

**SOFTBALL RULES AND REGULATIONS**  
**ARROYO GRANDE RECREATION SERVICES DEPARTMENT ADULT SOFTBALL**  
**Revised: June 19, 2019**

**GENERAL RULES**

- A. All games will be played under ASA or SCMAF rules with the following exceptions:
1. Note: The City will be using 65' base paths in all leagues.
  2. In regards to batting, if a player has to leave the game for any reason and there is no replacement, an out will be called the first time the position comes up in the batting order. Thereafter, the spot will be skipped with no penalty.
  3. In women's and coed leagues, women will bat with an 11" ball.
  4. The three-strike rule (fouled third strike is an out) will be in effect in all leagues.
  5. A plate extension is used for balls and strikes only. A runner or fielder may NOT touch the plate extension instead of home plate.
  6. All leagues will use the double first base. If it is the first play at first base, the batter/baserunner must touch the outside base and the fielder must touch the inside base. If the batter/baserunner does not touch the outside base, then he or she will automatically be called out. If the fielder does not touch the inside base then the batter/baserunner will automatically be safe. **No appeal is necessary.** On all other plays at first base the baserunner must use the inside bag.
  7. Baserunners may leave the base when the ball leaves the pitcher's hand.
- B. No team member or manager may have alcoholic beverages or leave the bench area to receive alcoholic beverages during a game. Penalty: Forfeit of the game and possible expulsion of the player or team from the league. **BY CITY ORDINANCE, NO ALCOHOL IS ALLOWED AT CITY PARKS INCLUDING THE SOTO SPORTS COMPLEX.**
- C. **BY CITY ORDINANCE - NO SMOKING, ALCOHOL OR VAPING IS ALLOWED IN ANY PARK IN ARROYO GRANDE.** This applies to all players, fans, and staff. The parking lot is not included in the smoking/vaping ban
- D. **BY CITY ORDINANCE – NO DOGS ARE ALLOWED AT ANY FIELD DURING ARROYO GRANDE ADULT SOFTBALL LEAGUE PLAY.** This applies to all players fans, and staff.
- E. Pitching: All leagues will pitch from a 50'-56' Pitchers Box. A legal pitch must be at least as high as the batters head, but not more than 12' in height. The pitcher must have at least one foot inside the pitching box, defined by two pitching rubbers 6' apart, to begin a legal pitch.
- F. Tie Games: If teams are tied at the end of the 70-minute time limit or after seven (7) innings have been played, there will be a one-inning tiebreaker. When each team comes to bat in the tiebreaker inning, they will begin with one (1) out and the last out from the previous inning starting on 2<sup>nd</sup> base. Both teams will bat, and the team ahead after the tiebreaker will be the winner. If the teams remain tied after the tiebreaker, then the game will be recorder as a tie.
1. Tie game will not be rescheduled; they will count as half-win half-loss. Teams may play off the game on their own and notify the Recreation Department prior to the end of the season.

G. Time Limits:

1. Teams are allowed a 5-minute grace period before game is a forfeit. When teams are short of the required eight-player minimum at game time, the clock will be started. If enough additional players arrive within the 5-minute period, the game will start and any minutes for grace time are deducted from the time limit. **\*\*THE TEAM THAT HAS ENOUGH PLAYERS AT GAME TIME GETS CHOICE OF HOME OR VISITOR \*\***
2. Time starts when the home team is asked to take the field.
3. All games are seven (7) innings or 70 minutes maximum. No inning may start after the 70 minute time limit, unless a tie-breaker inning is needed.

H. Run Rules:

1. If one team has a 20-run lead after four (4) innings, 15-run lead after five (5) innings, or 10-run lead after six (6) innings, the game may be called if time allows. **(NEW 3-19-19)**
2. A game may be continued after the 20/15/10-run rule criteria are met with the consent of **both** teams. The umpires and scorers will continue to work. Once both teams have consented, the game will continue until time has expired or seven (7) innings have been played. The team that is behind could come back and win the game.

- I. Minimum Number of Players: Minimum for all leagues is eight (8) players to start a game. If a team goes below eight (8) players during a game, a forfeit will be called.

J. Courtesy Runners:

1. Courtesy runners are allowed as a relief for injured players so they do not have to run after they safely reach base, NOT to allow teams to put faster runners on base.
3. Teams can have unlimited courtesy runners per inning. Courtesy runner can only run once per inning. If the courtesy runner is scheduled to bat and is still running the bases, they're bat is called an out. **(REVISED 6-19-19)**
4. The players needing a courtesy runner must be identified by the manager PRIOR to the start of the game, **or at the time of an injury during a game.**
5. If a player is identified as needing a courtesy runner, they must use the courtesy runner every time they reach base.

K. Protests:

1. Protests must be brought up at the time of the incident and must be recorded in the official scorebook at the time of the protest. Protest forms are available from the score keeper.
2. Protest forms must be turned in to the Recreation office the next business day after the incident and must be accompanied by a twenty-five dollar (\$25.00) protest fee. If the protest is allowed, the fee will be returned.
3. Protests will be reviewed by the League Director.
4. Protests will be heard only on matters of rule interpretation or player eligibility. Judgment calls may not be protested. Protests are not allowed for equipment legality.
5. Games successfully appealed will be replayed from the point of the protest at the time and site to be determined by the Recreation Department.

L. Forfeits and Rescheduling of Games:

1. If one team fails to have the minimum number of players after the 5-minute grace period, a forfeit will be declared. **THE TEAM THAT FORFEITS MUST PAY A \$30 FORFEIT FEE PRIOR TO THEIR NEXT SCHEDULED GAME.** This "forfeit fee" will be reimbursed to the opposing team. The team forfeiting **MUST** also pay the full umpire fee at the game site that day. **FAILURE TO PAY THE FORFEIT FEES MAY RESULT IN EXPULSION FROM THE LEAGUE WITH NO REFUND OF REGISTRATION FEES.**

2. If no umpire shows, the game will be rescheduled by the Recreation Department. Teams may not choose an umpire from the stands to work the game unless he or she is a City of Arroyo Grande umpire. In this case, if both managers approve of the umpire before the game, the game is legal. Managers may not change their minds once the game starts.
3. If the umpire shows up within 15 minutes, the game may start and the full seven (7) innings or 70 minutes will be played.
4. Teams that agree to reschedule the game in lieu of forfeit, must schedule make-up game through the recreation department. Once the make-up game date/time is agreed upon by both teams no further rescheduling will be accepted. If one team fails to have the minimum number of players after the 5-minute grace period, a forfeit will be declared against that team. **(NEW 6-19-19)**
5. Teams may NOT reschedule games on their own. Any games played that are not scheduled or rescheduled by the Recreation Department will be considered double forfeits. (Exceptions: General Rules D.1 Tie Games.)

M. Equipment:

1. All equipment used must meet the requirements of the ASA rulebook. Approval of equipment will be at the discretion of the umpire or League Director. (Errors by the umpire in approving equipment are not subject to protest.)
2. Teams are NOT required to wear uniforms although they are encouraged to do so.
3. All teams **MUST** have a catcher's mask in their dugout. It is at the discretion of the player if he/she wears the safety equipment.
4. City of Arroyo Grande provides pitcher's masks. Scorekeeper has these masks for use.
5. Absolutely no metal cleats are allowed in any of the leagues. Closed-toe shoes are required. (No bare feet or sandals will be allowed.)
6. The Recreation Department will provide one (1) new ball per game, and used balls will be supplied as backups.

N. Players Code of Conduct:

1. Teams and players are expected to play and act in a sportsmanlike manner.

2. Any player or team personnel ejected from a game will be required to leave the premises. Failure to comply may result in forfeiture of the game. The player will also be suspended for the next game for that team and all teams they may play for in the AG League.
3. Any ejected player or any team personnel who refuses to vacate the premises or who verbally abuses an umpire, scorekeeper or opposing player may incur an increased suspension.
4. Any player or team personnel ejected from a game may be required to appear before a Review Board prior to being able to participate again.
5. Alcohol is not allowed at the Soto Sports Complex. The Police Dept. will enforce this rule.
6. Profanity: In an effort to reduce loud profanity, which is offensive to many participants, spectators and neighborhood residents, the following rules will be enforced:
  - a. Any profanity directed toward the umpire, scorekeeper, or any opposing player, will result in immediate removal from the game. If profanity is directed at an umpire or score keeper AFTER a game, the offending player will be suspended for the next game and may face further penalties.
  - b. Loud profanity heard by the umpire and/or scorer, spectators or opponents will result in a team warning. Thereafter, any loud profanity by the warned team will result in their **next batter** being declared out.
7. Any player who, in the opinion of the umpire, is intoxicated will not be allowed to play.
8. Any player who threatens an umpire or scorer before, during, or after a game will be ejected from the game in play, suspended from the next game and may face further penalties.
9. Any player ejected twice in the same season will be expelled for the rest of the season.
10. Any player who strikes or attempts to harm an umpire, scorer, player, spectator, or Recreation Department personnel may be ejected from the league.

## **PLAYER ELIGIBILITY**

These rules are intended to clarify and govern matters of player eligibility in the City of Arroyo Grande Recreation Softball Leagues. Managers are responsible for knowing these rules and policing their players. Ignorance of these rules will not release managers or players from the consequences of breaking the rules.

**\*THE CITY MAINTAINS THE RIGHT TO ASSIGN TEAMS TO DIVISIONS AND APPROVE ROSTERS BASED ON SKILL LEVEL IN ORDER TO HELP ENSURE COMPETITIVE PLAY.**

### A. Roster, Ages, Adds and Drops:

1. All players participating in Arroyo Grande Adult Sports League Programs must read and sign the City of Arroyo Grande Release, Waiver of Liability, and Assumption of Risk Form (commonly known as the Individual Waiver Form). Players who have not signed this form, are not eligible to play.
2. The minimum age for players in Arroyo Grande adult sports programs is 17 years. No player currently on a CIF team may participate in the City league. The parents of a 17-year-old player will need to sign a consent form. Contact the Recreation office to obtain the form.

### 3. Adds and Drops:

- a. Players wishing to add onto a team must read, complete, and sign an Add Form at either the Recreation office, 1221 Ash Street, or at the field. Scorekeepers will have these forms in their binders. A Recreation Department employee must witness the signature of the. For penalties see Rule h.
- b. New adds may play immediately.
- c. Managers may drop players from their rosters by notifying the Recreation Department. If a player wants to be dropped, the player must go through the manager to do so.
- d. It is the manager's responsibility to insure that all players on or added to your team are legal players.
- e. Roster Maximums / Awards:
  - (1) 20 players per team
  - (2) Maximum players per night are as follows:

Men's and women's leagues	15 players per night
Coed leagues	16 players per night

Note: Awards maximum 15 per team

Awards: Divisions with 5-6 teams / 1<sup>st</sup> and 2<sup>nd</sup> place teams receive t-shirts  
Divisions with 4 teams / 1<sup>st</sup> place only receives t-shirts
- f. Players will be allowed to play on multiple teams as long as the teams are not in the same division and there is no more than a two-division gap. For example, a player on a men's D-2 team can also play D-3 or D-4 but not go all the way down to D-5. A maximum of five (5) D-2 players may also play on D-3, and a maximum of three (3) D-2 players may also play on D-4 teams
- g. Players may play on more than one team on a given night of play as long as the teams are NOT in same division.
- h. Players on teams that go to the playoffs must play in at least three league games with that team in order to be eligible to participate in the playoffs.
- i. Detection and Penalties:
  - (1) If at any time league staff including umpires, scorekeepers or the Recreation Supervisor suspects a player is participating under an assumed name, is underage or is not on the roster, they may require a picture ID. Failure to provide identification may result in forfeiture of the game and suspension of the player and manager for two (2) games. If it is discovered that a team uses an illegal player all games in which the player participated may be forfeited.
  - (2) If it is discovered at any time that a player is illegally playing on two teams in the same division or in different divisions, that player may be suspended for two (2) games. All teams for which the player played may forfeit their most recently played game, and the managers involved may be suspended for one (1) game.
  - (3) If it is discovered that a team is using an under age player, the manager may be suspended for one (1) game, and all games played using the underage player

will be forfeited. The under age player will be ineligible until the player meets the age requirement. (See Player Eligibility A. 2)

## **GROUND RULES**

- A. Home Runs:
1. Any batted ball landing on or clearing the bank on the fly in fair territory is a home run.
  2. Any homerun hit over the line does not have to be run out by the batter. **(NEW 6-19-19)**
  3. Over the fence homeruns are an automatic out on all fields. **(NEW 6-19-19)**
  4. In all men's leagues **(except the C Division)** and when men bat in coed, the one-up home run rule will be in effect.
  5. Definition of "One-Up": No team may hit more than one (1) home run more than their opponent. As an example, if team A hits a home run in the top of the first inning, they cannot hit another home run until their opponent, team B, has also hit a home run, so if team B hits two (2) home runs in the first inning, they would be "one-up" on team A.
  6. If team B hit three (3) home runs while team A still had only one, then the batter who hit the third home run would be out. Base runners may not advance.
  7. In all divisions, once any team is "One-Up", any fair batted ball landing on the bank **WILL BE A SINGLE**. All base runner progression will be based off a single. **(NEW 6-19-19)**
  8. The one-up rule does not apply to open field home runs; it only applies to balls landing on or clearing the banks. The rule does not apply on Pilg or Campbell fields.
  9. The one-up rule does not apply in the women's league. Any ball landing on the bank in women's league will be a home run. In addition, all home runs hit by women in the coed league will count as home runs.

## **BANK RULES**

- A. Any ball rolling up on the bank is an **automatic DOUBLE**. The ball is also live if the outfielder makes a catch in play and then runs up the bank. **(REVISED 6-19-19)**
- B. In the event of outfielders from Volunteer and Ikeda fields interfering with each other, the umpire shall have sole discretion in determining a ruling. This ruling is not subject to protest.
- C. Any batted ball that **deflects off an in-play outfielder** and either lands on or rolls up the bank is considered live. The outfielder will be charged with an error. This would not be considered a home run nor would the ball be declared dead. The defensive team must play the ball, and baserunners may advance at their own risk.
- D. In order for a fly ball to be considered a catch, the outfielder must have possession of the ball with at least one (1) foot touching in bounds and nothing touching out of bounds or on the bank. If an outfielder jumps, catches the ball, then lands on the bank or has one (1) foot in bounds and the other on the bank, then no catch will be called and a home run will be awarded. If a player catches the ball in bounds then carries it up the bank, the play will remain alive. The painted line at the base of the bank is considered out of play.

## **COED RULES**

- A. Bases: 65'
- B. Pitching: 50' – 56' with SCMAF strike zone
- C. A male batter walked on four (4) consecutive balls with no strikes thrown during the at-bat will automatically advance to second base. The next female batter will have her choice of either walking or batting. This rule is in effect regardless of the number of outs.
- D. Leadoffs: After ball leaves the pitcher's hand
- E. Fielding:
1. Teams must have a minimum of eight (8) to start a game. At least four (4) players must be women. If there are three (3) men or less, batting order is NOT alternating.
  2. Teams may use up to ten (10) women defensively. However, at no time may teams use more than five (5) men defensively.
  3. Teams may play with five (5) men and four (4) women in the field. However, if a team has five (5) or more women in the batting order, then they must use at least five (5) women defensively.
  4. When a female is batting, all infielders must remain on the dirt infield until the ball is batted. If the umpire notices infielders positioned on the grass prior to the pitch, the infielder will be directed to move onto the dirt with no penalty. If the umpire notices infielders on the grass after the pitch, but prior to the ball being batted, then the following criteria will apply:
    - a. If the ball is hit into fair territory and the ball is caught on the fly, or the batter is thrown out at first base, or a baserunner is forced out at any base; then timeout will be called, the batter will automatically be awarded first base, and all baserunners will advance one base.
    - b. If the ball is caught on the fly in foul territory, time-out will be called, the batter will return to bat, the count will revert back, all baserunners will return to their original bases, and the infielder will be directed to stay on the dirt.
    - c. If the batter swings and misses or hits a foul ball, a time-out will be called, the strike will be erased, and the infielders will be reminded to stay on the dirt until the ball is batted.
    - d. If the batter reaches the base first safely, the ball will remain live, and the batter and baserunners will advance at their own risk.
- F. Field Positions: There are no restrictions. Males and females may play any position with no requirement for a minimum of two male outfielders.
- G. Only one (1) female outfielder may play inside the 180' line when a female bats. Male outfielders may not play inside the 180' line when a female bats. Once the ball is batted, all outfielders may move inside the line. PENALTIES SAME AS COED RULE E4 ABOVE.
- H. In order for the defense to get an out on a base runner attempting to score, a fielder must secure the ball and be touching home plate. NO tagging the runner is allowed. The base runner is considered attempting to score once the runner touches or crosses the commit line.

If the runner crosses the commit line and attempts to go back to third base, they are automatically out

\*The plate extension is ONLY used for balls and strikes and IS NOT PART OF THE PLATE WHEN ATTEMPTING TO MAKE AN OUT ON A BASE RUNNER.

- I. Batting order: All players present will be allowed to bat and rotate into the field defensively. Female batters will follow the same female each time through the order, and male batters will follow the same male batter each time.

As an example, team A has seven (7) men and five (5) women present. All men and women will bat.

Example of batting order:

1.	Paul	1 <sup>st</sup>	male
2.	Jane	1 <sup>st</sup>	female
3.	Bill	2 <sup>nd</sup>	male
4.	Robin	2 <sup>nd</sup>	female
5.	Don	3 <sup>rd</sup>	male
6.	Leslie	3 <sup>rd</sup>	female
7.	Chuck	4 <sup>th</sup>	male
8.	Marianne	4 <sup>th</sup>	female
9.	Terry	5 <sup>th</sup>	male
10.	Judy	5 <sup>th</sup>	female
11.	Doug	6 <sup>th</sup>	male
12.	Jane	1 <sup>st</sup>	female again
13.	Jim	7 <sup>th</sup>	male
14.	Robin	2 <sup>nd</sup>	female again
15.	Paul	1 <sup>st</sup>	male again
16.	Leslie	3 <sup>rd</sup>	female again
17.	Bill	2 <sup>nd</sup>	male again

As you can see, the women follow the same women rather than following the man. The men follow the same man. In this example, the women will get to bat more often than the men.

\* If there are three (3) men or less, batting order is NOT alternating.

- J. Courtesy runners: A maximum of one (1) male runner and one (1) female runner per inning is allowed.
- K. Base running: We will use a scoring line and a commit line. After a runner rounds third base and crosses the commit line, they **must** go the rest of the way home. They cannot return to third base. Runner is automatically out if after crossing the commit line, they move back towards third base.
- L. **Base runners may NOT step on home plate. Stepping on home plate at any time will be an automatic out.** Runners must cross the scoring line. The runner is safe if their foot touches the line or beyond the line prior to the catcher receiving the ball with his/her foot on home plate.

**Note:** Any items not covered in these rules will either follow the ASA or SCMAF rulebooks or be determined by the Arroyo Grande Recreation Services Department.