



ADULT SLOW-PITCH SOFTBALL MANAGERS INFORMATION PACKET

<https://www.teamsideline.com/sites/cityofsantamaria/home>

ADULT SLOW-PITCH SOFTBALL (Revised 9/24/25)

MANAGERS ARE RESPONSIBLE TO SEE THAT THEIR PLAYERS ARE FAMILIAR WITH THE "PLAYERS CODE OF CONDUCT" AND ALL LEAGUE RULES AS STATED IN THIS PACKET.

I. GOVERNING BODY

The Recreation Supervisor in charge of sports shall serve as League Director and has final authority to make decisions pertaining to all Adult Softball League rules and regulations. The Santa Maria Recreation and Parks Department shall determine the number, variety, and type of divisions.

II. MANAGERS'/PLAYERS' RESPONSIBILITIES

A. Managers must ensure their players know and understand SCMAF and City of Santa Maria Recreation and Parks Department rules and regulations.

B. Each player is responsible for abiding by the Player Code of Conduct before, during, and after each game.

1. Park Guidelines

A. Each team is responsible for cleaning their seating area following the conclusion of their game. This includes:
food items, water bottles, cans, and trash.

B. BBQ pits or portable cooking devices of any kind are not allowed on the grounds of the Hagerman Sports Complex. If caught using one of the devices you will be asked to put the device away or leave the premises.

2. Alcoholic Beverages – Zero Tolerance

A. The City of Santa Maria has a **ZERO TOLERANCE** for the possession of alcoholic beverages on the grounds of the Hagerman Sports Complex.

By entering these premises, people agree to abide by this policy and understand that anyone found in possession of or consuming alcoholic beverages without written permission of the City of Santa Maria Recreation and Parks Department will be removed.

Individuals who appear to be under the influence of alcoholic beverages will be denied access to the Complex and/or asked to leave the premises.

B. Please inform your players and team supporters that alcoholic beverages are not allowed in the premises of the Hagerman Sports Complex, including all seating areas and parking lot. City property begins at the front lawn entrance area to the complex. If alcohol is found on the premises, the following actions will be taken:

A. Anyone found in possession of alcohol (opened or closed) will be approached and asked to discard it or leave the park. Anyone approached must act immediately upon request. Alcohol found/reported in team dugout during league play will constitute in forfeiture of game. Said players/teams will be subject to additional suspensions and/or forfeitures as deemed necessary by the League Director.

3. Smoking

A. **SMOKING IS NOT PERMITTED** at the Hagerman Sports Complex including in or around the dugouts, spectator bleachers and its surrounding areas, playground, softball fields and score booths. **“Smoking”** means using an e-cigarette or inhaling, exhaling, burning, or carrying any lighted cigar, cigarette, pipe, weed, plant, or other combustible substance of any kind in any manner or in any form. All enclosed facilities owned by the City of Santa Maria shall be subject to the provisions of this chapter. Smoking is prohibited in all City parks, plazas, and public parking facilities. Smoking and ashtrays are also prohibited within a reasonable distance of any enclosed City building or area where smoking is prohibited. (Ord. 2016-21 § 3, eff. 10/20/16; Ord. 88-12 § 1, eff. 7/21/88; Ord. 2008-01, eff. 3/20/08)

4. Profanity Rule

- A. No player, coach, or other bench personnel shall use profanity (vulgar language that is unacceptable in the general community) in a casual manner that is directed at the Umpire or opposing players. In these cases, it is still at the umpire's discretion to eject the offending player. When casual profanity is audible to the Umpire, he/she will assess an automatic "OUT" on the offending TEAM, as follows:
 - ❖ Offensive Casual Profanity: An "OUT" will be subtracted from the offending team. On the third "OUT" the "OUT" will be assessed at the next "AT BAT." Only one "OUT" may be assessed per play, with a maximum of two "OUTS" per inning.
 - ❖ Defensive Casual Profanity: An "OUT" will be assessed at your next at bat.
 - ❖ No player will lose his/her time at bat. A put out will be recorded to the catcher. Incidents of vulgar or profane language exceeding these limits or directed at an umpire or opposing players will be considered unsportsmanlike conduct and will be subject to immediate ejection.

III. SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION (SCMAF) PLAYERS' MEDICAL BENEFIT FUND (PMBF)

- A. People or players participating in any adult athletic activity are not covered in any way for personal liability, property damage, or accident injury.
- B. The SCMAF Benefit Fund included in team registration fees is not insurance. It is established to give financial aid to those who have no medical insurance or other sources of reimbursement for the injury incurred as a direct result of play. The maximum reimbursement that can be received by any one participant in a year for any one injury is \$500.00, dental injuries is \$200.00.
- C. **If an injury occurs, the team manager must file an Accident Report Form with the league coordinator within 14 days of the accident.**

IV. FORMAT AND SCHEDULE PROCEDURES

- A. The 10 league games will determine the seeding for the playoffs. Only the top four (4) teams will make the playoffs. First and second individual and sponsor awards will be given.
- B. **No schedule changes are allowed, and no refunds will be given once teams are placed into the League.** Managers must make notes of special requests or possible schedule conflicts (i.e., a team not being able to play on a given night, a problem regarding a certain game time) on their preliminary roster prior to registration. Efforts will be made to accommodate all requests: **NO GUARANTEES.**
- C. All games will be played as scheduled. Makeup games will be scheduled as time permits. Both teams will be required to meet this schedule or forfeit. **You may have to play on an alternate night or with only 24 hours' notice. Be prepared to play a double header if necessary.**
- D. To provide more balanced divisions for better play and competition, the League Director may shift teams from one division to another during league play.
- E. **Team Names and Acronyms:** Must be appropriate for all audiences and may not contain profanity, sexual content, slurs, vulgar references, or culturally insensitive language. If a team name includes an acronym, the full name must be spelled out on the official roster for screening purposes.
- F. **Uniform/Jersey designs and graphics:** Must meet the same standard as team names and may not include profanity, sexual content, slurs, vulgar references, or culturally insensitive graphics.
- G. **SMRPD Administration may require a team to select a new team name and/or modify graphics if deemed necessary.**

V. ROSTERS AND ADD/DROP SLIPS

- A. Team rosters may not exceed 20 players.

- B. Please submit the **Add/Drop Slips** to the Recreation and Parks Department Administrative Office, 615 S. McClelland Street, at least **48 business hours prior to your game**. If a player's name is not on the waiver form on game day, said player will not be allowed to play. **Add/Drop Slips** will **NOT** be accepted at the field on game day. The deadline for Add/Drop slips once league play begins is four (4) business days after the team's first scheduled game.
- C. **Adding/Dropping Players** – Once a team has been registered for league, only the designated team manager may add two (2) players to their original roster. The manager is defined as the person whose name appears at the top of the original roster submitted at registration. Managers must submit add/drop slips to the Recreation and Parks Department and **keep their carbon copy slips for future verification**. It is the manager's responsibility to ensure the players being added are eligible players. If it is verified at any time that a player is not eligible, all games played with said player will be forfeited and the Manager and said player will be suspended for five (5) business days. Suspension takes effect immediately.

NOTE: If in the opinion of the League officials, a player is too exceptional in ability to participate in a certain division, said player will be dropped from the team.

- D. **Emergency Adds** – After the add/drop period concludes, only emergency Adds will be considered. A written petition is needed if, for example, a team loses players due to injuries, work transfers, or moving out of area. If the Manager explains **in writing** that the team roster is below 12 players, the manager may be allowed to add so that the roster is up to 12 players total. Players added must be of equal or lesser ability. You must give 24 business hours' notice prior to the scheduled game.
- E. **Special Exceptions** - The League Director has the authority to make special exceptions regarding eligibility and roster adjustments.

VI. TEAM AND PLAYER ELIGIBILITY

- A. All players must be at least 18 years of age during the season to be eligible to play. Players under 18 years of age must include a signed permission slip with the team roster at registration.
- B. Players may play on more than one team during the regular season. Men and women can potentially play on more than one team. Players must play in a **minimum of four (4) regular season games** to be eligible for the playoffs. Note: players listed on multiple rosters within the same division can only commit to one team for the playoff rounds. During the playoffs, the first team a player selects to play on will automatically be considered their team of choice. Managers are responsible for making sure all players are eligible for playoffs by checking with the League Director in advance.
- C. Players will **NOT** be allowed to play if they are not on the official waiver/roster at the field. Original copies of the team rosters are kept at the Recreation and Parks Department Administrative Offices.
- i. NOTE: Player eligibility will be verified through some form of picture I.D. (preferably a valid driver's license). All players must show a picture I.D. to the field monitor prior to the start of the first league game to play. Players who do not have a valid form of I.D. must notify the League Director at least 48 business hours prior to their first league game.
- D. A game played with an ineligible player constitutes forfeiture of game. PENALTY: Both the manager and said player will be suspended for a total of five (5) business days when games are played. A field monitor, the opposing manager, a field attendant, or an umpire may detect an ineligible player. The umpire and scorekeeper must be notified once an ineligible player is detected. Only the umpire can forfeit the game. Any player in question will be asked to show a picture I.D. Failure to produce a valid I.D. will result in a forfeit. NOTE: If the player is detected before the start of the game, there will be no forfeiture assessed. The game may be forfeited if the Department office finds the error after the game has been played.

VII. PLAYING TIME/GAME RULES

- A. Unless otherwise stated in the League Managers' Packet; Official SCMAF Softball Rules will govern.

- B. Managers must designate an Alternate Captain if he/she cannot attend a game. The designated alternate captain will take full manager responsibilities on game day. The alternate captain must inform the umpire of the Manager change before the start of the game.
- C. Each team is responsible for the \$15 umpire fee due at game time.
- D. If a game is tied after seven (7) full innings and there is still time left before 70 minutes are up, the game will continue. If the tie still exists after 70 minutes of play, one additional inning will be played. If the tie still exists, the game will be called, and each team will be credited with a tie.

NOTE: It is possible to get eight (8) or nine (9) innings in with a tie before time expires and the extra inning rule takes effect.

- E. A game will end when one team is ahead by twenty (20) runs after four (4) innings (3 ½ innings if the home team is ahead), fifteen (15) runs after five (5) innings (4 ½ innings if home team is ahead) or twelve (12) runs after six (6) innings (5 ½ innings if home team is ahead). Complete innings must be played unless the home team attains the designated lead in the half of the inning. When the visiting team achieves the designated lead in the top half of the inning, the home team must have their opportunity to bat in the bottom of the inning.
- F. If a game is called due to weather conditions or unforeseen circumstances, four (4) complete innings will constitute as a complete game.
- G. Games will start with a minimum of eight (8) eligible players at scheduled game time as listed on the league schedule. The 70-minute game clock is running at game time. Team line up cards must be turned into the umpire by game time whether you have enough eligible players to start the game. A ten-minute grace period only applies to those teams not meeting the required eight (8) player minimum to start a game. The grace period is not made up at the end of the game and is only in effect if the previous game is on schedule. If a team still does not have the required minimum of eight (8) eligible players to start a game after the 10-minute grace period has expired, the game will be a forfeit.

Situation: In the event a game cannot start at its scheduled game time due to the previous game running over, line up cards are still due to the umpire by the designated game time as listed on the league schedule. The 2nd or 3rd game of the night will start immediately following the conclusion of the previous game AND only if both teams meet the minimum eight (8) eligible players' rules. In this situation only, game time is forfeit time.

- H. ONE UP RULE: The first team to hit an over the fence home run cannot hit another home run until the opposing team hits an over the fence home run, then either team can hit the next over the fence home run. If a team hits a home run and is not eligible to hit the next home run, it will be an out. Any ball that is touched on the fly and goes over the fence will be ruled a four-base error, not a home run and will not count as part of the "ONE UP RULE."
- I. PITCHER'S BOX: The dimensions of the Pitcher's Box shall be six (6) by twenty-four (24) inches and shall extend from the regular pitcher's plate, backwards six (6) feet toward second base. Using this format, the pitcher may deliver the pitch from any point inside the Pitcher's Box, and for the purpose of rule-enforcement, the Pitcher's Box is to be treated the same as the pitcher's plate.
- J. PITCHING HEIGHT: The pitch shall be released at a moderate speed. The speed is left entirely up to the umpire. The ball must arc higher than the batter's head. The ball must not exceed a height of more than 12 feet above the ground.
- K. COURTESY RUNNER RULE: A manager can use a courtesy runner for any base runner in an inning. A courtesy runner may only be used after base runner have reached their bases and the play is dead. There is

no limit to the number of courtesy runners allowed in an inning. The manager may select any player to be the courtesy runner provided that:

1. Said player is not currently a base runner.
2. Said player is not the current batter.
3. Said player has not already been a courtesy runner in current inning.

VIII. CODE OF CONDUCT/SPORTSMANSHIP POLICY

- A. The manager shall be the official representative of his/her team unless he/she designates an alternate team captain prior to the game.
- B. The manager will be held responsible for all the rules stated in this manager's packet.
- C. Managers are responsible to see that their players are familiar with the "Players Code of Conduct" and all league rules. Teams are responsible for their spectators and may receive a forfeit loss if unsportsmanlike behavior occurs.
- D. No player, manager or coach shall use profanity (vulgar language that is unacceptable in the general community) in a casual manner that is directed at the Official or opposing players. In these cases, it is still at the official's discretion to call an OUT.

E. PLAYERS CODE OF CONDUCT

1. NO PLAYER SHALL: At any time lay a hand upon, shove, strike, or threaten an official. Officials are required to immediately suspend players from further play and report such players to the League Director. Such a player shall remain suspended until the League Director has considered his/her case.

MINIMUM PENALTY: Suspension for a period of 10 business days (when games are played), placed on probation from all department programs.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

2. NO PLAYER SHALL: Refuse to abide by official's decision. Officials are required to immediately suspend players from further play and report such players to the League Director. Such a player shall remain suspended until the League Director has considered his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for a period of 10 business days (when games are played), place on probation for the remainder of the season.

3. NO PLAYER SHALL: Be guilty of objectionable demonstrations of dissent at official's decision. PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgment draw:

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game. Such a player shall remain suspended until his/her case has been considered by the League Director.

4. NO PLAYER SHALL: Discuss with an official in any manner the decision reached by such an official except the manager or captain. PENALTY: The degree of infraction of this tenet of good sportsmanship shall be in the official's judgment draw:

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game. Such a player shall remain suspended until his/her case has been considered by the League Director.

5. NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of the opposing player. Officials are required to immediately suspend players from further play and report said player.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for a period of 10 business days (when games are played), placed on probation for the remainder of the season.

6. NO PLAYER SHALL: Be guilty of physical attack as an aggressor upon any player or official. Officials are required to immediately suspend the player from further play and report to the League Director. Such a player shall remain suspended until the League Director has considered his/her case.

MINIMUM PENALTY: Suspension for a period of 10 business days (when games are played), placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

7. NO PLAYER SHALL: Be guilty of abusive verbal attack upon any player or official. Officials are requested to immediately suspend players from further play and report such players to the League Director.

MINIMUM PENALTY: Placed on probation the remainder of the season.

MAXIMUM PENALTY: Suspension for a period of 10 business days (when games are played), placed on probation for the remainder of the season.

8. NO PLAYER SHALL: Appear upon the field of play at any time with an alcoholic beverage or in an intoxicated condition. Officials are required to immediately suspend player from play and report the suspension to League Director for further consideration.

MINIMUM PENALTY: Suspension for a period of 10 business days (when games are played), placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for remainder of season.

9. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of games with any player or opponent. Officials are required to report violation of this rule to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for remainder of season.

10. NO PLAYER SHALL: Be guilty of using, playing, or having knowledge of an illegal player, or player using an assumed name.

MINIMUM PENALTY: Five (5) business days (when games are played).

MAXIMUM PENALTY: One (1) year suspension.

11. 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.

12. 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, heating, and cooling.

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

F. EJECTIONS/SUSPENSIONS/PROBATION/APPEALS PROCESS

1. **PLAYER EJECTIONS**: Any player ejected from a league game must immediately gather their belongings and leave the sports facility for the remainder of the evening, which includes the team bench/dugout, field or court of play, spectator seating and parking lot.
2. Any player ejected from a game must leave upon the umpire or staff request and will serve an additional one (1) game night suspension (when games are held) for unsportsmanlike conduct. Failure to do so will lead to an additional suspension as deemed necessary by the League Director for the player and a penalty of game forfeiture to the team.
3. **SUSPENSION PERIOD**: Should a sports participant be placed on suspension during the regular season, including playoffs, said player or players may not participate or attend the adult sports program in which the incident occurred. Suspended individuals must remain away from the sports facility, which includes the team bench/dugout, field or court of play, spectator seating and parking lot until the suspension period has been served. Depending on the severity of the incident, suspension may extend to participation in other Department programs as well. Failure to comply will result in additional suspension as deemed necessary by the League Director.
4. **PROBATION DEFINED**: Any player who violates the “Players Code of Conduct” will be placed on probation for a time specified by the League Director. During this period, said player’s actions will be monitored for continued unsportsmanlike conduct. Any player exhibiting additional unsportsmanlike behavior while on probation will be subject to suspension for the remainder of the current season, including playoffs.
5. **SUSPENSION APPEALS PROCESS**: A sports participant shall have the right to appeal a suspension greater than two (2) weeks by notifying the Department Sports Supervisor, in writing, within three (3) days of the suspension. Department staff will review the written appeal within one week of receipt and confer with a Grievance Committee comprised of a Recreation and Parks Commissioner, a neutral sports official, and a neutral sports team manager. The participant shall remain suspended until the appeal process has been reviewed. Once the decision has been made by the appeals panel, it will be final.

G. SPORTSMANSHIP POLICY

1. Managers are responsible for the conduct of their players on the field as well as the team bench. Players or managers found guilty of un-sportsmanlike conduct during games may be suspended from further league play. The League Director will make all decisions on player conduct, suspension, or expulsion when necessary.
2. Teams (including players and coaches) participating in sport leagues that are sponsored by the Recreation and Parks Department, or where officials are furnished by the City, shall be expected to exhibit proper sportsmanship before, during and after all games. Failure to do so may lead to suspension from all department programs.
3. The Department reserves the right to impose a “cooling off” period any time during the season that jeopardizes the integrity and safety of participants or spectators. This time will be imposed on parties involved in an unsportsmanlike incident to allow for an abatement of tension between involved parties to ensure not only their safety, but the safety of all league participants.

In addition, the time allows ample opportunity for Department management to conduct a thorough investigation of the incident. Parties involved may be subject to immediate suspension from Department programs until the case is reviewed.

4. **All suspensions will be handled on a case-by-case basis.**
 - a. Suspension has no boundaries. If a player is suspended or put on probation during the season, penalties may carry over to the next season and/or adult sports programs (basketball, volleyball, dodgeball, rugby, and cornhole).

IX. PROTESTS/FORFEITURES/REFUNDS

- A. Only protests based on the interpretation of rules will be reviewed. Decisions involving the judgment of umpires are not subject to protest.
- B. The notification of the intent to protest must be made immediately before the next pitch.
- C. The protesting manager must complete the "Intent to Protest" form (supplied by the umpire) and turn it into the field monitor prior to leaving the park on game night. A written protest must be submitted to the Recreation and Parks Department Administrative Office, 615 S. McClelland Street, no later than 4:00 p.m. the next business day following the protested game. Protests must be clearly written and accompanied by a \$10.00 filing fee. If the protest is upheld, the fee will be returned.
- D. Any team calling the League Director 48 business hours in advance to forfeit a game will constitute crediting the winning team with participation (game credited to the four-game playoff minimum). Game time forfeits will constitute in crediting only those players listed on both team lineups for that game only.
- E. In the event of a double forfeit, both teams receive a loss.
- F. Two forfeits may eliminate a team from the League.
- G. A game day forfeit constitutes the forfeiting team being responsible for the umpire fees for both teams. The forfeit fees are due at the field on game day or the following business day to avoid additional game forfeits.

Forfeit Exception: In the case where a team is comprised of a minimum of five (5) First Responders/Military personnel and the team is called to duty and they are unable to field a team because of those missing players the League Director has the authority to constitute whether the game shall be made up at the end of season.

First Responders: Fire including Hot Shot Crews, Law Enforcement, Medical personnel, City emergency crews, and PG & E emergency crews and the like: Military: Army, Navy, Airforce, Marine Corps, Coast Guard, and National Guard.

X. PLAYOFF FORMAT

- A. The following format will be used during league playoffs. The home team has the choice of batting first or fielding first. Matchups are determined by the final regular season standings using the tiebreak system where necessary.
 - Game #1 4th Place vs. 3rd Place (3rd place team is home team)
 - Game #2 Game #1 winner vs. 2nd Place (2nd place team is home team)
 - Game #3 Game #2 winner vs. 1st Place (1st place team is home team)
- B. During all playoff games time limit and run rule are in effect. Ties will be played out until there is a winner. In the championship game only, there is no time limit.

XI. TIE BREAKER SYSTEM FOR LEAGUE PLAY PRIOR TO PLAY-OFFS

- A. The order of precedence to be used in breaking ties in total record. **A tie in the regular season standings results in half a win and half a loss in the total.**
 - 1. Head-to-Head Competition
 - 2. Run or point differential (only teams involved in the tie) use this system if #1 does not break the tie.
 - 3. Gross runs or points scored (all games played):
 - 4. Gross runs or points given up (all games played):
 - 5. A coin flip will be used as a last resort.

XII. OFFICIAL BATTING ORDER/INJURED PLAYER

- A. The batter is out the first time he/she fails to bat. From that point on, the batter will be skipped with no further penalty.

- ❖ **League Exception:** If a player is injured during an offensive or defensive play and leaves the game, the injured player will not be declared out for being unable to bat, even if no substitute is available. The umpire must be notified by the manager of the removal of the injured player from the game. Injured players may not return to the game and may not be re-added to the team roster for the remainder of the game. An Accident/Incident Report must be filled out the night of the injury.
- B. Official Lineup: Players listed on the batting lineup must be inside the team's dugout or the playing field at game time. No exceptions. Failure to do so will constitute in the batter being called out. Said player will not be permitted to play for the remainder of the game.
- C. After the game has started, all additions and/or changes to the batting lineup must be made by notifying the umpire.

XIII. CO-ED LEAGUES

- A. A team will consist of ten (10) players. However, a game may be played with eight (8) rostered players. Offensively and defensively, you must have four (4) men and four (4) women or five (5) men/women and (3) men/women to start and to finish a game. You can play with five (5) men and five (5) women, five (5) men and four (4) women, four (4) men and five (5) women, six (6) women and four (4) men, (5) men and (3) women, and five (5) women and (3) men. Substitutions or courtesy runners must be of the same sex as the individual being replaced.
- B. Batting order. Two batters of the same sex may not bat consecutively. It makes no difference who leads off, either male or female. You can bat from 8 to 20 players; if 5 men are present at game, all five must bat and play defense. The batting order may not exceed twenty (20) players.
- C. There is no restriction on a player's defensive position (man or woman) on the field.
- D. A male batter who is walked on four (4) consecutive balls without any strikes received during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their bases. NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.

XIV. EQUIPMENT

- A. The league provides game softballs for all divisions. Participants must furnish their own batting and fielding equipment. All playing equipment must meet the approval of the umpire before use. Uniforms are not required. The penalty for using illegal equipment is stated in the SCMAF rulebook.
- B. All bats approved by ASA are permitted to play. Refer to the current Banned Bat List for bats that are **not** approved for league play. Use of a bat that is **not permitted** will result in an out called against the batter, bat removed from the game and said player and manager being suspended for the remainder of the night. The second penalty of illegal bat use will result in said player and manager being suspended for a week (5 business days). Third penalty for illegal bat use will result in said player and manager being suspended for the remainder of the season, including playoffs. For a full listing of approved and non-approved bats, visit <https://www.usasoftball.com/certified-equipment/>.
- C. The official bat may not be altered in any manner. The umpire has the authority to remove any bat he/she suspects has been altered in any way. This judgment is left entirely to the discretion of the umpire in any given game. The first penalty of altered bat use will result in said player being suspended for a period of one year. A second penalty of altered bat use will result in said player being banned for life from the adult softball league. 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.

NOTE: An altered bat is considered altered when the physical structure of the legal bat has been changed in any way. Or when an illegal or non-approved bat has been made up in such a way as to appear to be a legal bat. Examples of altering a bat are, but not limited to the following: Painting a bat, replacing the handle or shaving the handle or barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means; had the plug

removed/replaced or changed in any way; had the knob removed/ replaced or changed in any way or had anything removed or added to the inside or outside of the bat other than the legal way to tape the handle.

- D. Metal cleats/spikes are NOT allowed on any City softball field.
- E. First-Aid Kits MUST be provided by the manager's team. Recreation staff may provide an ice pack for minor injuries during cafe operating hours.
- F. Teams are required to provide a pitcher's face mask during all adult softball league games and have readily available during the entire season. Pitchers will have the option of wearing such safety equipment at their discretion; however, masks will be required to be in the team dugout during games and must be presented to the game umpire at the start of each game.
- G. Music is not permitted during league play due to safety concerns. No boom boxes, portable tailgate speakers or radios are allowed in the team dugout and spectator seating areas. Team managers are responsible for ensuring all team members and supporters adhere to this regulation to maintain a recreational atmosphere.