

MANHATTAN BEACH PARKS & RECREATION DEPT.
1400 Highland Avenue (310) 802-5448

COED SOFTBALL RULES

TEAM MANAGER

One person designated as team manager (or their appointed co-manager) shall be present at all games involving their team. This person is responsible for the conduct of their team. They shall see that their team is ready to play on time, hustles on and off the field, and shall act as spokesman for the team in all discussions. The manager must run the team, having full control over ALL of their players.

CONDUCT

Each team manager, coaches and players shall display good sportsmanship at all times. Fighting, arguing, abusive language or swearing will not be tolerated in these leagues. Team members who cannot abide by this rule may be excluded from play.

Any player, coach or manager thrown out of a league or play-off game for any reason, will automatically be suspended from participating in the next game for his/her team. The incident will also be reviewed by the City of Manhattan Beach League Director and a possible longer suspension may follow.

NO DRINKING, SMOKING OR DRUGS

No team member shall drink, smoke or use any drugs on the playing field or in the dugouts at any time. Violation of this rule will result in automatic forfeiture of the game and can result in the entire team being dropped from the league without a refund. This rule also applies to conduct in the stands by fans supporting or associated with certain teams. Absolutely NO alcoholic beverages in the stands or on the field. NOTE: Any participant who, in the judgement of the umpire, is under the influence of alcohol or drugs will not be allowed to participate.

INSURANCE (MEDICAL BENEFIT FUND)

Insurance coverage is not mandatory and is not included in the team entrance fee. Teams are eligible to join the Southern California Municipal Athletic Federation (SCMAF) Player Medical Benefit Fund. Cost is listed in current SCMAF rules.

TEAM ROSTERS

Each team must submit a team roster to the league director. Every player must be listed on the roster to be eligible to play. Players must be 18 years of age or older. **Rosters must have a minimum of 9 players and a maximum of 16 players.** Rosters will be open during the first week of league play for teams to sign on additional players or make changes. All such additions or changes must be approved by the league director. No additions or changes may be made to any team after the second week of league play. PLAYOFF ROSTERS: If a player participates on more than one team in the league, come playoffs, that player must choose only one team to play on for the last night of playoffs.

ILLEGAL PLAYERS

Teams using an illegal player will forfeit the game played by that player and the team may be dropped from the league. (Illegal players must be reported to the Field Director within six (6) business days after the incident occurred in order for the forfeit to go into effect).

MINIMUM PARTICIPANTS

While 9 players are required for a team (5 males and 4 females), the minimum required without forfeiting a game is 8 eligible players, though at no point can there be more than 5 males on the field. Please refer to Line-up and Defensive Positions below for more detailed information.

TIE GAMES

In case of a tie, teams completing six or more innings within the time limit will be allowed to play one extra inning. After this extra inning has been played and teams are still tied, the game will go down as a tie in the standings. Any game that has not completed six or more innings at the end of the time limit, providing four innings have been played, will be called and count as a tie. A tie game will be recorded in the standings as a ½ game won and ½ game lost.

GAMES

Games will have a 1 hour time limit. There will be no new inning after 55 minutes. Forfeit time will be 10 minutes after game time as printed on schedule. Teams not able to field eight players by that time will forfeit. A team may be dropped from the league without refund if it forfeits more than twice during the season.

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LEAGUE RULES

1. Umpire and/or league director reserves the right to make changes or adjustments in the interest of fair play.
2. Shoes: Players are required to wear tie-type shoes that cover the entire foot. Loafers or slip-on shoes, bare feet, and metal cleats will not be permitted.
3. Dugouts: The dugout gates are to be kept closed during play of the game. If a ball is thrown into the fielding team's dugout during a play, the base runner is awarded an extra base.
4. Count and Pitching Rules: Batters start with a 1-1 count. If a male batter is walked on three straight pitches, he advances to second base. If the count reaches 2 strikes on a male batter and then he is walked 1 base is awarded. The female batter who follows him must bat. There are no automatic walks. After 2 strikes in the count, one foul ball is permitted. The next foul ball is an out. There is a 6 to 16 foot arc required on all pitches. If an illegal pitch is called by the umpire, the batter may still attempt to hit the pitch but the result of any subsequent play stands. No attempt by the batter will result in a ball. The pitcher may start their pitch from the rubber or up to 5 feet from behind the rubber.

5. Automatic out hit: It will be deemed an automatic out when male batters hit a ground ball or line drive up the middle. "Slow dribblers" in front of the mound are not considered a violation and the ball is to remain live.

6. Scoring and Base Running: 5 runs per inning limit until last inning is declared. The last inning is unlimited. All plays at home plate are force outs. The runner must cross the chalked line behind home without touching home plate or the extension. The catcher must receive the ball with their foot on the plate prior to the runner crossing the line for the force out, no tag is required. There is a "commit line" halfway between 3rd base and home plate. If a runner goes beyond the "commit line", they must continue to run towards home plate. If they try going back to 3rd base, it will be a force out.

Unlimited number of courtesy runners per inning allowed (must be of the same gender), however, a player may be a courtesy runner only once in a given inning. A runner cannot run for a runner. If a pinch runner's spot in the batting order comes up and they are on base pinch running, they would be out as a batter, and would stay as the pinch runner.

7. Sliding Rule: Sliding is allowed. Malicious contact when sliding is immediate ejection. When running to 2nd base on a potential double-play, the runner must commit to sliding or run out of the way of the defensive throw.

8. Line-up and Free Substitutions: Batting order rotates male batter then female batter throughout the line-up. The free substitution rule allows for a batting order of more than 10 players and for free substitution during the game. The free substitution rule will apply at the start of each game, unless otherwise announced by the umpire.

A player listed in the batting order must bat when it is his/her turn, unless he/she has been officially removed from the line up for a substitute. All substitutes must be submitted to the umpire and announced to the opposing team. A player removed from the batting order may not re-enter the game.

9. Defensive Positions: "Let the girls play"- male players may not take obvious plays away from female players (ex. Pop-ups or fly balls to female players). One base will be awarded. However, male pitchers may take throws and plays at home plate. The infield positions may be in any order, as long as there is an equal amount of male and female players. If a team is short by 1 female, they must resort to 3 outfielders, with a female playing center and males in left and right field. The "extra" male player must play catcher.

10. Outfield Positions: All four outfielders (including the rover) must be in male-female order. Three outfielders must stay at least 160 feet from home plate until the batter swings at the pitch. The rover may be in any place on the grass of the outfield or must remain 10ft. behind a base until the ball is hit.

The rover may not be on the receiving end of plays made at 2nd base (making put outs, or force outs).

When a female is batting, only a female may play rover. Penalty: Batter and all base runners will be awarded one base unless each has advanced one base safely.

11. Leading Off: Players on base are not allowed to leave the base until the ball has come into contact with the bat once pitched.
12. Home Runs: Any ball hit fairly over the fence by male batters are automatic outs, no runner may advance. However, any ball hit fairly over the fence by a female will result in a homerun.
13. Playoffs: **All extra inning playoff games will be played with the “California Tie-Breaker”. This tie-breaker begins with the last out from the previous inning being placed as a base runner at 2nd base. The team at bat starts that ½ inning with 1 out.**
14. Equipment: A new game ball will be provided for each game. The visiting team shall provide a usable ball if game ball is lost or out of play.

Bats: Women may use any bat as long as it is on a list of approved bats, as published by the Amateur Softball Association (ASA) and/or USA Softball (USA) and shall not exceed 1.20 BPF rating (as of January, 2011). Men may only use single wall OR single wall with a composite handle OR wooden ASA/USA approved softball bats. **BASEBALL BATS OF ANY KIND ARE NOT PERMITTED.**

All bats, including partially or fully custom, must display original ASA stamp, model number, and 1.20 BPF rating to be considered legal; certain circumstances may dictate otherwise. Any player deemed to have used an altered bat in a game will be subject to severe disciplinary action as determined by the City of Manhattan Beach League Director. Use of an altered bat is deemed cheating and will not be tolerated.

The assigned umpire has the authority to remove any bat from use for cause as defined in the SCMAF Adult Softball Rule Book. **BANNED AND ILLEGAL BAT ISSUES MAY NOT BE PROTESTED.** An umpire has authority to remove any bat he/she believes is altered or is deemed to be illegal. No protest will be allowed on the field. Failure to adhere to the umpire/staff decision will result in immediate forfeiture of the game and additional disciplinary actions as deemed by the League Director.