

City of Davis Adult Softball Rules



CITY OF DAVIS
**parks &
community
services**

***For updated softball scores, schedules, standings and rainout information
please visit:*** <https://teamsideline.com/sites/davisca/Home>

**City of Davis
Parks and Community Services
23 Russell Blvd
Davis, CA 95616
(530) 757-5626, option 2**

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********Indicates a rule that differs from the standard USA Softball rule*

ADULT SOFTBALL GENERAL INFORMATION AND RULES

1. All games shall be governed by the current USA softball rules and the specific league rules and regulations of the City of Davis softball leagues. Managers are required to be aware of all rules and regulations pertaining to this league. City of Davis league rules will supersede the current USA softball rules.
2. Park Hours: Softball field lights must be off by 11pm. Players are encouraged to leave the park after the last game of the evening is completed.
3. The City of Davis has a no-alcohol/tobacco/substance policy while participating. Any player caught consuming alcohol or using tobacco/substance products during a game can be ejected with or without warning. Players are responsible for knowing the Alcohol, Substance and Tobacco Ordinances of the City of Davis Playfields Athletic facilities.
4. During inclement weather conditions, managers can expect an email/update to the teamsideline website by 3pm for any possible postponement information. Any game postponed will be rescheduled for later in the season.
5. All players on a team must personally sign a Team Roster/Waiver prior to playing their first game. A player may only play for one team per night but may play multiple nights (must sign roster for each team played on).
6. Time & Inning Limits for league games are:
 - Men's– No new inning after 55 minutes, or 7 innings (except for ties).
 - Co-Ed – No new inning after 55 minutes, or 7 innings (except for ties).
 - 10 Run Rule-If one team is ahead by 10 runs or more after 55 minutes has expired, the game will be over regardless of which team is at bat (drop dead time; inning will not be completed)
 - The scorekeeper will be in charge of the game clock. The game clock will start with the first pitch of the game or when the umpire signals that game time will begin. A game cannot begin prior to the scheduled start time unless both team managers agree.
7. Tie games: If game time has expired or after the 7th inning the game is a tie score, there will be ONE extra inning to break the tie. The tie-breaker rule will be utilized with a runner placed on 2nd base to start the inning. The runner starting at second base shall be the last batter from the previous inning. Each team will start with 1 out to start the inning. If the extra inning results in a tie score, then the game will be recorded as a tie.
8. Line-ups shall be submitted to the scorekeeper 10 minutes before scheduled game time, with both first AND last names. Extended Line-up: Teams may extend their batting line-up to a maximum of 15 players (coed 16 players). Teams may add players to the bottom of the batting order at any time during the game. If a

player has to leave early for any reason other than an ejection, NO out will be recorded and the vacated spot in the batting order will be skipped. A player ejected and not replaced with a substitute will be an automatic out every time that spot in the batting order comes up. The submitted batting order cannot be changed once a game has started. (Please see Coed Rules for specific rules pertaining to the extended line-up rule).

9. Forfeit Procedure: Teams must have at least eight (8) players to begin a game. A forfeit situation exists when a team cannot field 8 players at their defensive position to start the game. The team with less than 8 players shall be the visitor and bat first. The visiting team shall forfeit when all present players have batted, or the team has reached 3 outs and the 8th player has not shown up and entered into the line-up. If neither team has the minimum number of players at game time, a double-forfeit will result in losses for both teams. ***

10. The batter starts with a 1 ball & 1 strike count. One extra foul ball is allowed after 2 strikes. The next foul ball is an out.

11. Pitching rule: 6-foot minimum height required and the maximum height is 12 feet. ***

12. Strike Zone: A "Strike Mat" placed behind home plate is used for the strike zone. A legally pitched ball hitting any part of the mat (and not home plate) will be a strike.

13. Courtesy Runners: A team may have one courtesy runner per inning. The courtesy runner may be any player. If a team bats through the line-up, a courtesy runner may be used for the same player more than once in an inning. Note: Per USA Softball rules, pitchers can have a courtesy runner that is not counted against the team. Note: Coed Leagues-Please see specific courtesy runner rules in the Coed Rules section. ***

14. Re-touch Rule: A baserunner at 1st or 3rd base may stand in foul territory during a pitch. After the ball is hit in play, the baserunner must re-touch the base before advancing to the next base. Failure to re-touch base may result in an out as a result of an appeal play made to the umpire. The re-touch rule may only be used for runners on 3rd for right-handed hitters and 1st base for left-handed hitters. ***

15. Players under 18 may play with the approval by the City of Davis. Conditions include:

- A parent or legal guardian must be participating on the roster of the team.
- A parent or legal guardian must sign the waiver form in addition to the player's signature.
- If the parent or legal guardian is not present, the minor cannot participate.

- If the parent or legal guardian is ejected at any time, the minor must leave with them.
- Players under 16 years of age cannot participate.

16. Protest Procedure: Protests will be lodged with the Home Plate Umpire. To protest a rule interpretation the team manager is required to notify the Home Plate Umpire of the point of the protest before the next pitch. The Home Plate Umpire will instruct the Scorekeeper to enter the time and condition of the protest (i.e. 3rd inning, runner on 2nd, 2 outs) and notify the opposing manager of the protest. Five dollars (\$5.00) must accompany the protest. The actual submitting of the \$5.00 and completion of the protest form can take place immediately following the game. If a team wishes to protest an ineligible player, they must do so prior to the first pitch to the batter directly after the suspected ineligible player's first time at bat. The umpire will immediately check the player's picture ID. (League rules state that all players must have a valid picture ID with them at the field while playing). The protested player's name will be entered in the scorebook and the game continues. The City of Davis will rule on the player's eligibility within 24 Hours. \$5 is required for EACH player protested.

NOTE: If a non-approved underage (under 18) ballplayer is protested, and his or her ID shows that they are underage, the game will be called at that point. The team that fields the non-approved underage player shall forfeit the game. Remember: Only rule interpretations, illegal equipment, or illegal players can be protested. Umpire judgment cannot be protested.

17. Managers must report any injury to a player sustained during the game to the scorekeeper and an accident report shall be filled out prior to departure.

18. Team managers are responsible for the actions of their players and spectators. Unsporting behavior of players and/or spectators may result in forfeit. Abusive language will not be tolerated from players or spectators.

19. Complaints: Official complaints concerning such things as league direction, umpires, field conditions, spectators, etc. should be presented to the City of Davis in writing.

20. Managers are requested to report any hazardous field conditions or acts of vandalism to the City of Davis.

21. Any team that needs additional ball players should fill out the free agent form located on the Team Sideline website.

22. No regulation league game will start after 10:00 P.M. All league activities that occur at Playfields Park will have a strict 11:00 P.M. curfew. Games postponed due to curfew will be made up later in the season.

23. EQUIPMENT:

- Shoes and shirts are required on all players and coaches. No metal cleats (spikes) will be allowed in League Play. Matching uniforms are not required.
- Softballs will be provided by the City of Davis. 12" balls will be used for male batters, and 11" balls for female batters in Co-Ed leagues.

24. HOME RUNS:***

- A home run is an out for all divisions unless otherwise noted on the TeamSideline schedule.
- The only divisions that **may** allow home runs are the upper divisions on Wednesday and/or Thursday nights. This is chosen by the City of Davis Program Coordinator per season.
- If a division is allowing home runs you will see ***Home Run Equalizer*** on the schedule on TeamSideline.
 - Home Run Equalizer definition: If 1 team hits a home run, their next home run will be on out, until the opposing team can hit a home run. This continues throughout the game.

SOFTBALL BAT RESTRICTIONS***

- ALL MEN'S LEAGUES: All bats must be USA/ASA approved and have the ASA/USA stamp. Composite barrel bats are not be allowed in any league. Half & Half bats are legal only if the handle is composite and the barrel is non-composite. Players are responsible for researching whether a bat is legal or not. Please consult with the City of Davis if you have any questions about the legality of a specific bat.
- ALL COED LEAGUES: In addition to being USA/ASA approved, ALL bats must be single wall, one-piece aluminum and must be approved by the league coordinator prior to use in the league. Only bats approved by the City of Davis/Umpire and have the approved bat sticker will be allowed.
- All bats will be checked by the umpire prior to game time. Umpires' decision is final.
- For all bats: The handle knob may not be covered with any substance (tape, end cap cover, etc.) No bats may rattle when shaken,
- USE OF AN ILLEGAL BAT:
 - Situation #1 Player steps in the batter's box with an illegal bat but notices he/she has the wrong bat and removes it from play. Penalty: Player may change bat with no penalty.
 - Situation #2: Player steps into the box with an illegal bat and makes contact with a pitch Penalty: Player called out and ejected from game. Bat removed from game
 - Situation #3: Player steps into box with illegal bat that has already been thrown out of the game. Penalty: Automatic out; ejection of player also subjects to further penalties.

HALO RULE***

- In an effort to provide some protection for the pitchers in the program, the Playfields Park Leagues will be enforcing a “Halo Rule” for all male batters.
- A pitcher’s box will be created (chalked) behind the pitcher’s plate. This box will measure approximately 2 feet by 4 feet and the pitcher may pitch from anywhere within the pitcher’s box. The pitcher must be completely in the box unless starting from the pitching plate. If starting from the pitcher’s plate, the pitcher may start with one foot in front or off to the side, but must have one foot on the plate (USA book rule regarding touching the plate).
- Any ball hit by a male player that strikes a “defenseless” pitcher on a fly while having at least one foot in the box will be an automatic dead ball. The batter will be declared out and all runners must return to their bases at the time of the pitch. In addition, any ball hit on a fly through the pitcher’s box thereby placing a “defenseless” pitcher in danger while having 1 foot in the box will also be declared a dead ball out and all runners will return to their bases. Note: The rule is intended for a “defenseless” pitcher; if a pitcher can field a batted ball with reasonable and ordinary effort, then the play shall continue with no declared automatic out being called by the umpire. This is a judgment call by the umpire.
- In addition, if the batted ball strikes the pitcher on a fly, the bat from that batter may be confiscated. The bat will be taken to the GSSA office and compression tested. If the bat fails the compression test it will not be allowed in any USA play. If the bat is found to be altered in any way, the bat will be taken by GSSA and sent to be officially tested by the USA bat testing office in St. Louis. If the test confirms that the bat has been altered, the player will be suspended from GSSA and the City of Davis play to the maximum allowed by the rules.

EJECTIONS

- Any player ejected from a game must immediately leave the playing field/facility/premises. Failure to do so can result in a forfeiture of the game by the ejected player’s team and suspension of additional games. If the ejected player refuses to leave the premises, the police will be called and the ejected player’s team will suffer an automatic team forfeiture of the game.
- Any player ejected from a game may receive an automatic one game suspension from all league play depending on the player’s conduct. This means the player is ineligible to participate in the next scheduled game and from any other Playfields Park league games that they may be participating in during that seven-day period. Any player suspended will automatically be placed on probation for the remainder of the season or a minimum of four weeks.
- Any player who violates the “Code of Conduct” while on probation will be suspended for the remainder of the season or a minimum of four weeks. A

player who has been suspended from play cannot attend any game(s) even as a spectator from which he/she has been suspended

APPEALS

- Appeals may only be made on suspensions greater than two weeks. Any appeal must be in writing to the league director within 7 calendar days of being notified of the suspension. Any appeals must accompany any and all documentation as to why the suspension should be adjusted. The City of Davis does not have the resources to investigate any and all appeals therefore it is critical that the appeal include all necessary reasons and evidence as to why the penalty should be adjusted.

COED - RULES

Current USA playing rules with the aforementioned league rules contained in the rules in the Manager's Information Booklet, shall govern all league games.

1. Line-up: Teams shall consist of 10 players on the field, 5 men and 5 women. Teams may begin or end a game with a minimum of eight (8) players, and at least four (4) must be women. Men cannot outnumber the women in the batting order or out on the field. At no time can men bat back-to-back in the batting order. Women can outnumber the men in the field and in the line-up with no penalty. If a female leaves the batting order due to injury, etc., a male must leave the line-up. The male leaving the line-up must be the player who is hitting before or after the vacated female batter. No penalty (outs) will result of the vacated batting order
2. Defensive Positioning: Coed defensive positioning shall include two males and two females in the outfield, two females and two males in the infield and one male and one female in the pitcher/catcher position. All outfielders must remain behind the painted 165-foot outfield restraining line until contact is made while the women on the opposing team bats. All infielders must play on the dirt of the infield when a female is at bat.
3. Extended Batting Order: Teams may bat up to 16 players consisting of alternating female/male batting order. (Exception Teams may have more females in the batting order than males.).
4. Base-on-Balls (Walk) Rule For Male Batters: If a male batter walks, he is awarded first base and the next female batter is given the option of batting or taking a walk, regardless of the number of outs. The female batter must decide before she steps into the batter's box. Once the female player steps in the batter's box she must take her turn at bat.
5. Softballs: The 12" softballs will be pitched to male batters, and the 11" balls will be pitched to female batters.

6. Sliding: Allowed in all leagues. Exception: A commit and scoring line will be used between third base and at home plate in Coed leagues. Once a runner crosses the commit line, they must continue to the scoring line. The play at the plate becomes a force out. The runner will run to the scoring line and the fielder must touch home plate with the ball before the runner crosses the scoring line to record an out. No tag plays; defensive player must touch home plate to record an out.

7. Courtesy Runners: A coed team may have one courtesy runner per inning per gender. The courtesy runner may be any player. If a team bats through the line-up, a courtesy runner may be used for the same player more than once in an inning. The courtesy runner must be of the same gender as the original runner

PLAYER CODE OF CONDUCT

The City of Davis Adult Softball Code of Conduct is established to promote a safe, respectful and enjoyable environment for all participants, officials, staff and spectators. This Code serves as a general guideline for acceptable behavior and applies to all players, managers and coaches participating in City of Davis adult softball programs.

Participation in any City of Davis program is a privilege. All participants are expected to demonstrate good sportsmanship, respect for others and compliance with City policies, league rules and official decisions.

Violation of this Code of Conduct may result in disciplinary action, as determined by the City of Davis.

The following behaviors are prohibited before, during or after any City of Davis adult softball game, practice or related activity. This list is not exhaustive and is intended to provide examples of conduct that is not permitted.

Participants shall not:

- Engage in **physical aggression** toward any player (teammate or opponent), official (umpire or scorekeeper), league or tournament director, City staff or spectator. This includes, but is not limited to, shoving, striking, or any unwanted physical contact.
- Engage in **verbal abuse or harassment** toward any player, official, City staff or spectator. This includes, but is not limited to, profanity directed at others, racial or discriminatory slurs, threats, intimidation or harassment of any kind.
- **Refuse to comply with or openly challenge** an official's decision or demonstrate excessive dissent toward an official's judgment.
- Discuss or argue an official's decision unless the individual is the designated team manager or captain and does so in a respectful manner.

- Appear on the field of play or in the dugout **under the influence of alcohol or drugs** or possess or consume alcohol or illegal substances in restricted areas.
- Use **unnecessary or excessive roughness** toward an opposing player or teammate.
- Utilize, possess or bring to the ballpark any **altered, illegal or non-approved equipment**.
- Participate in or be associated with **gambling** on any play or the outcome of games involving City of Davis programs.
- **Smoke or use tobacco or vaping products** while on the field of play, in the dugout or while entering or exiting the field.
- Engage in **any other behavior that the City of Davis deems inappropriate, unsafe, unsportsmanlike or detrimental** to the integrity of the program.

Disciplinary Action

Any participant found to be in violation of this Code of Conduct may be subject to disciplinary action. Discipline will be determined at the sole discretion of the City of Davis and may be based on the severity of the incident, prior conduct and the impact on the program.

Disciplinary action may include, but is not limited to:

- Verbal or written warning
- Immediate ejection from a game
- Probation
- Game suspensions
- Season suspension
- Expulsion from one or all City of Davis programs
- Notification to surrounding cities, USA Softball, and the Greater Sacramento Softball Association (GSSA)

Penalties may range from minimal corrective action to maximum disciplinary measures, including permanent removal from all City of Davis programs.

Notes

- A player/coach/manager that is on probation for a Code of Conduct violation and is reported for another violation of the Code of Conduct, will face additional penalty for the new violation. Any probation or suspension included in the penalty for the new violation will run consecutively with the former penalty.
- Any ejected player/coach/manager/official must leave the bench/dugout area and complex immediately. Failure to do so may result in disciplinary action. Any further action or disruption may result in the official ejecting the player or manager from the park or facility.
- For safety reasons, children and patrons viewing the game are not allowed in the dugout during the game.