

**Parks
Make
Life
Better!**



CITY OF SAN RAMON

**ADULT
SOFTBALL
RULE BOOK**

LEAGUE DIRECTOR: Jessica Pineda-Prieto | 925-973-3205 | jpineda-prieto@sanramon.ca.gov

Welcome to the City of San Ramon Adult Softball League! This league is built on the principles of sportsmanship, teamwork, and fun. While healthy competition is encouraged, respect for teammates, opponents, officials, and facilities is expected at all times. All games will be played in accordance with the official rules of USA Softball, with any league-specific modifications clearly outlined in this rule book. By participating, all players agree to uphold the spirit of fair play, maintain a positive attitude, and contribute to a safe and enjoyable environment for everyone involved. Let's play hard, play fair, and most importantly, have fun!

RAINOUT HOTLINE: 925-973-3245 UPDATED AFTER 3PM

LEAGUE INFORMATION

- The level of competition in the City of San Ramon Parks and Community Services Department Slow Pitch Softball league is designed for recreational play. Teams regularly playing in Open and B, or C division leagues are discouraged from playing in this program.

D2 LEAGUES – Intermediate to advance players, often with competitive experience

D3 LEAGUES - Beginner to intermediate players looking for fun

- The City of San Ramon Parks and Community Services Department reserves the right to remove any player(s) or team(s) from the league if they are deemed overqualified. There are no refunds should your team be removed after the start of the season.
- All games are played at San Ramon Central Park (**12501 Alcosta Blvd**)

ALCOHOLIC BEVERAGES - Alcoholic beverages are **PROHIBITED** on all playing fields, dugouts, bleachers, general complex "area" and parking lots. Furthermore, alcoholic beverages are prohibited in all City of San Ramon Parks and have no place at a softball game. Officials or staff have the authority to remove any player or fan who is drinking or is under the influence of alcohol or drugs. Forfeiture of game may result from infractions.



PLAYER ELIGIBILITY

- AGE - All players must be at least eighteen (18) years of age. Any player may be carded by City staff, players should have an ID with them that shows their birth date at all times. Any player found to be underage will be ejected from the game. The team with the underage player will not forfeit the game but will receive an out every time the ejected player's turn comes up in the line-up. If the same team repeats the infraction, the team will automatically forfeit the game.
- Players may play on only one (1) team per league.
- All players must be listed on the teamsideline roster with the City of San Ramon Parks and Community Services Department to be eligible to play in a league. All players must also agree to the online waiver through teamsideline.com prior to playing. Those not listed on the teamsideline roster and who have not agreed to our player contract online will be ineligible to play in the league.
- **Player Transfer to a New Team** – A player must be officially released (dropped) by their current team before joining another team. The first team a player registers with retains that player's rights until the team formally drops them. All add/drop forms must be submitted to and approved by the League Director before the transfer becomes official.
- Any player playing or attempting to play under an assumed name will be cause for that team to forfeit the game. Any previous games the illegal player participated in may also be forfeited. Should further incidents occur during the season, that team will be immediately removed from the league and league fees will be forfeited. The team will also be barred from further league participation.
- The City of San Ramon Parks and Community Services Department reserves the right to determine the eligibility of ALL players and shall have final judgment on such instances.

TEAM ROSTERS

- Team rosters must be submitted on an official City of San Ramon Parks and Community Services Department team roster form, complete with player's full name, address, and telephone number. Completed rosters are due at registration. A maximum of 20 players are allowed on a softball roster.
- **IDENTIFICATION/RANDOM ROSTER CHECK** – League officials, including scorekeepers, will perform random roster checks throughout the season. Upon request by a league official, all players shall be required to produce photo identification. Drivers Licenses or government agency issued photo-identification shall be accepted.
- Falsifications to team roster or player contracts (such as residency requirements) will cause forfeit for any game in which said player(s) participated. Upon discovery of such falsification, managers/teams will be required to pay any non-resident fees.
- Unlimited roster changes (additions and deletions) will be allowed until the **fifth game** of the season in the 6 or 8 game leagues and the **sixth game** of the season in the 10-game leagues. At the end of the add/drop period, rosters will be frozen and any non-resident fees which are due are to be paid no later than three days after the fourth day (date) of league play as appears on the schedule. If a team who registered as a resident team is no longer qualified to be considered a resident team (more than 6 non-residents) they will be re-registered as a non-resident team and will have to pay the difference between the non-resident rate and the resident rate. Teams may add players under very special circumstances in off periods of time through meeting with the League Director. **A player must complete the registration (Signed waiver) on teamsideline by the 6th game in order to be on the team. If the player does not**

complete the wavier, they will be automatically dropped from the team.

- **Non-roster player first team offense:** Team will be given a warning. *Non-player(s) spot on the roster will be an automatic out throughout the game. The non-player(s) cannot be substituted in the game. Team can only field 9 offensive players in the game.*
- **Non-roster player second team offense:** *The team will automatically forfeit the game which can affect their playoff seeding.*
- **PLAYOFF TOURNAMENT PLAY STIPULATIONS** - Any player who plays in the playoff tournament must have been added to the roster and signed the wavier during the official add/drop period. Also, this **player must have participated in at least one regular league game in the 6 game season and two games in an 8 or 10 game season. Forfeits does not count as a regular game played for any player on either teams the roster.**
- "Pick up" players may NOT be used in official league games. A "pick-up" player is a player you bring to the field who is not officially on your teamsideline roster.

SCHEDULES

- Most leagues will consist of 6 to 10 teams.
- Each manager shall receive league schedules for her/his team. It is the manager's responsibility to distribute schedules to team players. Schedules will and must be played as published. Requests for changing of schedules and/or rearranging for times to accommodate teams involved in tournaments, leagues, etc., other than those conducted by City of San Ramon Parks and Community Services Department will not be accepted.
- **RAINOUT PROCEDURE** - For updated or last minute rain/field information, phone 925-973-3245 AFTER 3pm. All games postponed or canceled due to weather must be rescheduled as soon possible or, if necessary, at the conclusion of the regular season. Games rescheduled for the end of the season will be replayed during the first week following the regular season and in the same order in which they were originally canceled. If time constraints prevent all postponed games from being completed, only those games that impact final standings or top positions will be played. In the event of multiple weather-related cancellations, a revised schedule may be issued.

FORFEITURES

- **Forfeit time is the scheduled game time.** However, a ten-minute grace period shall be allowed for the first game of a Monday through Friday night/evening league only. This time shall be elapsed from the time allotted for the game. If a team uses any part of the ten-minute grace period they will, in return, lose their first at-bat.
- Should a team not field the required minimum eight (8) players to begin a game before the forfeit time has elapsed, the game shall be declared a forfeit. After a forfeit has been declared, a practice game may be played for the remainder of the playing time. Umpires are not permitted to officiate practice games. Teams are required to supply a courtesy catcher if opposition has 8 players. No courtesy catcher is supplied for teams with 9 players. The courtesy catcher role is only to return the ball back to the pitcher and is not a "Live" player in the game.
- A forfeit shall be declared for non-appearance and tardiness as well as for flagrant violations of league rules and regulations.

- If a team forfeits two (2) games during the course of the season, the team will be placed on probation and the manager must meet with the League Director to decide whether the team shall be suspended from further play. If a team is suspended, all games prior to and after suspension will be declared forfeits. League fees will not be refunded.
- If a team forfeits and is found “not in the best interest/unsportsmanship” of the game, the team will receive an additional loss to their standings. The decision will be made at the discretion of the League Director.
 - Not in the best interest or unsportsmanship is defined but not limited to the following:
 - Team failing to contact the league director to inform that they are forfeiting.
 - Team not attempting to field a team for their game.
- Teams are encouraged to add additional players to their roster to prevent forfeits. The City has no control over team forfeits.
- Please call Jessica Pineda-Prieto at 925-973-3205 or email jpineda-prieto@sanramon.ca.gov if you know ahead of time that you will have to forfeit your game. If you cannot reach Jessica, please contact the San Ramon Community Center at 925-973-3200 so they can notify the correct staff and opposing team.

UNIFORMS

- Uniforms are not required. However, teams are encouraged to wear matching or similarly identifying shirts. Solid white shirts may not be used as a team identifier.

EQUIPMENT

- Teams must provide their own bats, gloves, and mitts. Bats must be USA Softball approved and not on the ASA/USA Non-Approved list. Teams may also supply batter's/runner's helmets, safety goggles or mouth guards as an option to prevent the inherent injuries of this game. *Parks and Community Services is currently using USA softball approved Softballs (300lb and .52 core for men's and coed leagues).*
- **ILLEGAL BAT** - A player bringing an illegal bat (non ASA/USA approved or ASA/USA certification mark) to home plate for the purpose of hitting with the said bat shall be ejected from the game. If the illegal bat is discovered after the batter has batted, but prior to the first pitch to the next batter, the batter in violation will be called out and all runners will return to bases previously occupied. *Illegal Bat – Any bat that does not have an ASA/USA certification mark of any bat with an ASA2000 or ASA 2004 certification mark that is listed on the ASA's/USA Non-Approved Bat List.*
- **DAMAGED BAT (dented, cracked, rattles, etc.)** – Any bat found to be damaged or damaged during play will be taken out of play.
- **ALTERED BAT (shaved, rolled, etc.)** – Any bat that has been determined purposely altered will result in an automatic ejection of the player caught bringing it to home plate with the intention of using it. **If a player is found to be using an altered bat, resulting in injury or death to another player, umpire, or spectator, that player may be held liable for such actions and could face civil and/or criminal penalties.**
 - **For the up-to-date non-approved bat list,**
please visit: <https://www.teamusa.org/USA-Softball/Certified-Equipment>
- **Catcher's masks** are optional and should be supplied by the teams for their catchers if needed in all leagues. *Catcher must wear mask correctly.*
- **Metal or steel cleats** are not permitted. Players are encouraged to use rubber cleats or multi-sport rubber soled shoes. **Closed toe shoes are required!**

PROTESTS

- Protests will be accepted for consideration only on an infraction of the playing rules or on player eligibility.
- Umpire's judgment calls do not constitute grounds for protests.
- Protests will be accepted for consideration if submitted in the following manner:
 1. A verbal protest must be filed with the umpire and opposing manager at the time of the infraction of the rule(s). The scorekeeper will be responsible for noting it in the book, when and where the protest took place. This must take place between the time of the infraction and the next pitch. Protests regarding ineligible players must be initiated by the opposing team, prior to the player's **SECOND** at bat.
 2. A typed or legibly printed written protest and a \$25.00 protest fee (a check, not cash) must be filed at the City of San Ramon Parks and Community Services Department, 12501 Alcosta Blvd., San Ramon, CA 94583, within twenty-four (24) hours or next working day from the time of the protested game.
 3. If the protest is found to be valid, the game will be played over at the point at which the infraction occurred. The League Director shall decide the re-play date and time. In the case of an ineligible player, the game will continue until identity can be established. In some cases, a forfeit may be called after discovery that an illegal player participated.
 4. If the protest is found invalid, the protest fee will not be refunded.
 5. The Program Supervisor of Adult Sports, the League Director, the official in charge, and scorekeeper, will consider protests. Both rules and conduct violations will be considered.
 6. Protests filed after the time limit has expired will not be accepted.
 7. Highly technical protests and those which have no effect on the final result of the game will not be accepted.
 8. The manager or team captain is the only person who may protest an umpire's call.
 9. League Director or umpire may settle the protest at game site.

INJURIES AND ACCIDENTS

- All accidents or injuries occurring during an official game and involving players, spectators, and/or officials must be reported to the League Director and documented on an official accident report form. *The City of San Ramon Parks and Community Services Department, its officers, employees, and any organization co-sponsoring or participating in the program shall not be held liable for injuries sustained by players, officials, and/or spectators during the course of an official league game.*
- City of San Ramon Parks and Community Services Department does not carry medical liability insurance for the participants.

UMPIRES

- The umpire has complete authority during the course of the game. Swearing, threatening or in any manner interfering with game officials before, during, or after the game constitutes grounds for suspension or dismissal from the City of San Ramon Parks and Community Services Department Softball League. Players and/or teams may be asked to leave the park and the parking lot.
- The decision of the umpire is final with the exception of those involving rule misinterpretations.

- The umpire(s) shall have the authority to suspend play at any time for any reason.

EXAMPLES:

- A team leading by 18 runs, decides to allow the other team to score enough runs to keep them within the 12 run limit, by not executing defensively.
- A major fight breaks out between players and/or spectators, and the umpire(s) determines that continuing the game is not in the best interest of all concerned.
- The sprinkler system comes on during the game making further play impossible.
- A player, after being ejected, remains on the field and harasses officials, players and/or spectators.
- The lights on the field turn off during the game.
- Umpires will suspend play for up to 15 minutes due to rain/sprinklers/lights. If play cannot continue after 15 minutes, game will be called.
- The umpire may decide whether a player's attire is appropriate to the game and the teams playing and spectators watching, and whether said player should change his/her attire.
(In examples 1, 2 and 4, teams may be subject to forfeit).

SCOREKEEPERS

- City of San Ramon Parks and Community Services Department scorekeepers will keep official score book for all leagues. The scorekeeper may be called upon to assist the umpire in calls at home plate.
- LINEUPS - At least 5 minutes prior to each game beginning, the team managers shall provide the scorekeeper with an official line-up card. Player's **FULL NAMES** are to be given.

*In COED, please list men and women separately on the line-up card (ex. All men listed together on the top and all women listed together on the bottom or vice versa.)

THE GAME

- Home team for each league game will be determined by the league schedule. In the event the home team is not designated, or known, the umpire shall toss a coin to make the determination. In playoffs, the higher placed team is always home. Home team dugout is at 3rd base side and the visitor team dugout is at 1st base side
- Specific ground rules will be covered by the umpire before the start of each game. Ground rules are very important! Managers must pay close attention and ask questions of the umpire during this time instead of later in the game when it's too late.
- Official time will be kept by the umpire or the scorekeeper, if so designated by the umpire.
- No less than eight (8) players and no more than ten (10) players allowed on the field.

PLAY REGULATIONS

- **TIME** - A "season" game shall be seven (7) innings. However, no new inning may begin after 65 minutes (Central Park) have elapsed. If an inning is in progress at the end of the time limit, the inning shall be completed. Championship games will consist of a 70-minute game time.

- If a game cannot continue due to unforeseen circumstances (rain, power, or sprinklers) it shall be determined by the umpire who may consult the managers if he/she so chooses. In the (unusual) event that an inning is in progress and it becomes unplayable, the umpire shall call the game and the score shall revert to what it was at the last completed inning. Four complete innings (3.5 innings if home team is ahead) or 60 or more minutes of play constitutes a legal game. If a game is called after 60 minutes of play during the top of the inning, game will revert back to last completed inning. If home team is leading, and game is called after 60 minutes of play in the bottom of the inning, home team will be given the win. If game is called after 60 minutes of play in the bottom of the inning and the home team not in the lead, game will revert back to last completed inning.
- **EXTRA INNINGS** - Tie games will be continued provided time permits. If a new inning begins and the time runs out on the clock, time shall be allowed to complete that inning and only that inning. In the eighth or subsequent inning of a game, each team will begin their turn at bat with a runner on second base. The runner shall be the last batter of the previous inning. There is no courtesy runner for this person.
- During playoffs, all games will be played out until there is a winner. NO playoff games will end in a tie.
- The pitcher shall deliver the ball to the batter in such a manner as to be considered a "slow pitch" as compared to the regulation "fast pitch." The umpire shall be the sole judge in determining if the speed of the pitch is too fast, too low, or too high. A pitch deemed to be too fast or low or high should be considered a ball unless struck at by the batter. The pitch must reach the height of at least 6 feet from the ground while not exceeding a maximum height of 12 feet from the ground. Pitch must have a perceptible arc. Umpires shall attempt to call a pitch either "high", "flat", or just "illegal" while the pitch is in the air. However, the ump may call a pitch high or flat after it has landed. Pitchers can pitch up to 3ft behind the pitching rubber. They do not have to start or finish on the pitching rubber.
- **WARM-UP PITCHES/TIME**– At the beginning of each half inning, the pitcher will get 2 warm-up pitches, or one minute, whichever comes first. If a pitcher uses more than one minute or throws more than 2 warm-up pitches, the umpire shall award a ball to the batter. All position players must be on the field before the pitcher has completed all 2 warm-up pitches or before the one minute has elapsed or a ball will be awarded to the batter. If the batter creates a delay of the game, the umpire will award the pitcher a strike call on the batter.
- **INTENTIONAL WALK** - If the pitcher wishes to walk a batter intentionally, he/she shall notify the umpire and the batter shall advance to first base without any pitches being made.
- **SWING** - The batter may not bunt or chop the ball. Batter will be called out.
- **SUBSTITUTION** - Free substitution (unlimited batting order) will be allowed. A player who leaves the game may return at any time to any position. However, said player must remain in the same position in the batting line-up. Players who arrive late are to be placed at the end of the batting order and wait for their turn to come up to bat.
 - Teams may substitute players in and out competitively. Players coming into the game in this situation must report to the scorekeeper for whom they are coming into the game for. In the event that the starting player wants to re-enter the game, he may only replace the person who substituted him. The substitute is then out of the game and may not re-enter. Teams are not required to maintain a ten player roster when substituting players.

- **SUBSTITUTE RUNNERS** - "Courtesy" base runners are allowed in the league. The runner must be of the same sex as the base runner. The courtesy runner will be the first available same gender player currently in the line-up who precedes the current batter-runner (This does not automatically mean it is the last out). Only one courtesy runner may be used per inning. The leagues will be allowed to use one courtesy runner, per sex, per inning. The manager must make the switch before the next pitch is thrown. In the event of "batting around", another courtesy runner may be used for only the same player. In the event a second (same gender) courtesy runner is needed in the same inning, the base runner being replaced will be excused from the rest of the game and considered out. Should a team drop below the minimum of 8 players due to this rule, the game is a forfeit.
- **TWELVE RUN AHEAD RULE*** - A twelve (12) run ahead fifth inning rule will be in effect for all regular season games and playoff. If either team is ahead by twelve or more runs after the completion of five or more innings of play (4 1/2 if the home team is ahead) the respective leading team shall be declared the winner. An inning in progress must be completed for the purpose of this rule.
- If there is a score difference of 20 runs* or more after 55 minutes or 5 innings of play the umpire shall declare the leading team the winner. *Under this rule, umpires will complete the bottom of the inning in progress or call the game when the game time limit has occurred.*
 - No 12 run rule in championship game, however, the 20 rule does apply.
- **FAKE TAG**, Interference, and Obstruction - Covered by USA Softball Rule Book.
- **VERBAL INTERFERENCE** will not be tolerated. Catchers, do not converse with the batter while they are up to bat.
- **APPEAL PLAYS** - Teams no longer have to execute a "correct" appeal play. All the team has to do, when the ball is dead and play has ceased, is tell the umpire they would like to appeal a base.
- **OVER THROW RULE** - Covered by USA Softball Rule Book.
- **THE MAT** - Mats will be used to call balls and strikes. The strike zone is the plate and the mat.
- Batters will start with a 1-1 count. Batter will be allowed 1 foul ball on 2 strikes. The next foul ball is an out.
- **HOME PLATE LINE** - For scoring purposes in ALL leagues, a chalk line shall be drawn perpendicular to the third baseline at home plate. Runners are to cross this line rather than run to the plate* (where collision may occur with the catcher), including when scoring on a walk. Players who touch home plate or the mat are automatically OUT. Umpires will look for the player's foot to touch ground on the line or over it rather than "breaking the plane". This is so the call can be made more accurately from different positions on the field. Players may slide at the line.
- In the event a baserunner crosses near the plate, if in the umpire's judgment the baserunner interfered with the catcher (on a force play) or **intentionally ran at/or close to the catcher**, the baserunner shall be called out for interference. This includes jumping or stepping over the plate or mat and/or running through the batter's box. Runners should run over the chalked run line.
- Once a runner has crossed the **commit line** between 3rd and home, the defensive player with the ball must tag home plate before the runner crosses the run line to record the force out on the runner coming from third. (ASA/USA rule 8-10-B).

- Once the runner crosses the **commit line**, he/she may not return to third base. EFFECT: The runner will be called out if the runner returns and the ball remains live. (ASA rule 8-10-C). Note: On a caught fly ball, the rule dictating the runner to return to his/her base shall supersede this rule.
- **Non-roster player first team offense: Team will be given a warning.** *Non-player(s) spot on the roster will be an automatic out throughout the game. The non-player(s) spot cannot be substituted in the game. Team can only field 9 offensive players in the game.*
- **Non-roster player second team offense:** *The team will automatically forfeit the game which can affect their playoff seeding.*
- **ALL PLAYERS WILL BE REQUIRED TO CHECK-IN TO THE SCOREKEEPER WITH THEIR PHOTO ID DURING PLAYOFFS!**
- **DOUBLE FIRST BASE** - The batter-runner should endeavor to go to the orange (foul side) of the double first base unless rounding the base to go to second. In the event there is a play at first, batter -runners going to the white (fair side) base, risk being called out (umpire's judgment) for interfering with the first base player. Likewise, for the first base person putting foot on orange base - runner will be called safe. In the event the throw is coming to first base from foul territory (on the first base side), the batter/runner or the defensive player may tag either bag.
- **STEALING** is strictly prohibited in the City of San Ramon Softball Leagues. If a runner leaves the base early, a no-pitch call shall be made and the runner will be called out. On a third out, batter returns next inning with new count.
- Any player who plays (and has not left the game) must come up to bat in the batting order; otherwise, that player is out when his/her name appears. However, if a player leaves the game due to injury or on his own account and his/her name appears, the player will be considered out only on their next at bat and skipped over the rest of the game and the next same gender person will bat. Players must notify officials and scorekeeper before leaving the game.
 - **EXCEPTION:** In the event a player is ejected from the game, player will be called out every time his/her turn to bat comes up.
- **JEWELRY** - Players are to leave any loops, necklaces, watches, posts, bracelets or otherwise protruding jewelry at home or in their sports bag. Any jewelry the umpire deems dangerous must be taken off and no questions asked. No hardships allowed. Medic Alerts will be taped or covered.
- **COURTESY CATCHER** – Courtesy Catcher's only responsibility is to throw the pitched ball back to the pitcher. It is the defensive team's responsibility to cover all plays at home plate. Courtesy catchers must clear the area of any potential plays and cannot participate in any play. If a courtesy catcher does interfere (physically or verbally) the ball will be dead at the point of interference and the "live" runner closest to home plate will be called out. All other runners will return to the last legal base.
- **BASES** – Base distance will remain 65 feet for Leagues at Central Park and 70 feet at Rancho San Ramon.
- **TRAVESTY RULE:** A forfeited game will be declared by the umpire in favor of the team not at fault if a team uses tactics noticeably designed to delay or hasten the game.

FINAL LEAGUE STANDINGS

- League winners will be the team that completes the schedule with the best win-loss-tie record (1 point win, ½ point tie, 0 point loss). If teams are tied with the identical point total after completing the league schedule, the team awarded higher final league standing will be the team:
 - With the best record against each other (if this does not determine a winner, those teams tied move to step b). One team must be able to eliminate all other teams tied by beating each tied team to be awarded 1st place.
 - With the highest difference between runs allowed and runs scored against teams tied; or
 - With the highest difference between runs allowed and runs scored against the league; or By draw.
 - Any team with a “tarnished” record will automatically lose the tie breaker. A tarnished record is a team that has a forfeit on their record.

AWARDS

Team sponsor plaque will be presented to the championship team in each league. Individual T-shirts, up to a maximum of 18 (depending upon roster), will be presented to championship team in each league.

GROUND RULE GUIDELINES

- San Ramon Central Park Fields: Designated from South to North 1, 2, and 3.
 - **Field 1** - (Lucky-A's), the furthest South, has no unusual features to necessitate written ground rules.
 - **Field 2*** - (middle field) has a cement path that is off limits and considered **OUT OF PLAY**. At no time should a player cross or go onto the cement walkway. If a ball hits the cement on the fly it will be considered a home run. Any ball bouncing/rolling on/over the path is a ground rule double. *Catch and carry is in effect in right field. This rule is in effect to avoid players running over concrete in cleats.*
 - **Field 3*** - (northernmost) Left Field (Foul territory) - The concrete pedestrian walkway, which meanders into foul territory in left field, for playing purposes, will be considered **OUT OF PLAY**. Right Field (Fair territory) - Any ball that hits over the imaginary line (see Field Diagram) on a fly will be considered a homerun. This includes balls that hit any part of a tree that hit in between the trees, that hits the pathway or that hits the scoreboard in right field on a fly. Right Field (Foul Territory) - Any ball hit into the trees in right field in foul territory is off limits and considered **OUT OF PLAY**.

***Any ball that rolls out of play into dead ball territory in right field (over the homerun line on CP2 and CP3) after being touched by a defensive player will be considered a ground rule double. Any ball that is touched by a defensive player and goes over the homerun line on a fly (without landing or touching in fair territory) will be considered a Homerun.**

RANCHO SAN RAMON ADDITIONAL RULES

PLAY REGULATIONS

- **TIME** - A "season" game shall be seven (7) innings. However, no new inning may begin after (60 minutes if three games are scheduled or 65 minutes if two games are scheduled) have elapsed. If an inning is in progress at the end of the time limit, the inning shall be completed. Championship games will consist of a 60-minute game time.

- If a game cannot continue due to unforeseen circumstances (rain, power, or sprinklers) it shall be determined by the umpire who may consult the managers if he/she so chooses. In the (unusual) event that an inning is in progress and it becomes unplayable, the umpire shall call the game and the score shall revert to what it was at the last completed inning. Four complete innings (3.5 innings if home team is ahead) or 60 or more minutes of play constitutes a legal game. If a game is called after 55 minutes of play during the top of the inning, game will revert back to last completed inning. If home team is leading, and game is called after 55 minutes of play in the bottom of the inning, home team will be given the win. If game is called after 55 minutes of play in the bottom of the inning and the home team not in the lead, game will revert back to last completed inning.

COED LEAGUE ADDITIONAL RULES

- Players must alternate in batting order. Men may not bat consecutively. Women may not bat consecutively. It is recommended that coed teams submit a batting order for men and a separate batting order for women. Female players must make sure that they stay in order behind the same female of their batting order making sure a male player bats between them. Vice versa for the male batters.
- Each team must have a minimum of eight (8) players - to begin a game using the ratios below. An eight (8) player minimum and ten (10) player maximum on the field at all times. If using ten (10) players, at least five (5) must be women. There may never be more than five (5) men on the field. There may be more than five (5) women on the field. **It is OK to use five men and four women in San Ramon. Ratio Examples: 3M-5W; 3M-6W;3M-7W; 4M-4W;4M-5W;4M-6W 5M-4W;5M-5W.** A team can begin the game with 3 women or 3 men on the field. The 4th men and/or women must be present before the end of the 1st inning or else the game will be called a forfeit.
- Players **must** conform to field positioning rules:
 - At Pitcher or Catcher - There must be at least one female player.
 - Infield: There must be at least 2 female players playing in the infield (Infield Positions: 1st base, 2nd base, shortstop, and 3rd base). **All infielders must play in the designated infield area.**
 - Outfield – The outfield must alternate male/female or vice-versa and **must play in the designated outfield area.** In the event, there is only one female or male, that player must play centerfield. **NOTE: The maximum number of females in the outfield at any given time is two (2) on a 5M-5W team. If a team has more women than men, you can have a max of 3 women in the outfield.**

***Illegal formation rule:** *In the event that an illegal formation is discovered, the umpire is to stop play, correct the situation, and then continue play from time of discovery. The game is not forfeited as per the ASA rule.*

- All (4) outfielders must remain behind the outfield restriction line (150' from home plate) until the batter swings at the pitch. (Behind the dirt infield boundary on fields 1 and 2, and behind the metal drainage grates on field 3) Otherwise, umpire's discretion.
- **Central Park Field 3: Infielders will be allowed to play on the grass as long as they are in front of the 150ft line (drainage grates).**
- **PENALTY:** Batter will be awarded 1st base unless he/she reaches the base safely.
- Coed league ball is any restricted flight 12" ball.

- If a team is using their own catcher, that catcher must cover all plays at the plate. If another player takes a play away from the catcher, the runner will be called safe. The only exception is if the ball is overthrown and the catcher retrieves it and throws it to another player who steps on the plate for the force out. The fact that the catcher has a "significant" role in the play makes it legitimate for another player to make the play at home. The catcher's foot must be on the plate. The mat does not count for purposes of a "plate extension".
- NOTE: Any player **“cutting” off the throw to home**, must be at least 25 feet away from home plate. 25 feet is half the distance between home plate and the pitcher’s mound. This is to discourage players from catching the ball at home plate and handing the ball to the catcher.
- Continuous batting and free substitution to be used at all times. Each player who is at the game must be included in the lineup and bat.
- **TAKE AWAY:** If a male fielder (flagrantly) takes a play away on a struck ball that a woman could have reasonably made a play on, the ball will be called dead and batter will be awarded the following bases:
- Outfield - two bases; Infield - one base (Umpire's judgement). Players/teams advised to keep in mind angles of play, momentum and natural flow in take away situations. If two players are *attempting* to catch the ball, a take away will not be called.
- **COED WALK RULE** - Per USA Softball rules: If a male batter walks he will be placed on second base. With one or no outs, the female who follows **MUST** bat; with two outs the female has her choice of batting or walking.

Softball Rules At A Glance

- All players must be 18 years old, officially on a team's roster, & have photo ID on them at all times.
- No alcohol permitted at fields (include the dugouts/stands). This includes in the park and parking lot.
- Game time is forfeit time. First game of the night will be given a 10-minute grace period. If a team uses any part of the 10-minute grace period, they will lose their first at-bat.
- All games at **Central Park** will be 65 minutes or 7 innings, whichever comes first.
 - a. Championship game will be 70 minutes.
- Games at **Rancho San Ramon** will be (60 minutes with 3 scheduled games) or (65 minutes with 2 scheduled Games) or 7 innings, whichever comes first.
 - b. Championship game will be 60 minutes.
- Extra innings will be played for tie games if time permits. All playoff/championship games will be played out until there is a winner.
- Teams need a minimum of 8 players to start a game. If a team only has 8, the other team will be responsible for providing a courtesy catcher. If a team has 9 players, no courtesy catcher will be used.
 - Courtesy Catcher's only job is to throw pitched ball back to pitcher. Any other play made by the courtesy catcher will be considered interference. It is the defensive team's responsibility to cover all plays at home.
- A team can have a maximum of 10 players in the field on defense.
 - c. In Coed, if using 10 players in the field on defense, maximum 5 guys allowed.
- Unlimited batting order - Any player showing up late must be added to the bottom of the lineup.
- **Courtesy Runner** – One courtesy runner per inning per gender. Courtesy runner will be the first available preceding player.
- Batters will start with a 1-1 count. Batter will be allowed 1 foul ball on 2 strikes. The next foul ball is an out. Pitch – 6 feet to 12 feet
- Warm-up – At the beginning of every half inning pitchers will have 2 warm up pitchers or one minute, whichever comes first.
- All plays at home are considered force plays. Runners are required to touch or cross over the run line which is an extension of home plate. Any runner who touches or jumps over the plate or mat will be called out.
 - Any player who crosses over the commit line between 3rd base and home plate is forced to try and score and may not run back towards 3rd base. Once a player has crossed the commit line, defense must get ball to the catcher who needs to have their foot on home plate before the offensive runner crosses the line.
- Illegal bat – Any bat that does not have an ASA/USA certification mark or any bat with an ASA 2000 or ASA 2004 certification mark that is listed on the ASA's/USA Non-Approved Bat List.
- Run Rule – 12 runs after 5 innings (or 4.5 innings if the home team is leading). 20 runs after 55 minutes or 5 innings (umpires will complete the bottom of the inning in progress or call the game when the game time limit has occurred).
- Bases – Base Distance will remain 65 feet for Central Park and 70 feet for Rancho San Ramon.

Coed Rules:

- Minimum 8 players to start.
 - Required:**
 - At least one woman at either pitcher or catcher.
 - At least 2 women in the infield (Infield = 1st base, 2nd base, shortstop, 3rd base)
 - Maximum 2 women in outfield. Outfield must alternate gender. If only 1 woman is available, only 3 outfielders allowed & woman must play centerfield. Vice Versa if only 1 man is available.
- Batting order must alternate between men & women (or vice versa). At no point in time should a man bat after a man or a woman bat after a woman (unless a player has left the game or been ejected).
- The pitcher may take a position from the front edge of the pitcher's plate to 6 feet behind the pitcher's plate with both feet firmly on the ground and with one or both feet within the 24-inch length of the pitcher's plate.
 - Clarifies that one or both feet must be within the 24-inch length of the pitcher's Plate

