

City of Whittier
Parks, Recreation and Community Services Department

Adult Softball Rules & Regulations

Staff, spectator, and player safety is of primary concern in any recreation softball league. Because of the wide variety of abilities and experiences of players in this league, the rules of safety and sportsmanship must be emphasized.

The following rules shall govern all teams and leagues playing under the jurisdiction of the Parks, Recreation and Community Services Department for the City of Whittier.

I. GENERAL INFORMATION

- A. The City of Whittier needs to be notified if any player has a medical condition that may be harmful to themselves or others. A doctor's note may be required for participation in our league.
- B. Persons or players participating in any activity sponsored by the City of Whittier, Parks, Recreation and Community Services Department are not covered by insurance, and the City will not assume responsibility for personal injury or property damage.
- C. The City of Whittier has the right to penalize a team for using a player that owes the City of Whittier money from a previous season. The manager and player will be notified as soon as it is realized that a player on the roster owes the City of Whittier money.
- D. The City of Whittier has the right to find a team's name inappropriate and ask the team to change the name before participating in the City of Whittier league.
- E. In the interest of the league, the City of Whittier has the right to refuse a team for in any given division because of their playing ability. Teams may be asked to switch nights and or take a season off until competition is found for them.
- F. A team may be required to play a game on a different scheduled night due to acts of God (weather).
- G. The City of Whittier has the right to ask any manager, player, and spectator to leave the park if they are guilty of heaping personal, verbal abuse upon any official, staff or spectator. The spectator may also be suspended for "x" number of games determined by the Parks, Recreation and Community Services Department. Managers are responsible not only for their players but also their spectators.
- H. A team may be punished for their players and/or spectators consuming alcohol, smoking and or having a dog in the facility. All City of Whittier ordinances are enforced. Forfeiture of a game and or player suspension may be warranted.

II. RULES OF PLAY

All games shall be played under the current Southern California Municipal Athletic Federation (SCMAF) rules **except** where local (City of Whittier) softball rules and regulations supersede SCMAF Rules.

****NOTE: League Director reserves the right to adjust rules and schedules at any time if they are in the best interest of the city, league, and or participants.****

SEE SECTION XII & XIII FOR FURTHER DETAILS AND EXPLANATION

III. UMPIRES

- A. It shall be the duty of the umpire to administer decisions of the game in accordance with the SCMAF rules of play and those adopted by the City of Whittier Parks, Recreation and Community Services Department.
- B. All league games are under the control and direction of the umpire and only the acting team manager may discuss decisions with the umpire on the diamond during the game.
- C. The umpires are SCMAF certified, independent contractors with the City, and as such, are authorized and required to enforce each section of these rules. They shall have the power to order a player, coach, captain, manager, or spectator to do, or not to do, anything deemed to be in the best interest of the game.
- D. In the event of an umpire removal, cancellation, or no show. Field Supervisors may act in place of an umpire to finish a scheduled game.

Field Supervisors will enforce all rules and regulations on and off the field. Field Supervisors will promote the decisions made by the City of Whittier.

IV. ROSTERS AND ELIGIBILITY

- A. Teams are allowed an unlimited number of players on the Official Team Roster and at any one game. A player may not participate in a game unless he/she is included on the Official Team Roster. No roster changes that will change the classification of the team will be allowed. The last week to Add players is the 7th League Played game, in a 10-game season. All players must sign the Official Roster or Add Form prior to the game start to be eligible to participate.
- B. Players picked up after the initial team roster has been turned in must fill out the "Add Form" prior to their participation in the game. These cards may be picked up on site at York Field and returned to the Field Supervisor (City Employee) before game time; thereby making the new player eligible to participate. If a player participates in a game without being on the Official Roster or without completing a card prior to participating in the game, that game is subject to forfeiture. When a player elects to leave one team to be added to a different team in the same league, they are immediately prohibited from playing for the team they have left. They must complete and submit an "Add/Drop Form". The League Coordinator does not resolve disputes among players and managers.

- C. A player can only play on ONE team in a division on any given night. Any player who is not on the team's official roster and or plays under an assumed name, that team will forfeit any game in which the individual participates.
- ~~D.~~ The Parks, Recreation and Community Services Department's policy on acceptance of teams in the league is on a first come, first serve basis. Returning teams from the immediate past season will be offered a one-week priority registration period. ~~There is no resident discount, but teams who have eight (8) or more players on their roster who reside within the City of Whittier will be allowed to participate in our priority registration period.~~
- E. No new or additional players shall be added to the team's eligibility list or play after the seventh (7) game of league play have been completed. Once a player is dropped from the team roster, that person cannot play or be put back on the roster for the remainder of the season.
- F. The minimum age for all players is 18 years old. Players 16 or 17 years of age may play with approval of parent or guardian. Proof of age will be required.
- G. In playoffs, all participating team members must have appeared in the line-up for minimum of (4) games. Managers will be responsible for tracking games played per player. League Director will have all scorecards on site the day/night of playoffs to verify number of games played if needed per our player protest rules.
- H. No player shall be allowed to play in a game if he or she appears to be a safety hazard to themselves and or others. Examples are: Extensive blood on any player, clothing or equipment, any hard casts due to broken bones and anything that could cause injury to a participating player. Safety is the ultimate concern for all city run programs.
- K. Team managers are responsible for the enforcement of, and adherence to all eligibility rules.
- L. Team managers are responsible for informing the League Coordinator of any manager changes.

V. PROTESTS

- A. Protest will not be received or considered if they are based solely on a decision involving the judgment of the umpire.
- B. All protests first must be filed verbally with the Umpire and opposing Manager prior to the next pitch. After this point, no protest will be accepted.
- C. Secondly, all protests must be submitted in writing to the Parks, Recreation and Community Services Department by 5:00 p.m. the next working day. A protest-filing fee of \$25 must accompany all protests. If the protest is upheld, the fee will be returned. If the protest is denied, the city will retain the protest fee. For additional information on protest, check the SCMAF Rule Book.

- D. Eligibility protests must be made during the game prior to the last out. A \$25 fee must be submitted at time of eligibility protest. If challenged the players must produce adequate identification. A total of three (3) players may be challenged. If players are legal, the City will retain the \$25 protest fee. If identification cannot be produced for each player challenged, he or she must produce an I.D. before the next scheduled game, or the previous game will be declared a forfeit.
- E. Protesting illegal bats must follow the criteria as stated in Appendix A.
- F. Protests, which could have little or no effect on subsequent play or the final result of the game, will not be considered.

VI. TEAM CLASSIFICATION

- A. Teams may be required to play a classification game to assist in team classification.
- B. League classification is solely the responsibility of the League Coordinator.
- C. Teams moved to a new classification level will be determined before mid-season at the discretion of the League Coordinator.
- D. Teams that are moved up or down will keep their win/loss records throughout the transition.

VII. PLAYING REGULATIONS

Equipment

Bats - The City of Whittier uses the ASA Bat list for all leagues. This list can be obtained at www.ASAsoftball.com

See Appendix A

Game Ball - The Parks, Recreation and Community Services Department will provide one new ball per game. No practice balls will be provided. Teams are required to bring extra back-up balls in case extra balls are needed during the game.

SCMAF Softball - Dudley Thunder SY HyCon 4A-069Y

Cleats -Metal cleats are not allowed in the City of Whittier league. Shoes with multi-purpose rubber cleats or tennis shoes are permitted.

Helmets - Helmets/Face masks may be worn for protection.

Scheduling

The League Coordinator will determine game times each season according to their discretion. Game times will be published on the playing schedule.

Game Manager's Meeting

At game time or before, both managers shall meet at home plate in the presence of the Umpires(s) to cover ground rules, player conduct, or other rules for that game.

Game Times

Managers shall check their watches with the official before game time at the pregame manager's meeting. Official's watch is the official time. Game time begins at the conclusion of this meeting. A regulation game shall consist of seven (7) innings or one hour (1) and five minutes (5) past starting time for ALL LEAGUES. No new inning will start after one (1) hour time has passed.

Grace Period

There will be a (10) minute grace period for the **first game only**. The ten (10) minutes will be deducted from the one-hour, five-minute game time. The flip-flop rule will be in effect for all games.

Ties

TIED GAMES WILL NOT BE REPLAYED. Both teams will be credited with one-half (1/2) game won and one-half (1/2) game lost in the final standings.

Forfeiture

If a team forfeits without notifying the Sports and Facility Division of the Parks, Recreation and Community Services Department at (562) 567-9430 by 5:00 p.m. the day of their scheduled game, the team will be charged a \$30.00 forfeit fee due before their next scheduled game. Failure to pay the forfeit fee will result in additional forfeits until payment is received.

If a team forfeits three (3) games, that team will be dropped from the playing schedule, and their league fee will not be refunded. The score of a forfeited game shall be seven to nothing (7 – 0) in favor of the offended team.

Postponed Games

All postponed games, due to rain, fog, dysfunctional lights, etc., will be played at the end of the regular schedule in the order of their first cancellation. If time does not permit a replay of games missed, only games affecting first place, or second place will be played. Team managers will be given notification of exact make up dates and times.

If a game is postponed while in progress due to weather, it shall be resumed as left the previous week before.

Calls can be made to **(562) 567-9430** after 2:00pm specifically for games in question due to weather.

Playoffs

- A. Champions will be decided by a playoff system.
- B. Playoffs will be played after the regular season has ended. The top 4 teams in a 6-team division will advance to playoffs. The top 6 teams in a 8-team or larger division will advance to playoffs. The team with the best overall record will receive a first-round bye. Playoff fees are \$15 per team per game.
 - i. All players in the playoffs must bring a photo ID.
 - ii. Players must have played in 4 League games to be eligible.
 - iii. There will be a 1 hour and 15-minute time limit for the Championship game.
 - iv. Mercy Rule for playoffs are as follows:
 - 1) 20 runs after four innings.
 - 2) 15 runs after five innings.
- C. Individual awards will be given to the first and second place teams in all leagues consisting of five (5) or more teams.

VIII. LOCAL PLAYING RULES

Players At Bat/Batted Balls

- A. All batters in all leagues will start with a 1-1 count. When after having two strikes, the batter hits a foul ball, said batter shall be declared out.
- B. Players must maintain both feet in batter's box before pitch is delivered and after swing is completed.
- C. A batter is not awarded a base when hit by a pitched ball in slow pitch. The umpire may award an intentional walk to the batter at the request of the manager of the pitching team.
- D. All fair balls hit out of the field of play on the fly OR roll shall be ruled upon by the umpire.
- E. No chop hits or bunts are allowed. If a batter chop, hits or bunts, the batter will be declared out, the ball is dead, and all runners must return to the base occupied prior to the pitch.
NOTE: THE ACT MUST BE DELIBERATE TO BE CALLED OUT BY THE UMPIRE.

Home Run Rule

A "one-up" policy is in effect. For example, Team A cannot hit their second home run, until Team B has hit their first home run. A violation of this will result in an out. Runners will return to their bases at time of pitch. **In addition to the 'one-up' home run policy no team can hit more than three homeruns in any given game. After the third homerun is hit, all balls hit over the fence will be a dead ball out.**

FIELD #3 ONLY RULE

All games being played on field 3 ONLY will be affected by this rule. Any ball hit over right field into the car yard will now be an inning ending out. It is no longer a single out unless there are already 2 outs in that inning.

Example: There are no outs in the current inning and the batter hits the ball over the fence in right field (between the left side of the score board and foul pole) that will end that half of the inning and bring the other team up to bat. Same will apply if there was one or two outs in that inning.

Base Running

- A. Stealing is not permitted in any league.
- B. In all leagues, an unlimited number of courtesy runners will be allowed every inning.
- C. A courtesy runner cannot appear twice in an inning unless it is for the same batter runner the second time through the lineup in the inning.
- D. In COED leagues, courtesy runners must be the same sex.
- E. Players Hitting a Home Run do not need to touch first base.

***In the case of an injury and the player must be removed from the game and all courtesy runners have already been used the last out of the inning will take the place of the runner on base. The injured player will be removed from the game and will be charged an out the next time they come up to bat.

Safety Bag

See Appendix B

Mercy Rule

If a team is ahead by 15 runs, and if the team who is behind has had five (5) complete innings at-bat, the game will be considered a complete game.

OR

If a team is ahead by 20 runs, and if the team who is behind has had four (4) complete innings at-bat, the game will be considered a complete game.

Pitching Rules

A. Legal Delivery – the pitcher shall conform to all SCMAF slow pitch regulations and all of the following:

- The pitcher shall deliver the ball to the batter at a moderate speed.
- The ball must arc higher than the batter's head
- The maximum arc limit is 16 feet

- The ball must be pitched underhand in a lob-motion. A windmill wind-up is illegal.
- The pitcher shall pitch from a minimum of 50 feet (pitching rubber location) but no more than 56 feet (marked by umpire).
- Legal delivery is solely the judgment of the umpire and is NOT the subject to protest.

B. Illegal Delivery

- If any of the pitching regulations are violated, or any of the above speed, arc, or height rules are violated, the pitch shall be called an illegal pitch. Baserunners **do not** advance.
- If the batter attempts to hit an illegal delivery, the pitched ball will be considered legal.

- C. A pitched ball not struck at, that touches the ground before crossing home plate, shall be called a ball, and declared dead. If, after the ball touches the ground, the batter swings and hits or misses it, the batter is called out and the ball declared dead.

NOTE: This rule is included as a safety precaution to protect the catcher and to penalize the batter when swinging unnecessarily at a dead ball.

- D. The slow pitch strike zone shall extend 17” from the rear of the plate, making a 17” X 34” rectangle. A legally pitched ball not struck and that lands in the strike zone box, will be ruled a strike by the umpire. (Baserunners must touch the home plate itself, not the strike zone extension to score.)

IX. SUBSTITUTIONS AND LINE-UPS

A. A slow pitch team shall consist of ten (10) players on the field of play. However, a game may be played with eight (8) players. Games started but discontinued due to a lack of players, will not be charged a forfeit fee.

B. All teams will use the free substitution rule, unlimited defensive substitutions. Although all players do not have to play defense, all players listed on the game’s lineup card will have to bat. When players are shuffled freely on defense, they remain in the original batting order. Any player arriving late will immediately be added to the end of the batting order.

C. If a player must leave the game before it is completed, an out will be recorded for the FIRST at bat missed. However, this player must be substituted for to avoid penalty.

D. When the tenth player arrives after game time, he or she will be required to fill the tenth position in the batting order, which will be his/her place for his/her turn at bat. (OPTION:THE TENTH PLAYER THAT ARRIVES LATE MAY BE USED AS A SUBSTITUTE AND THE TEAM MAY CONTINUE PLAYING WITH ONLY NINE (9) PLAYERS.) Additional late players will be added to the end of the batting order.

Any time a player in an unlimited batting order leaves the line-up (due to injury, ejection, etc.), the following rule is applied:

- 1) The ejected or injured player is out of the game and no further participation is allowed. The next time the ejected player is due to bat, it is an automatic out; thereafter, his/her position in the order is skipped with no further penalty.
- 2) Blood Rule – Any player who is bleeding, or has an open wound, or has excessive amount of blood on his/her uniform shall be directed to leave the game. After proper treatment has been rendered to the injured player and/or uniform, player may re-enter at the next substitution opportunity. It is not an automatic out the first time the injured person's spot comes up in the batting order.
- 3) If the player is ejected or injured during the first inning and no outs have been recorded, the designated runner shall be selected by the umpire.

X. CODE OF CONDUCT

SCMAF

All players, managers, and coaches must conform to the SCMAF "Players Code of Conduct."

League Director

All player actions are subjected to review by the League Director and may result in further disciplinary actions. Field supervisors and umpires are required to report the circumstances regarding ejections or unsportsmanlike conduct to the League Director.

Managers

Managers are responsible for the behavior of their player and fans. The team manager shall present all grievances to the League Director. Any unusual tactics, profanity, or derogatory remarks by a player or manager may result in ejection from the game and/or park. Ejection may occur without a previous warning.

Ejections/Suspensions

If a player is ejected from a game, he/she will not be eligible to participate in the next scheduled league game and or any games within a weeks' time. ***Managers will automatically be suspended the following game if any of their players are ejected from a game.*** All time limits for leaving the park after an ejection are at the discretion of the umpire. If the player ejected participates, the game will be forfeited.

The City of Whittier, Parks, Recreation and Community Services Department reserves the right to suspend any player from competition for any period of time it deems appropriate for unsportsmanlike conduct of any type, actions before, during, and after the game anywhere on the facility, or any actions that result due to participation in the City of Whittier softball program.

There must be no physical contact with the Field Supervisor or Umpire or Opposing Player. NO PLAYER, MANAGER, OR SPECTATOR may hit, touch, bump, brush, or swipe at a staff member or umpire or opposing player with their body, glove, ball, bat, clipboard, or any other object. Anyone who makes contact with a staff member or umpire or opposing player will be

suspended from the program and facility for a period of time to be determined by the League Coordinator.

Second Offense

If a player is ejected or disciplined twice in any season, he/she may be eliminated from further competition for the remainder of that season. If, in the opinion of the League Coordinator, stronger action is warranted, both manager and player of that team will be notified of the action taken. Suspended players shall not be permitted on the facility during league play.

XI. COED LEAGUES

A. The purpose of this program is to provide softball competition for men and women in the relaxed, fun environment.

B. In COED, a team shall consist of ten (10) players. However, a game may be played without forfeit with eight (8) players.

1. A game may be played without forfeit with eight (8) rostered players with no more than five (5) of either sex. (Specifically: 4 women-5 men; or 5 women-4 men; or 4 women-4 men.) 5/3 is not permissible distribution of men/women or women/men.
2. **BATTING ORDER:** Players must bat in alternation order by sex.

C. A male batter, who is walked on four consecutive balls with no strikes thrown during his time at bat, shall be awarded second base. Baserunners advance only if ordered to vacate their bases.

XII. COLLISIONS

It is the City of Whittier's intent to avoid collisions whenever possible to prevent injury. **AT NO TIME DOES THE CITY OF WHITTIER INSIST OR MAKE IT MANDATORY FOR ANYONE TO SLIDE, ONLY TO AVOID INTERFERENCE WITH A FIELDER. RUNNERS SHOULD ATTEMPT TO AVOID CONTACT WITHOUT INTERFERENCE.**

XIII. SOFTBALL TELEPHONE

For information regarding game schedules, please call the Whittier Community Center at (562) 567-9430.

APPENDIX A

BAT RULE

The City of Whittier Adult Softball program enforces a bat rule to create a “balanced playing field” so that no team gains a distinct advantage over another. The goal is to create as safe an environment as possible with the new and improved equipment particularly the recent technologies in bat and ball manufacturing.

Our **BAT RULE** is fairly simple:

- 1) ASA Bat list located at www.ASASoftball.com
- 2) All legal and illegal bats are published on this list.
- 3) All bats used in the league should have an ASA stamp on the bat.
4. ASA stamp does not guarantee bat is still within current regulations.

Managers & Players

It is the RESPONSIBILITY OF EACH INDIVIDUAL to ensure that his/her equipment conforms to the standards of league play AS LEGAL EQUIPMENT. This burden, whether real or implied, IS NOT THE RESPONSIBILITY OF THE LEAGUE COORDINATOR, HIS/HER STAFF, AN UMPIRE, OR DESIGNATED REPRESENTATIVE OF THE CITY OF WHITTIER.

Umpires & League Director

The umpire has the authority to remove any bat that he/she suspects has been altered in any way. This judgment is left entirely to the discretion of the umpire in any given game.

Suspected & Suspended Bats

If any bat is in question, please report to Umpire or League Director immediately. Staff will have current ASA Bat List on site at York Field.

A bat that has been removed from any game can no longer be used at York Field, unless approved by the City of Whittier Parks, Recreation and Community Services Department.

The game shall be immediately forfeited by any team whose player takes a position in the batter’s box with any bat that has been previously removed by the umpire in accordance with this rule.

OFFICIAL BAT PROTESTS

UPON A PROTEST LODGED ABOUT A BAT, THE FOLLOWING PROCEDURE WILL BE ADOPTED AND WILL BE ENFORCED IMMEDIATELY.

- 1) In the event a bat (that does not appear on the bat list) is in question, either team may lodge a protest. Both managers will be informed of the protest, and the

Umpire will record and document the circumstances at the time of the protest. The protesting manager must file a written statement and a \$25 payment.

- 2) IF THE PROTEST IS DECLINED (the equipment is legal and meets the specifications outlined in the City of Whittier rules), the RESULT of the game will stand.
- 3) IF THE PROTEST IS UPHELD (and the equipment fails to meet the specifications outlined in the City of Whittier rules), a FORFEIT will be awarded against the team using the illegal equipment and that team.
- 4) If the protest for using an illegal bat is against your team, YOUR PLAYER WILL HAVE 24 HOURS (ONE WORKING DAY) to obtain a manufacturer's specification sheet on the piece of equipment in question. FAILURE TO PRODUCE A MANUFACTURER'S SPECIFICATION SHEET ON THE PIECE OF EQUIPMENT WILL RESULT IN AN AUTOMATIC FORFEIT.

RECOMMENDATIONS:

If you plan to purchase a softball bat, it is recommended that PRIOR TO PURCHASE you obtain a manufacturer's specification sheet on the equipment and have City Staff review those specifications to make sure that the equipment conforms to City standards.

NOTES:

MANY COMPANIES MAY CALL THEIR PRODUCT "DOUBLE WALL," DUAL SHELL," "OVERLAPPING WALLS," or "SLEEVED WRAPPED."

Please note the term "Double Wall" is synonymous with "Dual Shell" or "Sleeved Core" and fails to meet the parameters established for recreation adult softball programs operated by municipalities and organizations that do not allow multiple wall bats.

For approval of a single wall bat, it is recommended that you submit a manufacturer's specification sheet prior to the purchase of any bat. Sporting good stores should be able to supply the necessary manufacturer's specification sheet so that the established standards are met.

APPENDIX B

SAFETY BAG

The City of Whittier implemented an orange safety bag at first base in the Spring 2015 season.

The safety base is designed to prevent collisions and other contact incidents at first base. Please read up on some basic's rules about the new addition to our playing field. If you have any questions regarding this, please ask our umpires or league director.

Remember to note, our house rules regarding this matter supersede any rules used in other leagues, so please make sure to ask if you are unsure about these important details.

NOTE: ALL APPEAL PLAYS MUST BE ISSUED TO UMPIRE.

WHILE TEAM IS ON DEFENSE:

A) First baseman, other defensive players must touch white portion of safety base during play on throws from fielders to first base when attempting to get batter runner out.

B) If defensive players touch orange portion of base, umpire will call obstruction and award batter runner first base. This is umpire's judgment call.

C) If errant throw from fielder occurs/first baseman pulled into baseline and impedes batter runner progress towards first base... SEE BELOW FOR RULING.

DEFENSIVE OBSTRUCTION

: Play is dead/Delayed dead ball. Base runners will be awarded their next base. Batter runner occupies first.

NOTE: Play is judgement of umpire.

WHILE TEAM IS ON OFFENSE:

A) Batter runner may only touch orange portion of base during progress towards first base.

B) If there is no play to be made at first base, such as batted ball that will result in a double, batter-runner may touch white half of base while advancing toward second base.

C) If errant throw occurs/fielder impedes batter runner's progress towards safety bag...
SEE ABOVE - DEFENSIVE OBSTRUCTION

D) Because batter runner is allowed to run through first base, they may run straight through orange half, remaining in foul territory.

E) If batter runner touches white half on play at first... SEE BELOW FOR RULING.

RUNNER INTERFERENCE: Defensive team may appeal play. If umpire noticed batter runner's foot placement, runner will be called out. Play is dead/Delayed dead ball.

F) Batted balls that hit white portion of base are fair, while balls that hit orange half are foul.

ONCE BATTER RUNNER HAS REACHED BASE SAFELY

A) Base runner may lead off from either bag. Base no longer has separation into halves.

B) Fielder and base runner are now both entitled to either bag. Involving plays such as:

1. After pitch, catcher throwing back to first base.
2. A batted ball that is caught for an out;
 - Runner may advance from or return to either bag.
 - Fielder may tag either bag while attempting to get the runner out.

City of Whittier

Parks, Recreation & Community Services Department



By my signature below, I acknowledge that I have read, understand, and agree to policies and procedures of the Adult Softball League as defined in the rules packet that I have received.

Team Name

Team Manager's Signature

Date