

**City of Long Beach Parks, Recreation & Marine**

**Adult Sports Program**  
**Senior Softball**



**Contact Information**

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# FAQs

## Team Fee

- \$283 per team

## Officials Fee (Game Fee)

- \$20 per team per game (paid in cash to the umpire prior to game start)

## Forfeit Fee

- \$40 per forfeited game (equivalent to both teams' officials fees)
- Forfeit fees must be paid directly to Dale Moussette.

## Game Times

- 9:00 AM / 10:30 AM / 12:00 PM
- Game times are subject to change.

## Game Locations

- Joe Rodgers Field
- Pan American Field #1
- Pan American Field #2

## Roster Limit

- Maximum roster size: 20 players

## Free Agents (Individuals)

- Register as a free agent at [teamsideline.com/longbeach](http://teamsideline.com/longbeach)

# Player Code of Conduct

## 1. PLAYER SAFETY & PHYSICAL CONDUCT

No participant shall:

- Make physical contact with, threaten, or attempt to strike an official
- Throw equipment or objects at any participant, official, or spectator
- Engage in or initiate a physical altercation
- Endanger the safety of any player, official, or spectator
- Use unnecessary or excessive physical tactics

**Penalty:** Immediate ejection and suspension from further play.

- Unwarranted physical contact results in an automatic one (1) year suspension, not appealable until the suspension period has expired.
- All involved parties must submit a written report within two (2) working days of the incident.

## 2. RESPECT FOR OFFICIALS & CITY PROPERTY

No participant shall:

- Refuse to comply with an official's decision
- Verbally abuse or harass an official
- Damage or misuse City property

**Penalty:** Immediate ejection The Sports Office may impose probation, suspension, or require a hearing.

# Player Code of Conduct

## 3. SPORTSMANSHIP & COMMUNICATION

No participant shall:

- Demonstrate dissent through throwing equipment or aggressive actions
- Argue or discuss calls with officials  
(Managers/Captains only may address officials)
- Verbally abuse any player, official, or spectator
- Use profane, obscene, or vulgar language at any time

Penalty: At the official's discretion, penalties may range from a warning to immediate removal from the game.

## 4. CONDUCT ON THE FIELD

No participant shall:

- Smoke on the field of play or while entering or exiting the field
- Publicly criticize officials or players to spectators during a game

Penalty: Warning issued. Continued noncompliance will result in removal from the game.

## 5. BENCH & DUGOUT RULES

No participant shall:

- Allow non-team members in the dugout or on the bench (Managers and Coaches excepted)
- Leave the bench or dugout to interact with spectators during the game

Penalty: Warning issued. Continued noncompliance will result in removal from the game.

# Player Code of Conduct

## 6. ALCOHOL & DRUG POLICY

No participant shall:

- Appear at a City facility while intoxicated
- Consume alcohol or drugs while on City property or participating in a program

Penalty: Immediate ejection and referral to the Adult Sports Coordinator. The team will forfeit the game and may face suspension and forfeiture of league fees.

## 7. GAMBLING

No participant shall:

- Gamble on any play or the outcome of a game with officials, spectators, players, or opponents

Penalty: Violations will be reported to the Sports Office and may result in further disciplinary action by the Adult Sports Executive Committee.

## **1 - LEAGUE ADMINISTRATION**

### 1.1 Registration and Fee Deadline

To provide consistent league operations, registration deadlines are strictly enforced.

- All team fees must be paid in full before league play begins.
- Teams not paid in full by the published deadline are not guaranteed placement.
- Partial payments are not accepted.

### 1.2 Refund Policy

- Refunds are not available once league schedules are generated and posted.
- Teams removed from a league will not receive a refund.
- Refunds will only be processed if a league is cancelled.

### 1.3 Scheduling and Missed Games

- If a game is not played for any reason, teams should continue following the original schedule for remaining games unless notified otherwise. For rescheduling questions, contact the Sports Office.

## **2 - ROSTERS, ELIGIBILITY, AND PLAYER REQUIREMENTS**

### 2.1 Rosters and Paperwork Deadlines

An official team roster is due before the 4<sup>th</sup> game of the season.

- If a completed roster is not received by the deadline, the team will receive a paperwork forfeit for the first game and each game thereafter until a completed roster is submitted.
- League and playoff schedules will not be adjusted to accommodate individual teams or players.

## 2.2 Add/Drop Deadline

Players may be added or dropped up until the beginning of the 8th league game (including holidays and make-up games).

- All adds/drops must be submitted in writing on the official add/drop form before the player participates.

## 2.3 Player Eligibility

- Players must be fifty-five (55) years of age or older during the calendar year of participation. One (1) player per team may be 54 turning 55 the following calendar year. That player may not serve as a substitute for another team. No active professional or collegiate athletes are permitted. Former professionals must have been inactive for at least one (1) year.

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## 2.4 Photo Identification Requirement

All players must have a valid photo ID available at every game (e.g, CA Driver's License).

- If an eligibility protest is made and upheld, teams using players without ID or not on the roster will forfeit the game.

## 2.5 Illegal Players (Definition)

An illegal player includes:

1. A person playing whose name and signature do not appear on the roster or add/drop form
2. A person rostered on more than one team in the same division/league/night
3. A person signed in on the scorecard who is not in attendance

**Penalty for ineligible player: forfeiture of all games in which the player participated.**

### **3 - GAME DAY PROCEDURES**

#### 3.1 Scorecards and Official Scorekeeping

- The umpire is the official scorekeeper.
- All players MUST write their name AND SIGN (no one should sign anyone else in)
- Managers of both teams must initial the scorecard after the game to confirm the result.
- Illegible handwriting may affect a player's eligibility. If a name cannot be read and verified, the players eligibility may not count.

#### 3.2 Officials Fees (Paid to Umpire)

- Each team must pay the umpire \$20 in cash prior to the start of the game.
- No game will begin until both teams have paid.
- A team that does not pay will be charged with a forfeit loss.
- If only one official is present for a scheduled game requiring multiple officials, the fee paid to the working official will be half of the regular per-team fee (when applicable).

#### 3.3 Forfeit Time (Late Arrival / Grace Period)

- A ten (10) minute grace period applies to the first scheduled game only.
- All other games are expected to start at their scheduled time.

#### 3.4 Rule Clarification During a Game

Only the team manager/captain may approach the umpire to clarify a call. Discussion must remain respectful and concise.

### 3.5 Protests

Protests are permitted only under the procedures below.

#### a) General Protests

- An oral protest must be made by the manager/captain to the umpire and opposing manager prior to the next live-ball situation.
- A written protest must be received in the Sports Office within one (1) working day of the incident.

#### b) Protests for Ineligible Players

- Must be made before the end of the game to allow the umpire to check ID.
- A player requested to show ID must do so within ten (10) minutes.
- If the player does not return in time or ID does not match the scorecard name/signature, the game will be declared a forfeit.

## **4 – FORFEITS, FEES, MISCONDUCT, AND ALCOHOL/DRUGS**

### 4.1 What Counts as a Forfeit

A forfeit occurs when a team:

- Fails to appear for a scheduled game
- Arrives with an insufficient number of eligible players
- Fails to comply with league rules or game-day requirements
- Has a game terminated due to player, manager, or spectator misconduct, including failure to comply with an ejection

Recording: All forfeits are recorded as a loss for the offending team and a win for the non-offending team. No official score is recorded for forfeited games.

#### 4.2 Accumulated Forfeits (Season Consequences)

- Two (2) forfeits: team becomes ineligible for playoffs
- Three (3) forfeits: team is removed from the league and forfeits any unused balance of league fees

#### 4.3 Forfeit Fees

Teams that forfeit any game must pay the forfeit fee

- \$40 per forfeited game. Payment must be made to Dale Moussette within one (1) week.
- Failure to submit payment may result in additional penalties, including suspension or removal from the league.

#### 4.4 Advance Notice Exception (Avoiding the Forfeit Fee)

Teams may avoid the forfeit fee if proper advance notice is provided:

- Weeknight leagues: notify by NOON (12:00 PM) the day before the scheduled game
- Weekend leagues: notify by NOON (12:00 PM) on Friday prior to the scheduled game

Notification must be made by both email and phone:

- Email: [Josue.Salinas@longbeach.gov](mailto:Josue.Salinas@longbeach.gov)
- Phone: (562) 570-1731

Scheduling note: If the first scheduled game is forfeited, the second game may be moved up. If the second game is forfeited, the first game may be delayed, at the discretion of the Sports Office.

#### SCHEDULE & HOLIDAY REQUESTS

The Sports Office may consider schedule requests submitted by teams, but requests are not guaranteed, including those related to tournaments or events submitted in advance. The Sports Office will recognize official holidays observed by the City of Long Beach. Games scheduled on other holidays will proceed as normal unless otherwise determined.

Teams are responsible for reviewing the official schedule and being prepared to play all listed games throughout the season. If a team is unable to play a scheduled game and requests a reschedule, and the Sports Office approves the change, the original team requesting the reschedule will receive a forfeit for that game.

If the season schedule is projected to extend beyond its intended timeframe, the league may implement doubleheaders and/or bye weeks to ensure the season is completed as scheduled.

#### 4.5 Misconduct Forfeits (Game Termination)

If a game is forfeited after it has officially started due to misconduct (including alcohol/drug violations):

- The umpire and/or City staff will declare the game a forfeit immediately.
- The offending team receives a loss; the non-offending team receives a win.
- The umpire will return officials fees to both teams at the time the forfeit is declared.
- The forfeiting team remains responsible for all applicable forfeit fees billed by the City.
- Individuals involved are subject to a minimum one (1) game suspension, with further discipline as warranted.

#### 4.6 Alcohol / Drugs (Zero Tolerance)

Alcohol consumption and/or drug use on any City of Long Beach property is strictly prohibited.

Any player, manager, or spectator found consuming, possessing, or believed to be under the influence of alcohol or drugs will be immediately ejected by the umpire and/or City staff.

#### 4.7 Ejection Removal Requirement

- Any ejected individual must leave the immediate playing area and surrounding facility within five (5) minutes. Failure to leave within five (5) minutes will result in an immediate forfeit. The team associated with the ejected individual will be considered the offending team.

## **5 – DISCIPLINE, EJECTIONS, AND SPORTSMANSHIP STANDARDS**

### 5.1 Participant Ejection (General Rule)

Any player, manager/coach, or spectator ejected before, during, or after a league game will receive:

- An automatic suspension of at least one (1) game, plus the remainder of the current game

A suspended person may not participate in or attend any City of Long Beach Adult Sports activity during the suspension period. Failure to comply will result in additional penalties.

Following an ejection, the game will not continue until the ejected person(s) vacate the facility. Failure to vacate may result in additional penalties and/or game forfeiture.

### 5.2 Fighting

Fighting by any team, player(s), or spectator(s) before, during, or after any league game will result in immediate ejection from the facility.

Minimum penalties:

- Team: minimum three (3) game suspension (not counting the game in which the incident occurred). Not appealable.
- Individual: indefinite suspension pending Executive Committee review.

### 5.3 Trash Talking / Verbal Abuse

Abusive language or gestures directed at officials, staff, or participants are not permitted.

- The official may issue a warning on the first occurrence.
- Continued behavior will result in ejection and suspension per policy.

### 5.4 Personal Conduct (Bat in Hand)

No player or coach may address an official while holding a bat at any time. Violation may result in immediate ejection and further discipline pending review.

**RULE CLARIFICATION:** Only the manager/captain may approach the official(s) to clarify a call.

### 5.5 Music Policy

Music is permitted at City of Long Beach Softball games provided it meets the following requirements:

- Music must be clean, appropriate, and free of profane, obscene, or explicit content
- Music must be played at an appropriate volume that does not interfere with game play, communication, or officiating
- Music may be played before games, between innings/plays, and after games, but not in a manner that disrupts active play

Officials and City staff have full authority to require music to be turned down or turned off at any time. Failure to comply may result in removal of the music source and/or disciplinary action, including ejection.

### 5.6 Authority - **Umpire/Adult Sports Coordinator**

The Umpire is the final authority for on site decisions related to safety, conduct, game administration (including suspensions), and enforcement of rules.

**THE ADULT SPORTS COORDINATOR IS THE FINAL AUTHORITY FOR INTERPRETATION OF RULES, HEARINGS, AND DISCIPLINE UNDER THE RULEBOOK AND CODE OF CONDUCT.**

## **6 – PLAYOFFS AND STANDINGS**

### 6.1 Playoff Format

- Playoffs use a single elimination tournament format.
- Top four (4) teams in each division advance.
  - **Game 1: #3 vs #2**
  - **Game 2: #4 vs #1**
  - **Game 3: Winners play championship**
- Wildcards may be added at the discretion of the Adult Sports Coordinator if needed.
- Teams must be available to play at alternate locations, nights, and potentially multiple nights in the same week.

### 6.2 Playoff Eligibility (Players)

Players must:

- be listed on the official roster or add/drop form, and
- have participated in four (5) regular season games
- Players should be prepared to show a **PHYSICAL ID** to the Umpire/Staff throughout Playoffs

### 6.3 Minimum Players to Avoid Forfeit (Playoffs)

Senior teams may play with a minimum of eight (8) players.

## 6.4 TIE BREAKERS (FINAL STANDINGS)

IF FINAL STANDINGS ARE TIED, THE TIE BREAKER ORDER IS:

- TOTAL WINS
- HEAD-TO-HEAD RESULT
- HEAD-TO-HEAD DIFFERENTIAL
- COMMON OPPONENTS
- STRENGTH OF SCHEDULE
- TOTAL RUN DIFFERENTIAL
- LOWEST NUMBER OF FORFEITS
- COIN FLIP

## **7 – WEATHER, SAFETY, AND FACILITY RULES**

### 7.1 Weather / Field Conditions

Call the Field Conditions Hotline after 3:00 PM on game day: (562) 570-3799

Teams are responsible for checking conditions. Make-up games may be scheduled on short notice.

### 7.2 First Aid

The City does not provide first aid at adult sports facilities. Teams are encouraged to bring basic first aid supplies.

### 7.3 Blood Rule

A bleeding participant must be removed until:

- 1.bleeding has stopped
- 2.the wound is fully covered
- 3.bloody clothing is removed/replaced

Teams should have spare clothing available.

### 7.4 Pets

- Gyms: pets are not allowed.
- Fields: pets permitted on leash; owners must clean up and bring waste bags. Pets must be well-behaved and not create safety issues.

## **8 - Senior Softball Rules of Play**

### **8.1 Game Length**

Seven (7) innings or 80 minutes, whichever comes first. After 70 minutes, complete the inning and play one open inning. No mercy rule.

### **8.2 Team Size, Lineups, and Substitutes**

- Defensive players:
  - Bronze/Silver: 11
  - Gold: 10
- A game may be played without forfeit with 8 rostered players present at game time
- Substitutes are permitted when allowed but must be clearly marked as "Sub" on the scorecard and meet all eligibility requirements.
- If a team is short a player at game time, the team may use one (1) emergency substitute from another team within the same division to avoid a forfeit, provided the substitute is registered and eligible in that division that night and is filling in as an emergency player only (not permanent).
- An emergency substitute player shall be limited to playing either Right Field or Catcher. Players who are listed on the team's official roster are not subject to this restriction and may play any defensive position.

### **8.3 Five-Run Rule**

Maximum five (5) runs per inning. Seventh inning is open.

### **8.4 Pitching / Field Dimensions**

- Pitching distance: 50 feet
- Base paths: 60 feet

## 8.5 Courtesy Runners

Unlimited per inning.

A runner may courtesy run for only one player per inning. If courtesy runner is on base when due up, an out is recorded.

## 8.6 Commitment Line & Scoring Line

- A runner who has passed the 20-foot commitment line toward home plate must continue to home plate and may not return to third base. Defensive players must touch home plate while in possession of the ball to record a force out.
- Runner must cross scoring line to score.
- No tag plays at home.

A force out does not exist unless the runner has at least partially crossed the commitment line. Any physical contact that causes the ball to become loose will result in the runner being ruled out.

Note: Judgment calls made by an official may not be protested.

## 8.7 Home Run Rule

- 2-Up rule enforced on fenced fields.
- Excess home runs count as singles.

## 8.8 Flip-Flop Rule

- In the final inning, if the visiting team is ahead by ten (10) or more runs, the home team will bat first. If the visiting team remains ahead after the home team completes their half inning, the game will end.

### 8.9 Catch-Up Rule

If a team has fewer than eight (8) players at game time, they may choose to bat first. If the eighth player does not arrive before the third (3rd) out is recorded or their spot in the batting order occurs, the game will be declared a forfeit.

### 8.10 Scoring Line

- A 10-foot scoring line extends from the corner of home plate (closest to third base) at a 90-degree angle to the third base foul line beginning at the batter's box.
- To score, the runner's foot must be on or beyond the scoring line before the ball reaches home plate.
- A runner will be ruled out if they:
  - Run outside the line through the batter's box
  - Touch home plate or the mat

### 8.11 Pitch Height Calls

Umpires will verbally announce illegal pitches by calling "illegal," "flat," "ceiling," "too high," or a combination of these terms when a pitch is outside the 6-foot to 12-foot legal arc.

### 8.12 Infield Practice

Pitchers are allowed two (2) warm-up pitches between innings.

### 8.13 Runner on Third Base

- If a runner occupies third base, they may leave the base on a pitch that goes into foul territory. However, the runner must retouch third base before advancing, similar to a sacrifice fly situation.

### 8.14 Three-Strike Rule

- A batter is out if, after reaching two strikes, they hit a foul ball.

### 8.15 Home Run Rule (Fenced Fields Only)

- When a home run is hit, the runner must tag the next base only.
- A One-Up Home Run Rule will be enforced. A team may not exceed one (1) home run more than their opponent at any time during the game.
- Any home run hit in excess of the allowed limit will be ruled a single. Runners will advance one base only if forced. Excess home runs will continue to count as singles until the opposing team matches the total.

### 8.16 Force Plays

All plays at bases are force outs only. Swipe tags are not allowed in any division.

Exceptions:

- On a wild throw to first base, the first baseman may tag the runner.
- When fielding a ground ball, an infielder may tag a runner only if the runner is directly in front of them. Infielders may not chase runners to apply a tag.

### 8.17 Peel-Off Rule

- Runners must avoid contact with defensive players and must not interfere with throws.
- When running toward second or third base, runners must peel off in the opposite direction of the incoming throw to avoid obstructing the play.
- Intentional contact or interference will result in the runner being called out, at the umpire's discretion.

### 8.18 Designated Non-Runner

- No Base Cap, may advance more than just first base
- Courtesy runner assigned immediately.
- Clean hit = ball not touched by infielder.

### 8.19 Base Running / No Lead-Off Rule

- Runners are not permitted to lead off or steal bases at any time.
- Advancement to the next base is allowed only upon contact with a fair or foul batted ball. Runners may not leave the base while the pitch is in flight.

Penalty: If a runner leaves the base early, the runner will be declared out. The ball will be ruled dead, and all other runners must return to their original base at the time of the pitch.

### 8.20 Official Bats:

- Bats shall have a bat performance factor (BPF) not exceeding 1.20.
- Titanium alloy and double wall are NOT legal.
- Bats can be single wall, one-piece bats or single wall, two-piece bats with an aluminum alloy barrel. White Steel, Z-core, and C-Core bats are permitted. (White was removed since new steel bats are not white.)
- Bats that have composite lining in the barrel are considered multi-wall bats and are not allowed.

Gold Division: Players who are 70+ years old may use composite bats (ASA/USSSA) with BPF rating that does not exceed 1.20.

- Bats that have composite lining in the barrel are considered multi-wall bats and are not allowed.

NOTE: On game day the umpire have the authority to exclude bats. If you are unsure about the legality of your bat you can check with the sports office staff or umpire prior to first pitch.

### 8.21 Gold 70+ Rule

- Players 70+ may not be thrown out at first from the outfield.

## **9 - Field Specific Rules**

- Joe Rodgers Field

Out-of-play lines extend from dugout fences to nearest light pole, then parallel to foul lines.

- Pan American #1 and #2

Out of play lines angle from dugout fences to last light pole, then parallel to foul lines. Foul fly ball striking overhanging tree = dead ball, strike awarded. Fair ball striking tree, bush, sidewalk, building, street, tables, or benches in outfield = automatic home run.