



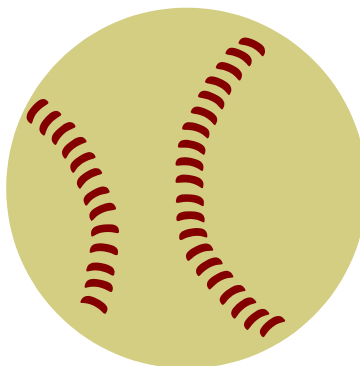
## **Parks & Recreation Department**

### **ADULT SOFTBALL RULES AND REGULATIONS**

The City of SLO Parks and Recreation Department follows the USA Softball official rule book. Some of the USA Softball rules have been modified in an effort to better serve our local softball leagues. Rules outlined in this handbook supersede any USA rules. All other rules not mentioned in this book default to the USA Softball rules. USA Softball Rule Books can be obtained by contacting Recreational Sports staff.

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**PLEASE READ IN ITS ENTIRETY AS SOME RULES AND REGULATIONS MAY HAVE CHANGED**



## REGISTRATION

- A. **WHERE** – Registration occurs at the City of San Luis Obispo Parks and Recreation Department Office, 1341 Nipomo Street. (9 am to 3:00 pm Monday-Thursday and Friday by appointment). All leagues are filled on a first-come, first-served basis. No space is guaranteed for any team. Mail in registration is not accepted. Registration closes when all slots are filled.
- B. **FEES** –Payment is due at time of registration. All checks and money orders for league fees should be made payable to “City of San Luis Obispo.” Any returned checks will result in the team being dropped from the league. Visa, MasterCard and American Express are also accepted. All fees must be paid in full.
- C. **REGISTRATION** – Please indicate first and second league preference (final placement will be determined by the league director). Game nights are not guaranteed. Inappropriate team names will not be allowed (this includes play on inappropriate words or slang). Team names that are deemed inappropriate will be re-named by staff. A Manager’s Agreement must be turned in by each team prior to the start of the season. It is included with the In Person Registration Forms, but if registering online, you will need to print one off from Team Sideline (under the Downloads Tab) and turn it in with your Team Roster Form.
- **IN PERSON** – A registration form must be completed in full and presented at the time of registration. Payment will not be accepted unless accompanied by the registration form.
  - **ONLINE** – Registration is also available online at <https://www.slocity.org/government/departments-directory/parks-and-recreation/sports-for-adults> with a link posted on the Team Sideline league website.
- D. **MANAGERS MEETING – ALL TEAMS** are required to have a manager or team representative attend the Managers Meeting prior to the start of the Spring league. For future leagues each year, all NEW Teams are required to have a manager or team representative attend. Meeting days and times will be noted on the league Registration Form. If a manager fails to attend a Manager Meeting or sign and turn in the Manager Agreement the team will be dropped from the league and fees will not be refunded.

## COMMUNICATION

Parks and Recreation Adult Sports Staff value comments and encourage communication regarding issues involving the league. However, due to the sheer number of players in the league, it can be difficult to field all correspondence. Therefore, we ask that Managers are the spokesperson for the team and all team communication is funneled through the manager. Correspondence received directly from players will generally not be responded to.

## ELIGIBILITY

The team manager/coach is responsible for enforcement and adherence to the following eligibility rules:

- Players in all adult sports leagues must be 16 years of age to participate in the league. (Players under age 18 must complete a minor waiver/parental release form to play).
- All players must bring identification to each game. At any time, players may be asked to prove identity. Managers are strongly encouraged to keep copies of players’ identifications to alleviate any problems during identification checks.

## ROSTERS (Adding and Dropping players)

- A. **EACH SEASON** a team roster must be completed and signed by all players by the start of the first league game. Teams that falsify the roster will be disqualified from the league and fees will not be refunded. Any team without a signed roster at the start of the first league game will not be allowed to play and will forfeit all games until a team roster is turned in.
- B. Rosters for men and male-identified individuals are limited to 18 players. Coed (male, male-identified, female, and female-identified individuals, and other gender identifications) rosters are limited to 20 players.
- C. A player's name and signature on the team roster confirms full understanding of the waiver and release of liability form as well as all league rules and regulations.
- D. Adding Players -- If a roster has not exceeded the maximum player limit, players may add names to the roster by filling out an add form. Add forms must either be turned into the office or to the umpire prior to the player playing in a game. There is no fee for adding players.
- E. Dropping Players – If a roster has reached the player limit and the Manager wishes to add a player, players may be dropped from the roster by filling out a drop form. Drop forms must either be turned into the office or umpire. PLEASE NOTE: once a player is dropped from the roster they may not be added back to the roster for the duration of the season. There is no fee for dropping players.
- F. No roster changes can be made after the 5<sup>th</sup> week. In some instances, players may be added and dropped after the 5<sup>th</sup> week, but it is at Parks & Recreation staff's discretion. Contact Parks & Recreation Adult Softball staff if you wish to make a change after the 5<sup>th</sup> week.
- G. Any player wishing to change from one team to another during the season must obtain written permission from both team managers and the league director. Approval must be obtained from the San Luis Obispo Recreation Department and add/drop forms must be submitted.
- H. Players can participate in multiple nights of play; however, players cannot play on two teams within the same league on the same night. Additionally, no player who plays in an upper division will be allowed to play in a lower division in the same season. Any player in violation of this rule will be suspended for one game, and all teams involved will forfeit all games the player has played in.

## RAIN-OUTS, MAKE-UPS AND FORFEITS

Games cancelled due to rain, a forfeit or other unforeseen circumstance are a possibility. Staff will do their best to schedule make-up games; however, because of the tight schedule make-ups are not always possible. Forfeited Games will be scored 10-0. Therefore, teams will not receive a credit/refund for cancelled games, nor will they be charged for forfeited games. The league fee reflects this possibility. Any team forfeiting two games in a season without giving prior notice will be dropped from the league and fees will not be refunded. Notice of a forfeit should be given to both the league coordinator and the opposing manager before 4:00 PM on the day of the game. In the event that it starts to rain during a game, a game that has finished the bottom of the 4<sup>th</sup> inning will be considered a complete game.

## LEAGUE CLASSIFICATION

- A. The San Luis Obispo Parks and Recreation Department maintains the right to change a team classification at any time during a season.
- B. The league director determines league classification by ability level. Final league classifications are released with the game schedules on the league website. Teams that won a league the previous season are moved up to the next higher league at staff's discretion.

## PLAYOFFS

- A. The playoff notifications are done by e-mail and posted on the league website.
- B. In leagues with five or more teams, the top four teams (based on regular season records) will play in a two-week, single elimination playoff for the championship. The two teams who lose in the first round of the playoffs will play a consolation game in week 10 according to the scheduled outcome (teams may not necessarily play each other). The remaining teams in the league will play games over the final two weeks based on a similar consolation single elimination playoff.
- C. In leagues with four or less teams, only the top 2 teams will play in a playoff for the championship after a 9-week season. The other team(s) will have a consolation game.
- D. Regular Season Tie Breaker System between two teams is as follows:
  - 1. If one of the two tied teams forfeited against the other team during the season, they automatically lose the tie-breaker
  - 2. Head to Head
  - 3. Least runs against Head to Head
  - 4. Least runs against for all games
  - 5. Coin Toss
- E. Regular Season Tie Breaker System between three or more teams is as follows:
  - 1. If any of the tied teams forfeited against one of the other tied teams, they automatically lose the tie breaker
  - 2. Head to Head (must win head to head series of all teams involved)
  - 3. Least runs against Head to Head
  - 4. Least runs against for all games
  - 5. Random Drawing
- F. Playoff and Championship games ending in a Tie.
  - a. Extra innings start with last out from previous inning at 2<sup>nd</sup> base and 1 out in the inning.
  - b. Each team shall have a single homerun to be hit in extra innings, once that homerun is hit any that follow are an out and no runners shall advance
- G. **There will be Mandatory roster checks before all playoff and championship games. Only players who have signed their team roster, or signed add form approved by the league, will be permitted to play, no exceptions. Players can only be on one roster per Division. Failure to submit a roster at the start of the season will result in a disqualification from post season play.**

## AWARDS

First place team for each league will receive award shirts (18 for Men's & Women's, 20 for Coed). Additional shirts may be purchased by the team for \$15 per shirt.

## RULES OF PLAY

All slow pitch softball games are governed by the American Softball Association (ASA) official softball rules with the following exceptions:

### RULE 1. THE GAME – DIAMOND – EQUIPMENT

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**EQUIPMENT** Personal equipment must be furnished by the teams or participants. All playing equipment must meet the approval of the umpire and meet requirements listed in the official ASA rule book and current ASA bat regulations.

**No new inning shall start after an hour of game play or to maximum of 7 innings.** Once an inning begins, it shall be played in its entirety, regardless of time. If the final inning is called and game is completed prior to 1 hour, the game is over. The game clock starts when the first batter is asked to take his or her position in the batter's box. The umpire is in control of the game clock and will ask players to take their positions promptly.

NOTE: Games played at **Santa Rosa Park may not start a new inning after 10:45 p.m.** (make-up games will NOT be scheduled). Extra Innings in case of a tied game is only in effect for playoffs

**FORFEITED GAMES** A forfeited game shall be declared by the umpire in favor of the team not at fault if a team fails to have the minimum number players required to start. A team has ten minutes from the scheduled game start time to have at least eight players on the field. The Umpire's game clock is the sole judge of game time. The game clock will not start during this grace period. Once both teams have the minimum of 8 players needed to play, the game clock will start.

NOTE:

1. Out of courtesy, team managers are asked to notify both the opposing manager and the league administrator in advance of a forfeit. Make-up games may be rescheduled based on availability, no guarantees. Refunds/Credits will NOT be given if make-up games are not scheduled.
2. Any team forfeiting two games in a season without giving advance notice will be dropped from the league and fees will not be refunded.
3. When a forfeit is declared, teams involved may use the field, however, the umpire will not officiate the game. Games played after a forfeit are played at the team's own risk.

### GROUND RULES

#### All Fields: HOME RUNS

When a home run ball is hit over the fence, after touching home plate, the bating team is required to retrieve the home run ball and return it to the umpire for game usage. Failure to do so may result in the use of restricted fly balls at EC2 and SR fields for the remainder of the game.

## **Santa Rosa:**

- A. Out of Play:
  - 1. Dugout openings, gate on first base side, opening on third base side near the youth baseball field.
- B. Two bases:
  - 1. Any fair ball that bounces over the right field fence.
  - 2. Any fair ball that makes contact with tree overhanging on 1<sup>st</sup> base line fence on Youth Baseball field at umpire's discretion
- C. Three bases:
  - 1. Any fair ball rolling into the first base dugout or through the open gate on the youth baseball field
  - 2. Any fair that rolls into the parking lot.
  - 3. Any fair ball that bounces into the exposed portion of the center field light pole.
- D. Home run:
  - 1. Any fair ball hit over the left or right field fence or hit into the right field netting.
  - 2. Any fair ball hit on the fly in the parking lot in center field.
  - 3. Any fair ball striking the exposed portion of the center field light pole on the fly.
  - 4. Any fair ball that bounces over the left field fence.
  - 5. Any fair ball that rolls into the third base dugout the youth baseball field.
- E. Any ball coming into contact with the protective padding around the base of the center field light pole will be live and in play.
- F. Any ball that gets wedged in or behind a gate will be out of play and treated as if it went through the gate  
Example: a ball that gets wedged in the first base dugout gate on the little league field the batter and all runners will be awarded three bases.

## **El Chorro 1:**

- A. Home Run
  - 1. Any ball hit over the net at El Chorro 1 from painted pole in Right Center Field to 1<sup>st</sup> base foul line, will result in an inning-ending-out for the batter and batting team. After 3 occurrences for the same team, the game is declared a forfeit by the offending team.

## **El Chorro 2:**

- A. For Men's Leagues ONLY
  - 1. A ball hit into the net shall be considered in play and will NOT result in an out of the park home run. An out of the park home run must be hit over the net or over the fence in right field where there is no net.  
NOTE: a ball hit off the wooden posts or light poles are homeruns. The ball is only live off the net.
- B. Coed Division's
  - 1. A ball hit into the net will be considered a home run

**\*\* A Home Run caused by a true fielding error (ball off glove, head, etc..) will NOT count toward the team's Home Run count for the game (refer to 3 home run + push rule). This is to umpire's discretion and ruling.**

**THE OFFICIAL DIAMOND** shall have 65-foot baselines with an option to use 60 foot baselines. The pitching distance shall be 50 feet. The pitcher may stand up to six feet behind the pitching rubber when pitching but must still maintain a pivot foot within the width of the pitching rubber.

**SHOES** All players are required to wear closed-toed athletic shoes at all times during San Luis Obispo Parks and Recreation Department games. **Metal cleats are not allowed.** Use of molded rubber or multi-purpose shoes is recommended.

**PENALTY FOR USE OF ILLEGAL BAT:** Batter declared out, ball declared dead. If occurs a 2<sup>nd</sup> time in the same game, the game instantly forfeited on behalf of the offender's team. <https://www.teamusa.org/USA-Softball/Certified-Equipment/Equipment-Bats> \*\* Fast Pitch bats are not permitted \*\*

**NOTE:**

- A. If a team is caught a second time in a season using an illegal bat, the team will be dropped from the league and fees will not be refunded.
- B. Umpires have the authority to remove any bat from a game if they feel the bat is unsafe. Unsafe may be determined because the ball seems to be coming off the bat at a much higher velocity than normal. If the bat in question cannot be proven to be "illegal" but just "unsafe", no penalty will be issued but the bat must be removed from the current game; the bat is now considered illegal for the rest of the game and using it again in the same game will result in the penalties above. Teams may not use the bat again in any game until cleared with the league administrator. Teams cannot protest the game because of a ruling of "unsafe bat", but teams may get the bat reinstated for later use with the permission of the league administrator.

**NEW SOFTBALLS** One new ball per field per night will be provided on EC1, EC2 and SR fields. If a backup ball is needed, the umpire will use the best available used ball. Should no balls be available due to lost balls, home runs, foul balls, etc. a restricted flight ball may be used for remainder of the game. A 12 inch ball will be used for all Men's and Men during Coed games, 11 inch for women's during Coed play.

When a manager/team elect to use a new/used ball from their team's supply, matching the SLO Parks and Recreation issued 52 300, that ball shall remain in play for both halves of the inning.

**PRE-GAME WARM-UPS** No team shall take batting or fielding practice before their game. Warm-ups should take place in the outfield. A team can take infield warmups as soon as the umpire tells them to take the field.

**AN EXTENDED HOME PLATE MAT** will be used during all games. If a legal pitch lands on this mat, it is considered a strike. To avoid collisions at home plate, the runner may touch the mat to score.

**MERCY RULE** A game will end when one team is ahead by 15 runs or more after 5 innings (4 ½ if the home team is winning).

**Flip/Flop Rule** If beginning an inning in which the Home Team is losing by a margin that constitutes a Run Rule for that inning, then the Home Team will "flip/flop" and become the Visiting Team, and the original Visiting Team will become the Home Team.

## **RULE 2. DEFINITION OF TERMS**

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**AN ILLEGAL SLIDE** is a slide that includes motion in excess of what is necessary to reach a base and interferes with a fielder making a play or has the possibility of causing injury to a fielder. An illegal slide occurs:

1. When a runner slides outside of a direct line to a base.
2. When a runner slides and pops-up into a fielder.
3. When a runner slides and rolls over into a fielder.
4. When a runner slides and throws his hands up or makes any other similar movement in an attempt to distract a fielder making a play.
5. When a runner slides through and past a base and makes contact with a fielder.
6. When a runner slides into a base with his foot at or above the knee of a fielder at or near the base.

**PENALTY:** Illegal slides will be treated like interference. The ball is dead. The offending runner will be called out. Runners may not advance past the base last touched at the time of the illegal slide.

**Illegal Pitch** is a pitch that has either in flight not reached over the batter's head in their natural batting stance or has exceeded a height greater than 12'. The ball is dead, and the batter is awarded a ball. If the batter swings or contacts an illegal pitch, it is nullified and all plays stands.

### **RULE 3. TEAMS, PLAYERS AND SUBSTITUTES**

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**COURTESY RUNNERS** A courtesy runner may be used for any player who has safely reached a base. Teams are allowed a courtesy runner as needed per Umpire discretion. The courtesy runner used shall be the player of the same-identified gender as the original base runner who:

1. Was the last out in the inning;
2. If no outs have been made in the inning, then the last batter in the prior inning;
3. In the first inning and no outs, the batter listed last in batting order.

**NOTE:** If the player identified by the above procedure is currently a base runner, then the previous "last out/last up" player should be used. If Courtesy runner is on base and their turn to bat arrives, an OUT is recorded.

**ALL FIELDERS MUST BAT** Any fielder failing to bat will be called out when it is his or her turn to bat. Thereafter, the team will not receive any more penalties, but the said player may not re-enter the game.

**EXCEPTION:** Once a player has been skipped in the line-up and called out, the team may continue to take outs for the player's spot in the lineup if they wish to keep the player eligible for return later in the game. They must alert the umpire, before each subsequent at bat, that they wish to take the out, otherwise the player will be skipped and not allowed to re-enter the game.

**EXCEPTION:** Any player injured during the game and "officially removed" from the game will not be called out for his or her next at bat. Said player may not participate further in the game, and his/her position will be skipped for the remainder of the game with no further penalty. If a legal substitute is available, they may be used to replace the injured player with no penalty.

**NOTE:** To be officially removed from a game for injury purposes, the player must be injured and removed from the field of play during an offensive or defensive play. The team must notify the umpire to remove the player from their line-up before his or her next at bat.

**SHORTHANDED** If starting shorthanded with substitutes coming to fill the vacant position, the vacant position must be listed last in the batting order and the umpire must be made aware of the vacant position. An out will be recorded when the vacant position in the batting order is scheduled to bat and player is yet to arrive. When the substitute arrives, the substitute must be inserted immediately into the vacant spot, but if no outs



were recorded for their scheduled turn at bat and the batting order has passed their turn the substitute player becomes ineligible for the game. If the substitute enters the game with no outs recorded for missed at bats the game shall be declared a forfeit. **If there is no substitute coming to fill the vacant position, there is no penalty.**

## **RULE 4. PITCHING REGULATIONS**

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**A LEGAL DELIVERY** After assuming the pitching position, the pitcher must present the ball in front of his/her/their body held in one or both hands and maintained for at least 1 second prior to start of the delivery motion. Pitch shall be delivered to the batter with an underhanded motion from the pitchers' area and not behind the back or through the legs. The Ball must not exceed a height greater than 12' above the ground and must be over the batter's head in their natural batting stance at the apex of it's flight. Any pitch outside these limits will be indicated as illegal by the umpire.

**QUICK PITCH** No pitch shall be declared when the pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

**PITCHER POSITION** The pitcher may take a position up to **six feet behind the front edge of the pitcher's rubber with both feet on the ground within the allowed pitcher area but must still maintain a pivot foot within the width of the pitching rubber.** A step may be taken forward, backward, or to the side, provided the pivot foot remains within the width of the pitcher's plate and the step is simultaneous with the release of the ball. An illegal pitch shall be declared and a ball awarded to the batter if by judgement of the umpire they determine the pitcher to be beyond the allowed distance behind the pitcher's rubber or more than a single step is taken upon release of the pitch.

### **Pitcher-Hit by Batter / Dangerous play:**

It is optional for the Pitcher to wear a safety face mask. If pitcher chooses to not wear the face masks, they are assuming the risks.

Pitcher safety protection face masks will be provided by the league, kept in the scorer's shed, and sanitized by the umpires between games (after use). Teams may also choose to provide their own face mask for play.

If the umpire feels like a team is purposely attempting to hit or intimidate the pitcher, the batting team will receive a warning. If a 2<sup>nd</sup> warning is issued will result in game forfeit to the offending team.

## **RULE 5. BALL DEAD – BALL ALIVE AND IN PLAY**

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**DEAD BALL** A ball will be called dead and out of play when:

1. The ball leaves the playing field.
2. A runner performs an illegal slide (see definition of illegal slide).
3. A pitched ball touches the ground before crossing home plate.

## **RULE 6. BATTING**

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**BATTER'S STARTING COUNT** – Batter's will start at a 1-1 count. After 2 strikes, batter is afforded a courtesy foul. If another foul is hit, batter is called out.

**BATTER'S BOX** The batter's legal position shall be with both feet entirely within the batter's box (the lines defining the batter's box are considered "in" the box). The batter must take position after the umpire declares "PLAY." If the batter refuses to take his position in the batter's box, the batter will be called out.

NOTE: The umpire shall give the batter a reasonable opportunity to take his proper position in the batter's box.

**Batter is Out** when a foul ball rises into the air and over the batter's head height and is caught by the catcher, The ball remains live, and runners may advance at their own risk after retouching the base they currently occupy.

**BATTING OUT OF ORDER IS AN APPEAL PLAY** Although batting out of order is an appeal play, the umpire will notify the team that they are batting out of order and all consequences will be adhered to.

**3 AND PUSH HOMERUN RULE** After a team hits 3 homeruns, they are not allowed to hit another home run until the other team matches their 3 homeruns. Once both teams are at 3 homeruns neither team is allowed to be up more than 1 homerun the rest of the game. Every time a player hits a homerun that puts their team up by 2 homeruns after the 3<sup>rd</sup> homerun, **that player will be called OUT.**

EXAMPLE: Team A hits 3 homeruns while Team B hits none. Every player to hit a homerun for Team A after this will take first base until Team B matches Team A with 3 homeruns. At this point neither team is allowed to exceed 1 more homerun than the other team.

#### **Thrown Bat:**

1. An accidentally thrown bat will constitute a team and player warning. Further thrown bats will be a dead ball and the batter is out regardless of whether the bat hits the catcher or umpire.
2. A flagrantly thrown bat will be a dead ball and the batter is out.
3. An intentionally thrown bat will result in a dead ball the batter will be called out and ejected from game and face possible suspension.

#### **Note:**

1. If in the umpire's judgement the bat accidentally slips out of the batter's hand there will be no penalty unless it contacts either the catcher or the umpire in which case it will be considered a flagrantly thrown bat and the batter will be out.
2. Bat Flips will be considered Thrown Bats
3. Bats tossed to a teammate to put in the dugout are not considered thrown bats.

## **RULE 7. BASE RUNNING**

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The base runner is out under the following circumstances:

1. When he/she runs more than three feet away from his baseline to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball. A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base he is attempting to reach safely.
2. If according to the umpire, a baserunner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the umpire will call the ball dead and runner AND the batter out for interference. In no event may bases be run or runs scored because of such action.

Interference is defined by:

- a. An illegal slide (see Rule 2. illegal slide);

- b. Willfully and deliberately hinders or impedes a fielder in the act of fielding and/or throwing a the ball by running through a base (i.e. his momentum carries him past the front of the bag, standing up) The umpire will call the ball dead and runner **AND** batter out for interference.

- c. **Running outside of the baseline in an attempt to interfere with or hinder the throw**

**EXCEPTION:** It is not interference if a fielder instigates contact with a runner or if an obviously errant throw strikes a runner who is trying to avoid a throw by running outside of the baseline during a double play attempt.

3. Walking leads are permitted ***once a pitched ball leaves the pitcher's hand***. If catcher throws to any base after a legal pitch has been delivered, play at every base is a force-out, regardless of other base runners. ***If the catcher overthrows the play or the throw is misplayed by the infielder, the ball is live and runners may advance at their own risk upon retouching the base.***

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## **RULE 8. SCORING OF RUNS**

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**ONE RUN SHALL BE SCORED** every time a runner, after having legally touched the first three bases, shall touch the home base (including the plate extension) before three players are out. A run shall not count, if the runner reaches home on or during a play in which the third player is forced out or is put out before reaching first base. Also, if the third out is made by a preceding runner failing to touch a base or failing to tag-up on a caught fly ball, a following runner shall not score.

**NOTE:** An out for leaving a base too soon on a batted ball caught on the fly is an appeal play -- when such an out is not the third out in the inning, any runner scoring before the out was made will count.

**NOTE:** In case of a runner failing to touch a base -- if the base missed is the one to which a runner is forced to advance and the out is the third out in an inning, no run scored in that series of plays will count regardless of whether the runs were across the plate before the out was actually made.

## **RULE 9. PLAYER CODE OF CONDUCT**

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**UNSPORTSMANLIKE CONDUCT** Managers/coaches are responsible for the conduct of their players/teams at all times. All players are accountable for their behavior before, during and after a game. A player may be suspended for unsportsmanlike conduct at any time.

**EJECTED PLAYERS** Any player ejected twice in the same year, that player is prohibited from participating in the San Luis Obispo Parks and Recreation Adult Sports Leagues for one year.

**SUSPENDED PLAYERS** The San Luis Obispo Parks and Recreation Department maintains the right to determine the length of suspension for any violation. Penalties listed below are **minimum sanctions**.

- A. **ONE GAME SUSPENSION:** Unsportsmanlike conduct such as equipment throwing, abusive language, "trash" talking, or ejected from a game.
- B. **LEAGUE SUSPENSION:** Unsportsmanlike conduct such as fighting with other players, flagrant contact with other players and excessive abusive language directed at an official.
- C. **ONE YEAR SUSPENSION:** Two ejections in one year, flagrant contact with an official, threatening an official.

**ALCOHOL, VAPING, DRUG AND TOBACCO USE** Alcoholic beverages may NOT be consumed in the park premises prior to, during, or after any scheduled games (SLMC12.20.115). The game will be forfeited by the team observed consuming alcoholic beverages. A second offense results in the team being dropped from the league

and fees will not be refund. If the umpire/staff feel the safety of the participants and/or spectators is in jeopardy, they have the right to cancel, delay, or shorten the game. Parks and Recreation staff members are advised to contact police whenever alcohol consumption is witnessed.

Use of tobacco, vaping devices and drug use is also NOT permitted during the play of a game. Tobacco and / or vaping products may NOT be used in the dug-out or on the field during game time. (SLMC 9.10.210)

### **MUSIC POLICY**

Music players are allowed but NO PROFANITY and THE VOLUME MUST BE KEPT TO A MINIMUM. Volume is at the discretion of the umpire and/or Field Supervisor. The safety of participants, umpires, staff, and spectators is paramount and if they cannot hear, this presents a safety issue. Teams will be given one warning about the music before being asked to remove the player from the ballpark. If problem persists, it will be at the discretion of the umpire/diamond manager to forfeit the game. Be mindful of others at the facility.

### **RULE 10. CO-ED RULES**

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1. No team shall start a game with less than eight players (minimum of three [3] self-identified females and a maximum of five [5] self-identified males). No more than six (6) self-identified male players can be on the field at a time per team.
  - a. 9 player Rule. A team may play a game with nine players (minimum 3 self-identified females & maximum 6 self-identified males). There can never be more than 6 males on the field at a time.
  - b. 10 player Rule. When a team plays a game with ten players (minimum 4 self-identified females & maximum 6 self-identified males). There can never be more than 6 self-identified males on the field at a time.
2. All defensive positions may be played by either self-identified female or self-identified male players.
3. When a female-identified player is up to bat, only 1 outfielder or rover can be inside the **180 foot arc** on the grass. 1 Infielder may play as a rover on the grass, all other infielders must be on the dirt, until the ball is hit. The rover is not allowed to come back onto the dirt until the ball has been hit.  
**PENALTY:** It is a delayed dead ball and the batter will be awarded second base. If a play follows the infraction, the manager of the offense can elect to decline the infraction and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches second base on a hit, an error, or otherwise, and all runners advance at least 2 bases safely the play proceeds without reference to the infraction.
4. Coed leagues use a commitment line which is marked across and perpendicular to the foul line and placed 20 feet from home plate. Once a player has crossed the line to go toward home plate, the player must continue to home plate.  
**NOTE:** If a runner crosses the commit line and then returns to third base, the defense must appeal that the runner crossed the commitment line in order to record the out.
5. Coed leagues use a ten foot scoring line that extends from the corner of home plate (closest to third base) at a 90 degree angle to third base, starting at the batter's box. To score, the runner's foot must be on the ground on or beyond the line before the defensive player touches home plate with the ball in his possession. (This rule was adopted to avoid collisions at home plate). If the batter or batter-runner

touches home plate or the mat extending from home plate, or crosses over either the plate or mat, while it is in its proper position, he/she is automatically out. The fielder may not tag the runner out once the runner passes the commitment line, they must use home plate as a force play for an out to occur.

6. A male or male-identified player/batter who is walked on three (3) consecutive balls without any strikes received during their turn at bat or intentionally walked prior to any pitches shall be awarded second base, **no matter the number of outs in the inning**. Base runners advance only if forced to vacate their bases. The next batter (female) has the option to either bat or take first base – only on 3 pitch walk to previous batter. NOTE: After a male or male-identified batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.
7. **INNING RUN LIMIT** During innings 1 – 6, a team at bat may only score a maximum of six runs. After the sixth run is scored, that half of the inning is finished and the opposing team shall come to bat, regardless of the number of outs in the inning.
8. **OPEN INNINGS** Any inning that starts after 50 minutes shall be declared an open inning, which mean that 6+ runs may be scored if a team is down by more than 6 runs.  
EXCEPTION: An open inning will be announced at the start of an inning in which the 6 run limit would prevent a team from avoiding being mercied.  
EXCEPTION: An open inning may be announced during an inning if
  - a. an inning starts before 50 minutes have been played and the game clock expires while the visiting team is still batting and before the visiting team reaches the six run limit.
  - b. an inning starts before 50 minutes have been played and the game clock expires while the home team is at-bat and the visiting team did not have their runs limited in the same inning and the home team is trailing by more than the 6 run limit would allow them to score.
  - c. In the fifth inning or later, this visiting team goes up by 21 runs or more (including their 6<sup>th</sup> run)
9. **BALL SIZE:**
  - a. A Combination of 11” and 12” size balls will be used during Coed Play.
  - b. When a Male or male-identified player is at Bat – a 12” Ball will be used
  - c. When a Female or female-identified player is at Bat – a 11” Ball will be used
  - d. It is the responsibility of the batting team to provide a 3rd base coach and it is their responsibility to switch the balls out with the pitcher between each batter.
  - e. Balls are placed by the 3rd base bag after each inning, returned to the umpire after each game.
  - f. When a gender-fluid and/or gender-non-conforming player is at Bat - player will choose the ball depending on the position of the line-up.

## **RULE 11. YPNG-SPECIFIC RULES**

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All other rules apply which are not listed below.

1. Batting order shall be designated by the lineup exchanged by coaches prior to the start of the game. There can never be more than 3 consecutive self-identifying male batters at any point in the batting order.

2. All batters who are walked will receive first base no matter their self-identified gender or who is batting behind them.
3. A courtesy runner of either self-identifying gender may be used for any player who has safely reached a base. Teams are allowed a courtesy runner as needed per Umpire discretion. Courtesy runner shall be:
  - a. the last out in the inning;
  - b. If no outs have been made in the inning, then the last out in the prior inning;
  - c. In the first inning and no outs, the batter listed last in batting order.
  - d. NOTE: If the player identified by the above procedure is currently a base runner, then the previous “last out/last up” player should be used. If Courtesy runner is on base and their turn to bat arrives, an OUT is recorded.
4. Minimum number of self-identifying male or self-identifying female players on the field shall be designated by the coach unless there is 3 self-identifying females in which they must be on the field of play during the game. If there are 4 or more self-identifying females, then at least 4 of them must be on the field of play during the game giving the defensive team a minimum of 4 self-identifying females on the field of play.

## **APPENDIX A. PROTEST PROCEDURES**

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### **PROTESTS THAT MAY BE CONSIDERED ARE:**

Use of an illegal player may be protested at any time and can affect games already played. The San Luis Obispo Parks and Recreation Department will determine the player's status and notify all managers affected by the decision. Penalty for use of an illegal player is a one year suspension of the player from all City league games. Teams using an illegal player will forfeit all games in which the player participated in.

### **PROTESTS THAT WILL NOT BE CONSIDERED ARE:**

Protests that are based solely on the disagreement of an Umpire's decision, for example: accuracy of judgment, technical calls or protests regarding a ruling which would have little or no effect on subsequent play or the final outcome of a game.

### **THE PROTEST MUST BE FILED WITHIN 24 HOURS**

A formal written protest must be received in writing at the San Luis Obispo Parks and Recreation Department Administrative offices (1341 Nipomo Street) within 24 hours of the game in question.

**DECISIONS REGARDING PROTEST** are made at the league commissioner's discretion and cannot be appealed.

## **APPENDIX B. DUTIES OF THE UMPIRES**

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The San Luis Obispo Parks and Recreation Department furnishes one game official. The official is an employee of the City of San Luis Obispo and is completely in charge of the game. Discussion of any game or official's decisions is made with team managers only.

**TEAM AGREEMENT** Scorekeepers are not provided; therefore the umpire will use a flip score to keep track of runs scored. If the umpire is late or does not show, teams may agree to play the game with a mutually agreed upon volunteer official (player or spectator), or contact the league commissioner to have the game rescheduled.