



ADULT SPORTS RULEBOOK



SOFTBALL Fall 2025

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For All Adult Sports Leagues – team registration is online only on cosumnescsd.gov. Team rosters, sports specific rules; and Team and Managers Guidebook; are all on TeamSideline.

CSD GENERAL RULES FOR ALL LEAGUES:

- Players must be at least 18 years old and must **enroll on the** team roster using their ACTIVENet account.
- CSD reserves the right to ask any player at any point in the game to show proper photo identification to continue play. If a player is determined to be ineligible or unable to provide proper photo identification, the game can continue with restrictions (see sport-specific rules for details) or can be forfeited (at the CSD's discretion).
- Rosters: To add to a Roster:

Step 1: Click the Add to Roster button to add team members. You can also click the Copy Roster button to add all team members from a previous Team Roster.
Step 2: When you add a team member, an invitation is emailed to the team member to prompt them to enroll to be on your team.
Step 3: A check mark displays in the Enrolled column for each team member who has completed enrollment.
Step 4: When the minimum number of team members has enrolled, click the Submit button to change your Roster Status to Submitted.
- Players may be added up through the fourth week of play (holidays or rainouts do not count in the four weeks).
- Players may not play on 2 different teams in the same division that play on the same day.
- Participants are not allowed to wear jewelry (except medical bracelets, wedding rings, and stud earrings that must be fully covered), casts, or any other items deemed as dangerous by the official(s). Any medical protective devices (i.e., knee braces) made of plastic or including metal parts (hinges, etc.) must be completely covered by at least ½ inch neoprene sleeves.
- 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 are removed. Failure to comply with this policy may result in ejection from the game.
- Game time is forfeit time (please refer to sport-specific rules for late policy). A team may start the game with the minimum number of players (listed below per sport).
- Teams must have a manager, assistant manager, or team representative at all games and must circle which player will be at each game on the lineup card provided to the field/gym supervisor.
- The Cosumnes CSD is committed to ensuring diversity, inclusiveness, and equity are integral parts of our programs. Teams must adhere to policy 1015 found on (cosumnescsd.gov)
- Any team that forfeits two games during any given league will be ineligible for any postseason play. **Teams will be assessed a forfeit fee of \$30 for each forfeit, as approved in the Cosumnes CSD book of Fees.** (See Team and Manager Guidebook for forfeit fee information)
- **Minimum/Maximum number of players allowed on the Team Roster:**
Softball – 8/20

- A lower division team can have a maximum of 2 players on their roster who play upper division softball.
 - In the event a lower division team is found to have more than 2 players on their roster who play upper division softball, the last upper division player(s) added will be removed.
 - In the event a lower division team is found to have more than 2 upper division players on their lineup during a game, the game will be listed as a forfeit.

Playoffs:

- Playoffs are not guaranteed. Teams are guaranteed a minimum number of (7) games. If CSD staff cancels any regular-season games, postseason games may be rescheduled so all teams have a minimum number of regular-season games as set forth prior to the season. If your league has a playoff system, it is the manager's responsibility to know when his/her team is playing. CSD will not reschedule any games for teams assuming they are a different seed than what they are, or for any verbal miscommunication. For playoff games, the home team will be the higher seed.

Division Placement:

- Division placement is at the discretion of the Cosumnes CSD. If it is believed that a team did not register for a division that matches their skill level, they will be moved to a division that offers the appropriate amount of competition.
- If a team wins a championship and demonstrates a skill level that did not match their league, they may be moved up a division the next season.
- Should a team demonstrate a level of skill that a league cannot match, they may be denied admission into the league to preserve the league.

Playoff Seeding/Tie Breaking Policy*:

1. Winning Percentage
2. Head-To-Head (among teams that are tied)
3. Lowest Number of Games Forfeited
4. Record against common opponents
5. Coin toss

SOFTBALL SPECIFIC RULES (edited August 14th, 2025):

- All games in the Cosumnes CSD Adult Softball Leagues shall be governed by the current USA Softball rules as specified herein. One (1) official will be scheduled for all regular league games. (2) officials will be scheduled for the day of the championship game play only.
- **Time limit** – Games are 7 innings, with a time limit of 60 minutes (championship is 70 minutes)
 - a. No new inning after 55 minutes. The game will drop-dead at 60 minutes.
 - b. Only championship games must end in a complete inning.
- **Game Time** - The game clock will begin at the originally scheduled game time, or immediately following the conclusion of the previous game. If both teams are late but within a five (5) minute period, the game shall be played as scheduled with the remaining time left on the game clock. Forfeited games will be scored 7-0.
- **Mercy Rule**
 - a. All leagues will Drop Dead if a team is winning by 15 runs when time expires, regardless of who is at bat.
- **Ties – ITB**
 - a. One Inning (ruled a tie after that one inning is played if the score remains tied / no ties in playoffs)
 - b. Last batter is placed on 2nd Base ~~(can have a Courtesy Runner can be any player in the lineup, only 1 per inning.) CR may be used only after the runner has been placed on second base.~~
 - c. One out recorded automatically.
 - d. **Exception: Play-off games cannot end in a tie; extra innings will be played until a winner is declared.**
- Eight (8) players must be present to start and continue each game. Teams may add players (up to 10) to the bottom of the line-up at any time. If a team wishes to add additional player(s), up to 18 players, that individual may be added at any point in the game as long as the batting rotation has not been completed once. These players must be inserted at the end of the batting order.
- **Line Ups** – At least five (5) minutes prior to the scheduled game time, managers must submit a line-up with the full names (first and last name) and positions of each player who plans on participating in the game. There will be **NO** nicknames allowed, and names must match the full names on the roster. *All players who are scheduled to play must be on the lineup card, even if they are not starting.* Game time will start at the originally scheduled game time if line-up cards are late. If a line-up is turned in within the five (5) minute period before the scheduled game time, the game clock will start at the scheduled game time, and time will run down until CSD staff can verify and approve the line-up. *The game clock will start at game time at the CSD staff's discretion.*
 - a. Teams must have a manager, assistant manager, or team representative at all games and must circle which player will be at each game on the lineup card provided to the scorekeeper.
 - b. **Note:** During playoffs, line-ups must be turned in ten (10) minutes prior to the scheduled game time. All other details still apply.

- Field Supervisors and/or umpires may point out and enforce corrections with illegal substitutions and improper batting order.
- **Players' Bench** – Only participants on the current roster are allowed on the players' bench. All other non-team members (i.e., fans, children, etc.) must sit in the stands. *Children 14 and under must be supervised by a non-playing adult during games.* Another team member on the bench is not considered a non-playing adult. Behavior in each dugout is to be appropriate and not violate league or park rules.
- If a player leaves a game for any reason (other than injury) and no substitute is available, the game may proceed as long as there are still at least eight (8) players present; that player's at-bat in the lineup will be counted as an out. If a player obtains an injury during a game and is ruled unable to return, the batter's position in the lineup will be skipped, and no out will be recorded. The injured player must report the injury to the field supervisor, and an accident report must be filed for the automatic out penalty not to be enforced. The injured player **may not** return to the game.
- **Base coaches-** base coaches must be on the team roster to be on the field or in the dugout.
- **Ground Rules** Determined during the pre-game meeting with the agreement of both team managers and the umpire, and will include out-of-play areas, fair balls going into the street, etc.
- **Uniforms** - Are not required; however, players and coaches must wear shirts and shoes at all times while on the field and in the dugout. Pants may be short and/or mixed without regard to color.
- **Footwear – Molded Cleats are allowed, no metal cleats.** Inspections will be made. No bare feet or open-toed shoes allowed.
- **Pitchers** – it is recommended to wear a helmet and/or shin guards for safety purposes.
- **Softballs** – One new and one good used ball will be supplied for each game. For Coed Leagues – 12" one used/one new and 11" one used/one new ball for each game.
- **Bats – All bats must have an approved USA Softball Stamp to be eligible for play.** The USA Softball Non-Approved Bat Standard has been accepted by the Cosumnes Community Services District. For more information, please check the website at www.softball.org/about/certified_equipment.asp.

Note: *The umpire or league officials 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. Bats may be confiscated at the discretion of the CSD.*

- i. Any player using an illegal and/or altered bat will be called out and the player and manager (or "acting" manager) will be ejected and subject to the Code of Conduct.
- ii. If the bat is seen or used again, the team will forfeit the game and the entire team will be subject to the Code of Conduct.
- iii. The CSD reserves the right to confiscate any suspected illegal equipment.

- **Strike Mats** - All slow-pitch leagues (men's and coed) will use a strike mat to determine ball and strike count. *If the ball lands on the mat, it is a strike. If the ball hits the plate, it will be called a ball. The official will decide whether the height of the pitch is between 6 ft and 10 ft.* Base runners must run through the score line to score, not the strike mat.
- **Commitment line** – once the runner on third base passes the commitment line, they must proceed to the scoring line, avoiding home plate.
- **Scoring Line** - The scoring line from the top of home plate extends to the backstop. Runner **IS NOT** to touch home plate or be in the vicinity (strike mat or batter's box); otherwise, it is considered an out. Defense is only allowed to touch home plate.
- **Pitchers' Halo Rule**
 - a. A pitcher's box will be created (chalked) that will measure 4ft x 6ft, extending back from the pitcher's plate.
 - b. The halo rule extends from the ankles to the top of the head of the pitcher. PITCHER MUST EITHER START ON THE RUBBER OR END ON THE RUBBER and remain **FULLY** in the box to benefit from the rule, ball must pass through the BOX in the air or on the line to count. If the Pitcher is hit while fully positioned in the BOX by a line drive, the batter is out. Judgement call by the umpire.
 - c. The Ball is dead once the Halo Rule is called, and runners may not advance, and no additional outs can be made.
- **Batting** – Teams have the option of batting their entire line-up up to 18 players. Before the game, team managers must notify the field supervisor and provide the names on the initial line-up card. Players playing in the field must be in the batting lineup.
- **Batter's Count** - All participants in all leagues will start each at bat with a one (1) and one (1) count. After the batter has received a count of three strikes, he/she will be declared out. If the batter has two strikes and hits a foul ball, the batter will receive another pitch. If the batter hits a second foul ball, the batter will be declared out.
- **Batting Out of Order** - A player is considered at bat once they step up to bat and take a batting stance. Batting out of order is an appeal that may be made by the defensive team only. The appeal must be made to the umpire before the next pitch, legal or illegal, before the pitcher and all infielders have vacated their normal fielding positions and have left fair territory.
 - **If batting out of order is discovered:**
 - The incorrect batter's time at bat is negated.
 - The player who should have batted is out.
 - Any advancement or score of a runner as a result of the incorrect batter is negated. Runners not called out must return to the last base occupied at the time of the pitch. Any runner who is called out before the discovery of the infraction remains out.
 - The next batter is the player whose name follows that of the player called out for failing to bat
- **Home Runs** - If the field has a fence, the home run rule will be used in league play as follows (over the fence).

- **Home Run Equalizer Rule:** Teams are permitted to hit 2 Home Runs in a game. A 3rd Home Run is permitted so long as the opposing team has hit 2 Home Runs. No team can go over 3 Home Runs; teams going over the equalizer will be a dead-ball out.
Courtesy Runner – One per inning (one per sex in coed), and can be any player in the lineup. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out.
 - a. Pitcher gets unlimited
 - b. If you come up again in the same inning and need a CR, you **cannot** use the CR again that inning.
- **Courtesy Runner** – One per inning (one per sex in coed). Can be any player in the lineup, if the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out.
 - ~~a. Pitcher gets unlimited.~~
 - ~~b. If you come up again in the same inning and need a CR, you cannot use the CR again that inning.~~
- **Retouch** - Retouch is allowed on first base and third base if declared before the first pitch of an at-bat and acknowledged by the umpire.
- **Sliding** - Sliding is allowed in all leagues, and it is the base runner's responsibility to avoid any unnecessary contact with a defensive player. The official may call an automatic double play if "interference" is ruled (judgment call). No colliding with the catcher. A player who collides with any defensive player will be out and possibly disqualified from further play.
- Fake tags are not allowed. It is the umpire's discretion to warn the player/team or make an ejection if he/she thinks it necessary.

COED LEAGUES ONLY

1. Minimum of 3 women, max of 5 men.
2. If a Male batter is walked, they advances to second. With two outs, the following female can declare before the at-bat to walk.
3. A substitute may only substitute for one player and alternate with that player in the batting order. Both players can remain in the game and play, but can only bat & field for each other at the same batting order position & same fielding position.

On the field of play, Coed Leagues are allowed:

- Per USA Softball, 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 down a player with only 8 players, 5 men and 3 women will be allowed defensively, with an automatic out in between the female batters. If a team is playing down with 9 players, 5 men and 4 women will be allowed defensively, with an automatic out in between the female batters. At no time will more than 5 males be allowed defensively on the field.
- In regard to the 50/50 gender rule, there is no rule stating that there must be an equal number of females to males in the outfield or infield or at the pitcher or catcher position.
- The batting order must alternate male to female. Teams may bat women back to back; teams that bat men back to back will receive an automatic out between batters. A team losing a female to 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 disqualified, etc., female. If a female player obtains an

- injury during a game and is ruled unable to return, the batter's position in the lineup will be skipped, and no out will be recorded. The injured female player must report the injury to the field supervisor, and an accident report must be filed for the automatic out penalty not to be enforced. The injured player may not return to the game.
- Per USA Softball, 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 must declare her option to walk prior to the first pitch.*

Disciplinary Procedures

CSD staff will adhere to the following procedures when dealing with verbal and physical altercations.

Verbal altercation is defined as:

- Use of profanity and/or racial, sexual, religious, or disability-based slurs, threats, or
- Intimidation before, during, or after a game.
- Minimum penalty verbal altercation:
 - 1st offense warning by umpire and/or CSD staff.
 - 2nd offense game clock stops, site director/umpire meeting with managers
 - 3rd offense immediate ejection and/or forfeit for the team

Physical altercation is defined as:

- Any hostile physical contact with another player on your team, opposing team, official, CSD staff, etc.
- Physical contact is interpreted as shoving, throwing objects, punching, spitting, etc.
 - minimum penalty for physical altercation: ejection and 2-game suspension

Disciplinary Evaluation

- Incident report is filled out, and the league coordinator is made aware of the issue.
- League Coordinator reaches out to all parties involved to gather all information in regards to the incident
- After review of all information, the league coordinator will reach out to managers to notify them of any disciplinary actions that are decided on.