

Adult Softball League Rulebook

The following rules and regulations, as well as those listed in the Southern California Municipal Athletic Federation (SCMAF) Rule Book, will govern all teams and games in the Santa Fe Springs Softball League. A copy of the SCMAF rulebook is available upon request to the Adult Sports League Director.

IMPORTANT: Any rule or situation not covered in this rulebook or the SCMAF rulebook will be handled at the discretion of the umpire and/or the league director.

CONTACT: For more information or questions regarding Adult Softball Leagues, please contact Program Leader III Raylene Cosio at (562) 948-1986 or raylenecosio@santafesprings.org

WEBSITE: www.santafesprings.org/sports

Topic	Rule	No.
2 + 1 Rule	The 2 +1 rule is in effect. Batter is out after hitting the 1st foul ball after two (2) strikes.	101
Add/Drop Players	After a roster has been submitted, you must use an official add/drop form to edit your roster. <u>The last game to add/drop players is the sixth (6) game of the season.</u> Names must be submitted via the sports website at www.santafesprings.org/sports or on the add/drop form no later than 5:00 p.m. the day before the next game. Add/drop forms can be picked up from the Activity Center, located at 11155 Charlesworth Rd. Exceptions to this rule may be made at the discretion of the league director.	102
Administration	The administrative duties and final authority shall be vested in the Parks and Recreation Services Division of the City of Santa Fe Springs, whose responsibility is to set forth and maintain such rules and regulations as are necessary to govern the competitive recreation league. The duties shall include, but are not limited to: To settle disputes and define rules as set forth in these articles and in the SCMAF Softball Rule Book, rule on protests, and take appropriate action on all problems that may arise from competition among members of the league.	103

Topic	Rule	No.
Age Requirements	All players must be at least sixteen (16) years of age. Players age sixteen (16) and seventeen (17) must have their parents sign an additional waiver. Under 18 waivers are available on the sports website or from the scorekeeper.	104
Alcohol	NO ALCOHOLIC BEVERAGES ALLOWED! § 130.04.B.16 prohibits anyone to possess, exhibit, transport or drink any alcoholic or intoxicating beverage on any Santa Fe Springs public park or city facilities. If a team spectator is in violation of this rule, he or she will be asked to leave the field for the remainder of the night. If a player on the team is found with alcohol 1st offense) warning will be given, 2nd offense) player(s) will be removed from the field, 3rd offense) If a team is found with alcohol for the second time in the same season, the team may have their game(s) forfeited and may be subject to expulsion from the League with no refund. Teams/individuals may also be referred to law enforcement. Players may not arrive to any game under the influence of alcohol.	105
Altercations	The Parks and Recreation Services Division will not tolerate anyone instigating or participating in any hostile acts (physical, verbal, or otherwise) towards players, officials or recreation staff. The length of suspension will be determined by the league director based on the official's recollection of the events. There will be no protests accepted for a game in which a fight has occurred. Officials may end any game in which an altercation or unsportsmanlike conduct occurs by either players or spectators early and declare it to be forfeited by either or both teams.	122
Attendance	Attendance is tracked through sign in sheets only. A player must sign in to be considered present. Batting orders are not used to track attendance. In the event of a forfeit, no attendance will be given to the forfeiting team. However, the opposing team will have each rostered player counted as being present for the sake of attendance tracking.	106
Attire	Teams are not required to have matching jerseys but are required to be in proper athletic attire when playing. Vulgar language on shirts, caps, etc. may be subject to review and removal by the league director, City staff, or referee. If a player is unable to remove or cover said language, he or she will be removed from the game until appropriate attire can be worn. Bandanas are not permitted at any time. No jewelry should be exposed. Rings and wrist watches shall not be worn. Earrings should be covered or removed. Stud earrings shall be covered or removed; hoop or dangling earrings must be removed. NO EXCEPTIONS.	109

Topic	Rule	No.
Ball	The Parks and Recreation Services Division will provide a new game ball for each game. Only balls furnished by the City at the time of the game may be used. The City reserves the right to change the type or core of ball used at any time.	107
Ball/Strikes Count	Each player begins their at bat with a 1-1 count.	108
Bats (also illegal bats)	<p>All bats MUST be A.S.A. approved and carry an A.S.A. approval stamp.</p> <ul style="list-style-type: none"> a. If a bat is declared illegal for play by A.S.A., that bat will not be legal to use in the City of Santa Fe Springs softball league. b. Bats containing titanium or with more than two (2) walls are NOT be permitted. c. When a player is caught using an illegal bat both the bat and player will be immediately removed from the game. d. A list of bats that have A.S.A. stamps but are now considered illegal is available on the SFS sports website. This list is not all-inclusive, however. Players are responsible for the legality of their bat. e. Per SCMAF, the umpire has the authority to remove any bat the he/she suspects has been altered in any way. This judgement is left entirely to the discretion of the umpire in any given game. No protests will be accepted for a bat removed from play by an umpire. 	110
Batting Order	A batting order is due to the scorekeeper at the commencement of the game. A form will be provided. The penalties for batting out of order shall be consistent with the SCMAF rulebook.	111
Blood/Bodily Fluids	A player, coach or official who is (1) bleeding, (2) who has an open wound, or (3) has blood on his/her body or clothing shall be prohibited from participating further in the game, until appropriate treatment has been administered. If first aid is required for a player, the player must be removed from the game, unless treatment can be administered in a reasonable amount of time.	112
Cancellations (also postponements, rain-outs)	Any game postponed will be made up at date and time set by the league director. While every attempt will be made to accommodate teams, rescheduled games may take place at any field, on any day of the week, and at any time due to the needs of the league. The league director reserves the right to cancel any game in the event that rescheduling said game is not conducive to league or facility scheduling. In the event of a possible rain out, manager's will receive an email. Games may be cancelled at any time, including up to and during the game depending upon the weather. Cancellations are also noted on the sports website. There are NO REFUNDS for games that have been cancelled and are not rescheduled.	113

Topic	Rule	No.
Catch & Carry Rule	The catch and carry rule is in effect at all fields. A ball is considered dead if caught past the out of play line (typically an extension of the dugout fences). A ball is also considered dead if caught in live territory but is carried over the out of play line by the fielder either in the process of or after the catch is made.	163
Child (Supervision)	Children must be supervised at all times. Children may NOT be in the dugout at any time.	114
Cleats/Footwear	No metal cleats allowed at any time during any game. Any player using metal cleats will be removed from the game until he or she has proper footwear, including, but not limited to rubber cleats or athletic shoes.	115
Code of Conduct	<p>The Players' Code of Conduct is governed by SCMAF and the City of Santa Fe Springs Softball League. Procedures covering its use and implementation and any penalties necessary are the responsibility of SCMAF and the City of Santa Fe Springs Softball League.</p> <p><i>The umpire and league director's jurisdiction to enforce the Player's Code of Conduct shall extend prior to, during, and after the ballgame. Said jurisdiction exists from umpire's arrival at the game site to his/her departure from the game site.</i></p> <p>Sec. 1. NO PLAYER SHALL: At any time lay a hand upon, push, shove, strike, or threaten to strike an official.</p> <p>PENALTY: Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.</p> <p>Sec. 2. NO PLAYER SHALL: Refuse to abide by official's decision.</p> <p>PENALTY: Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.</p> <p>Sec. 3. NO PLAYER SHALL: Be guilty of objectionable demonstrations by throwing gloves.</p>	116

Topic	Rule	No.
	<p>bats, or any other forceful action.</p> <p>PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgement, draw a minimum penalty of warning or maximum penalty of removal from the game. Officials are required to immediately suspend from further play, any player who throws a bat in an unsportsmanlike manner.</p> <p>Sec. 4. NO PLAYER SHALL: Be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgement.</p> <p>PENALTY: Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.</p> <p>Sec. 5. NO PLAYER SHALL: Discuss with an official in any manner the decision reached by such official except the manager or captain.</p> <p>PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgement, draw a minimum penalty of warning or maximum penalty of removal from the game.</p> <p>Sec. 6. NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.</p>	

PENALTY: Officials are required to immediately suspend the player from further play.
Sec. 7. NO PLAYER SHALL: Be guilty of physical attack as an aggressor, upon any player, official, or spectator.

PENALTY: Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

Sec. 8. NO PLAYER SHALL: Be guilty of abusive verbal attack upon any player, official, or spectator.

PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgement, draw a minimum penalty of warning or maximum penalty of removal from the game.

Sec. 9. NO PLAYER SHALL: Use profane, obscene, or vulgar language in any manner, or at any time.

PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgement, draw a minimum penalty of warning or maximum penalty of removal from the game.

Sec. 10. NO PLAYER SHALL: Appear on the field of play at any time in an intoxicated condition.

PENALTY: Officials are required to immediately suspend player from play and report same to the League Administering Authority.

Sec. 11. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of the game with any spectator, player, or opponent.

PENALTY: Officials are required to immediately suspend player from play and report same to the League Administering Authority.

Sec. 12. NO PLAYER SHALL: Smoke while going on or coming off the field of play, or while on the field of play.

PENALTY: Officials are required to warn players guilty of infraction of this rule, and failure of such players to comply will result in removal from the game.

Sec. 13. NO PLAYER SHALL: Be guilty of discussing publicly with the spectators in a derogatory or abusive manner any play, decision, or personal opinion of other players, during the game. Players shall not mingle with or fraternize with spectators during the course of the game, but shall remain on the player's bench or on the field of play.

PENALTY: Officials are required to warn members of the team guilty of violation of this rule. Failure on the part of the team members to comply with this rule will result in removal from game.

Sec. 14. NO PLAYER SHALL: Permit any one to remain in the dugout or on the player's bench during the game who is not a playing member of the team.

PENALTY: Officials are required to warn members of the team guilty of violation of this rule. Failure on the part of the team members to enforce this rule will result in team being reported to the League Administering Authority for further action.

Sec. 15. NO PLAYER SHALL: Permit the use of any equipment or device which, in the sole judgment of the umpire, compromises the safety of participants. This includes the use of radios or similar devices on the person of a player, in the dugout, or in the spectator viewing area, which might inhibit the ability of players to hear verbal calls and/or instructions by the umpire.

PENALTY: Officials shall order the discontinued use of said equipment or device, and failure on the part of the team or team members to comply with this instruction may result in removal of offending team members and/or the forfeiture of the game by the offending team.

Sec. 16. NO PLAYER SHALL: Be guilty of using a bat that has been altered in any way. Altering includes, but is not limited to: sanding, filing, shaving, lengthening, shortening, weight-altering, and heating and cooling.

PENALTY: Officials are required to immediately remove player from the game. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

Topic	Rule	No.
Co-Ed League-Specific Rules	These rules are in addition to the other rules listed in this book.	117
	i. Teams may play an entire game with a minimum of four (4) men and four (4) women; however, the ninth player can be a female or male in order to play defense. A team can play with (6) six women and (4) four men although a team cannot play with (6) six men and (4) four women (See chart below).	
	ii. A courtesy runner must be of the same sex.	
	iii. If a male batter is walked on four (4) straight pitches, the batter will be awarded 2nd base and all base runners will advance accordingly.	
	iv. Batting order: The batting order may not exceed sixteen (16) players on roster and must list men and women separately and followed alternately such that two batters of the same sex may never bat consecutively.	

CO-ED LEAGUE ACCEPTABLE PLAYER DISTRIBUTION

	OK	OK	OK	OK	OK	NEVER PERMITTED
Male Players	5	4	5	4	4	6
Female Players	5	5	4	6	4	4

Compensation (Player)	No player may be compensated for play.	118
Courtesy Runner	Per SCMAF regulations, there is no limit to courtesy runners per inning, however, a player may be a courtesy runner only once per inning. No "rabbits" allowed. See SCMAF handbook Rule 3, Section 3 for more information and additional regulations.	119

Ejection	<p>An ejected player will be suspended for the remainder of that game and must leave the facility (park grounds, sidewalks, parking lots, etc.). In addition, the player will be suspended for a minimum of seven (7) days from participation in any other adult sport league provided by the City of Santa Fe Springs. <i>For example, if a player gets ejected from a game on Tuesday, he/she may not play on another team on Thursday.</i> (Depending on the player's actions, suspensions for additional games/seasons may result). A player may be suspended for actions before/during/after a game by the league director even if not ejected.</p> <p>MANAGER RESPONSIBILITY: If a player is ejected or suspended, the manager shall suffer the same consequence at the discretion of the league director. <i>Example:</i> If a player is ejected and suspended the following week, the manager will also be suspended for the following week.</p>	120
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Topic	Rule	No.
Fees & Payments	<p>The current league fee is \$530.00 and includes all costs associated with the league, including playoffs and umpire fees.</p> <ul style="list-style-type: none"> a. The full deposit amount of \$330.00 required for the league must be fully paid prior to the commencement of Game 1. The remaining balance must be fully paid prior to the commencement of Game 3. b. Failure to pay league fees by these deadlines will result in an automatic forfeit. c. Checks should be made payable to the "City of Santa Fe Springs". d. Entry fees are non-refundable except in the event that the league is canceled by action of the City of Santa Fe Springs Parks and Recreation Services Division. 	121
Forfeits	<p>Any team who forfeits a game will incur a \$25 forfeit fee after the 2nd forfeited game. This fee will either be charged automatically to the credit card on file or must be paid prior to the following week's game. Any teams who do not pay this fee by the following week will incur another \$25 fee on top of the initial forfeit fee. This will continue on a weekly basis until the remainder of the fees are paid off.</p>	
Identification (Player)	<p>Any player questioned to his/her identity (playing under an assumed or inaccurate name) must show a picture identification to the umpire and or city staff member supervising the game at the time of questioning. No protest of player eligibility will be accepted after the first pitch following the questioned player's first time at bat. Game time will not stop during the checking of identification. No exceptions will be made for lack of possessing proper identification. Any team using an ineligible player will forfeit the game. All players must have photo identification at each game. Any players not furnishing photo identification acceptable to City staff will not be able to play and a forfeit will be called if he/she had entered the game. Acceptable identification is driver's license, College I.D., California I.D. or an employment I.D. with photo.</p>	123
Illegal Substances	<p>The use of illegal substances is prohibited on park grounds. If a team or team spectator is in violation of this rule, the team may have their game(s) forfeited and may be subject to expulsion from the League with no refund. Teams/individuals may also be referred to law enforcement. Players may not arrive to any game under the influence of an illegal substance.</p>	124
Jewelry	<p>No jewelry should be exposed. Rings and wrist watches shall not be worn. Earrings should be covered or removed. Stud earrings shall be covered or removed; hoop or dangling earrings must be removed. NO EXCEPTIONS.</p>	125

Topic	Rule	No.
League Director	An assigned City staff member who manages the sports program. "League Director", "Adult Sports Director", "Sports Coordinator", and other similar titles are synonymous for this individual. Contact information for the League Director is listed at the top of this document.	126
League Format	The format of the league will vary depending upon the number of teams registered. The Parks and Recreation Services Division may choose to continue a league with any number of teams and no minimum number of teams is guaranteed. Please download the league format options from www.santafesprings.org/sports .	127
Liability Waiver	All players release the league from liability per the terms and conditions listed on the sign in sheet.	128
Location Rules	<p data-bbox="329 737 850 764"><i>Little Lake Park - 10900 S. Pioneer Blvd.</i></p> <ul style="list-style-type: none"> <li data-bbox="362 779 1479 890">i. The out of play line is an extension of the rear dugout fences, or the fence that extends out the farthest. Balls that land or roll in between the two dugout fences are considered dead balls. <li data-bbox="362 905 1479 1016">ii. In-between fields 1 and 4, any ball hit past the center pole is live unless the ball is out of sight from the umpire. At that point it is the umpires responsibility to use his own discretion to determine the number of base given <p data-bbox="329 1031 899 1058"><i>Los Nietos Park - 11143 Charlesworth Road</i></p> <ul style="list-style-type: none"> <li data-bbox="362 1073 1127 1100">i. The out of play line is an extension of the dugout fences. <li data-bbox="362 1115 1479 1184">ii. On the EAST field (Field #2, closest to the Activity Center), any ball hit over the fence will be declared an automatic "OUT"! <li data-bbox="362 1199 1479 1310">iii. On the WEST field (Field #1), if the ball rolls from the grass on to the sidewalk, it is considered a ground rule double. If the ball lands directly on the sidewalk or is hit over the fence, it is considered a homerun. 	129
Loitering	Players must leave the playing area immediately after each game.	130
Manager	Each team is responsible to have a team manager. Should the manager change, the team must report the change to the League Director before the next game. The team manager is responsible for registration, fees, rosters, player conduct, and all other aspects of the individual team. A team manager will be held responsible for the full registration fee, regardless of his team's status or ability to play.	131
Mercy	<p data-bbox="329 1667 769 1694">The game will end any time after:</p> <ul style="list-style-type: none"> <li data-bbox="362 1709 1479 1778">a. Four (4) innings when a team is behind twenty (20) runs and has completed its turn at bat. <li data-bbox="362 1793 1479 1856">b. Any time after five (5) innings when a team is behind fifteen (15) runs and has completed its turn at bat. 	132

Topic	Rule	No.
Minimum Number of Players	Games may be started, played, and finished with eight (8) players. Any team with less than eight (8) players at game time, or after the grace period of ten (10) minutes, shall forfeit. Please see <i>Co-Ed League-Specific Rules</i> for more information regarding minimum number of female players in co-ed leagues.	133
Music (also radios, boombox, tailgaters)	No excessively loud radios or distracting sounds from dugouts or surrounding areas. Music containing obscene words or phrases is prohibited. City staff reserve the right to reduce volume or turn off any noise making device.	134
Outfield Restrictions	A minimum of three (3) outfielders must remain behind an outfield restriction line (180-foot arc from home plate) until the batter hits the pitch. When playing with eight (8) defensive players you must have three (3) players behind the coed arc at all times. The gender of said players does not affect this rule.	136
Penalties	Violation of league rules, code of conduct violations, or other infractions deemed prohibited by the umpire or League Director shall be subject to penalties. In the event of violations, the umpire may choose to eject and player from the field and his or her discretion. The League Director determines additional penalties, if any, after the ejection has taken place and has the final decision on all protests and/or grievances arising out of ejections, suspensions, and expulsions.	137
Pepper	NO BALL TOSS (PEPPER) WILL BE ALLOWED AGAINST ANY FENCES AT ANY FIELD.	138
Pitcher Protection	No player may hit a ball directly at the pitcher. Any ball that crosses into the pitchers box as defined below or poses a hazard to the pitcher as determined by the umpire shall be an automatic out. Repeated or egregious infractions may result in ejection at the umpires' discretion. On a groundball, if the ball bounces prior to the pitcher's box it is playable. If, at any time, the pitcher tries to make a play on the ball (ie: reaches), the protection rules no longer apply and the ball is live. In order for protection, both of the pitchers feet must begin and remain in the pitchers box. The back of the box is considered to be the back of the second pitching rubber. The top or "ceiling" of the pitcher's box will be the distance of the pitcher's arm extended straight upward over his or her head. Balls above this distance are live at the umpire's discretion. Should a pitcher leave the box, the protection rule is no longer in effect.	139

Topic	Rule	No.
Pitching	<p>Pitching regulations shall fall in line with SCMAF rules. This includes, but is not limited to:</p> <ul style="list-style-type: none"> a. The pitcher shall deliver the ball to the batter at a moderate speed. b. The ball must arc higher than the batter's head and the maximum arc limit is 16 feet. c. The ball must be pitched underhand in a lob-motion. A windmill wind-up is illegal. d. The pitcher shall pitch from a minimum of 50 feet (pitching rubber location). e. Both feet must be inside the pitcher's box and at least one foot must be in contact with the rubber at the start of the pitch. 	140
Player Eligibility	<p>Players may only play on one team per division. Players who are delinquent in payments to the City are not permitted to play in the league. Please see "Identification" for other eligibility requirements. Any game played with an ineligible player during the regular season will result in said player being removed from the game. 2nd offense during the same season will result in a forfeit of said game.</p> <p><u>During playoffs, any use of an ineligible player will result in an automatic forfeit.</u></p>	141
Player Protection	<p>Players may wear face masks and helmets for protection.</p>	142
Playoff Eligibility	<p>In order to be eligible for playoffs, a player must sign in for at least 3 games. Each player must sign in via the sign in sheet located at the scorekeepers table. Sign ins will not be able to be made after the game has concluded.</p>	143

Topic	Rule	No.
Protests	<p>a. Protests may only be made on an official’s interpretation of the rules. Whenever possible, protest situations should be resolved at the time of the incident. If any official protest is necessary, the protesting team manager must inform the official scorer and officials, who in turn inform everyone involved, that the remainder of the game is being played under protest. This must be done at the time of the alleged infraction or misinterpretation of the rules.</p> <p>b. Protesting an ineligible player should be done at the beginning of the game or when the player enters the game. At that point the manager should report to the official and request the game be played under protest due to an ineligible player. Once the protest is made the official will notify the scorekeeper, the scorekeeper will then note the time, players name and all other information that is necessary in the official game book. The game will continue to be played under protest with all of the players that have signed the sign in sheet.</p> <p>c. A written protest, stating all of the conditions or circumstances concerned must be turned in to Diana Armendariz, Program Coordinator, at the Activity Center Front Desk or Town Center Hall within 48 hours after the game in question was played.</p>	144
Rain Outs	See <i>Cancellations</i>	145
Refunds	See <i>Fees and Payments</i>	146
Rosters	Rosters are due to the league prior to Game 1. Attendance is not accrued until a roster has been submitted. Rosters can be downloaded from the SFS sports website. Mens league: Max of 15 on roster. Coed league: Max of 16 on roster.	147
Safety Base	A safety base shall be used at first base in all leagues.	148
Scheduling	Games are typically scheduled at 6:30 p.m., 7:45 p.m., and 9:00 p.m. In the event of a league that requires only 2 games on any given field, the League Director may assign any game time during that time period. Teams may be scheduled to play at any time and no minimum or maximum number of games is guaranteed at any specific time. Due to an odd number of time slots, the breakdown of schedule times may vary between teams. All schedules are posted on the SFS Sports website and it is the responsibility of the manger to check this website for up-to-date information.	149
SCMAF (Southern California Municipal Athletic Federation)	All games shall be played under the current Southern California Municipal Athletic Federation (SCMAF) rules except where City of Santa Fe Springs softball rules and regulations supersede SCMAF Rules. A single copy of the SCMAF rulebook is provided to teams once per year upon request to the league director.	150

Topic	Rule	No.
Scorekeeper	Scorekeepers are City of Santa Fe Springs Parks and Recreation employees. These individuals are responsible for enforcing city rules and policies and is in charge of the facility. The official scorekeeper's score is the final score. In the absence of an official scorekeeper, the umpire's score is final.	151
Sign In	All players must sign in on the provided sign in sheet and waiver each game.	152
Smoking (also vaping)	Smoking/vaping is prohibited at all fields.	153
Stealing Bases	Per SCMAF, base stealing is not permitted in slow-pitch league play.	154
Substitutes	<p>In the event a team does not have the required eight (8) players, they may use substitutes to fill vacancies until the team reaches eight (9) players.</p> <ul style="list-style-type: none"> a. This may only be done in the absence of rostered players from that game. b. No stand in players may be used during any playoff or championship game, regardless of consent from the opposing team. c. If any team is having issues filling their team, a Free Agent List can be provided to the team's manager. 	155
Suspensions	See <i>Ejection and Penalties</i>	162
Team Names/Slogans	<p>Please utilize good judgment when selecting team names and/or slogans for uniforms.</p> <p>Questionable team names may be prohibited at the discretion of the League Director.</p>	135

Topic	Rule	No.
Tiebreaker System	<p>If more than the maximum number of teams qualify for the designated playoff format, the Santa Fe Springs' Tie Breaker System will be used to determine the top teams. The order of precedence in determining ties is as follows:</p> <ol style="list-style-type: none"> 1. HEAD TO HEAD COMPETITION <ol style="list-style-type: none"> a. Team A is tied with Team B after season. <ol style="list-style-type: none"> i. Team A defeated Team B twice in the season. ii. Team A is declared the champion. 2. RUN OR POINT DIFFERENTIAL (Teams involved in the tie) <ol style="list-style-type: none"> a. Use this system if #1 does not break the tie. b. Team-A, Team-B, and Team-C are tied. Scores were as follows: <p style="margin-left: 40px;">Team A-10 vs. Team B-5 Team A has a run differential of: $10 + 10 - 5 - 10 = 4$</p> <p style="margin-left: 40px;">Team C-11 vs. Team A-10 Team B has a run differential of: $5 + 10 - 10 - 2 = 2$</p> <p style="margin-left: 40px;">Team B-10 vs. Team C-2 Team C has a run differential of: $2 + 11 - 10 - 10 = -7$</p> 3. GROSS RUNS OR POINTS SCORED (Teams involved in tie) <ol style="list-style-type: none"> a. Team A has 20 runs, Team B has 15, Team C has 13 4. GROSS RUNS OR POINTS GIVEN UP (Teams involved in tie) <ol style="list-style-type: none"> a. Team A has given up 16 runs, Team B has given up 12 runs, Team C has given up 20 runs 5. COIN FLIP (or computer-generated random assignment) 	156
Ties	<p>Ties will be ½ win and ½ loss and will be averaged into the winning percentage. If a playoff or championship game is tied at the end of the inning during which the time ran out and needs extra innings in order to finish, only two innings will be permitted. Following the extra two innings, if the game has not been decided, then the league will revert back to the overall standings between the two teams involved. If in the championship game the lights should go off due to the 10:30pm shut-off timer, then the game will revert back to the previous inning. In the case of a tie, then the league will revert back to the overall standings between the two teams involved. Championships games may go until lights turn off in order to break a tie.</p>	157
Time	<p>Games are intended to last approximately 1 hour and 10 minutes, or 7 innings. No new inning may begin after 1 hour (60 minutes). Games may go extra innings if time allows. There is a 10 minute grace period for each game. (This ten [10] minutes will be included in game time). Game time will begin when the umpire calls both managers for the pre-game meeting.</p>	158

Topic	Rule	No.
Umpires	All umpire assignments are final. No protests will be accepted on the basis of umpire bias. Only the manager (or designated manager in the registered manager's absence) may address the umpire. Any issues with an umpire should be directed to the scorekeeper/staff so they could pass that information to the league director. League director will address the issues internally.	159
Warm Up Pitch	The pitcher will be allowed only one warm-up pitch each inning after the first inning.	160
Website	All sports information is posted on our website at www.santafesprings.org/sports .	161