make-up games to be played; only those games affecting playoff berths shall be played. An updated schedule will be created in the event of multiple rain-outs.**

INJURIES

Should anyone injure themselves and blood is evident, the following **must be done:** before the person may resume playing: cover any blood on skin or clothing. On-site supervisor must take down injured person information and file a report.

FEES

All fees are **non-refundable** once schedule has been created. **League fees are due at the time of registration.**

COURTESY RUNNERS

ASA allows ONE Courtesy Runner PER Inning. It must be the last out - male or female. In the event of no outs, the last batter in the line-up is to be the runner.