

# ADULT FREE AGENT SOFTBALL RULES



Schedules, Standings, League information is all available at [www.teamsideline.com/chico](http://www.teamsideline.com/chico)

## **BEHAVIOR AND SPORTSMANSHIP**

It is every player's responsibility to know the rules and abide by them. It is also every player's responsibility to respect and cooperate with the officials. It is the responsibility of the team manager to ensure proper behavior on the part of his/her team's fans. The team manager is ultimately responsible to the CARD staff for all the above. All infractions will be governed by the Players Code of Conduct.

The objective of CARD Sports Leagues is to provide the opportunity for participants to benefit from quality leisure time activity which encourages fitness, healthy competition, fun and fellowship in the form of organized sports. Friendly competition and good spirited rivalry are expected. However, Officials and Facility Supervisors are CARD employees and will not tolerate verbal abuse or physical threats from or amongst players, coaches, or spectators. Managers are responsible for their team AND spectators. Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. The Official or Facility Supervisor may forfeit games if either team's participants or supporters act in such a way as to interfere with proper conduct of the game.

## **GENERAL**

### **CARD SPORTS EJECTION CRITERIA**

#### **1. RESPECT OUR STAFF**

Questions regarding the officials' calls must be directed to gym supervisors only by the coaches or team managers.

Team managers and coaches must ensure their players and spectators are respectful.

#### **2. SPORTSMANSHIP**

CARD staff has the right to eject any player, manager, coach, or spectator for creating an unsafe or unsportsmanlike environment.

Any use of profanity directed towards CARD staff, other players, managers, coaches, or spectators may result in ejection from the game and suspension from future CARD programming.

We are here to help people play.

No jewelry (rings, watches, necklaces, earrings, etc.) may be worn during the games (safety).

Length of fingernails, if deemed dangerous, will be cause for removal of player from that game.

## **BLOOD RULE**

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered, or the uniform is changed.

# ADULT FREE AGENT SOFTBALL RULES

## LEAGUES

1. The number, variety and type of leagues shall be determined by the Chico Area Recreation and Park District (CARD).
2. Teams must play at the time, place and date specified on their schedule. No team shall be given special concessions on fields, game times or night of play.

## ELIGIBILITY OF TEAMS

1. Team Roster: Maximum number of players on the roster is 20. (This includes the manager, providing they are a playing manager)
2. Team Roster: Minimum number of players on the roster is 10.
3. At least 2 female players must play each inning.
3. Only players who meet league requirements and who have completed the enrollment process on TeamSideline are eligible to play. **Penalty: Player removed from game, possible forfeiture of game, and possible suspension.**

## Player Eligibility

1. Players may not play on two teams in the same division. Penalties for playing with an ineligible player include forfeiture from game being played at the time the issue is brought to CARD staff attention (i.e. the game official or Adult Sports Director) and suspension of the team manager for the team's next game.
2. Minimum age for adult divisions: 16 years old (must have waiver signed by parent). Must be prepared to show proof of age if asked by CARD Staff.
3. **ALL PLAYERS MUST BE PREPARED TO SHOW ID**
  - a. Players must have a picture ID with their date of birth.
    - i. If another manager questions a player's age, an ID check will be made.
    - ii. NO ID = NO Play
4. A team manager or representative who uses an illegal player, or non-rostered player, in a game, will be suspended from the current game and the following game.
  - a. Game will result in forfeit.

## Playoffs

- a. Must be present and check in prior to the start of the championship game.
  - i. (Once the game has started) late arrivals will NOT be eligible to participate in the Championship game.
  - ii. Scorebooks/line-ups must include the player's first and last name.

## ROSTERS

1. Rosters will be sent out the week of the first game.
  - a. All individuals in the team area and on the field of play must be on the roster.
  - b. Staff may do roster checks during regular season and/or prior to playoffs.
  - c. Managers and base coaches must sign a roster.
    - i. No pick-up players (subs)
2. Permission to Play (minors 16+) a. Must be signed by parent and kept on file with roster.

## Uniforms

# ADULT FREE AGENT SOFTBALL RULES

1. Uniforms or matching shirts are recommended for players in all leagues but are not required. CARD does require all shirts to be of appropriate, family-safe material. CARD reserves the right to ask any team to change shirts or jerseys. Teams refusing to remove offensive clothing, during league play, are subject to removal from the league and forfeiture of fees.

## Equipment

1. A player shall not wear anything that is dangerous to another player.
  - a. Metal cleats/spikes are not allowed.
    - i. Any player wearing metal cleats/spikes will be ejected from the game and is recorded as an out if at bat or on base.
2. Bats:
  - a. Must have ASA Certification or USA Softball Certification Stamps and may not be Listed on Non-Approved Bat List
    - i. Penalty
      1. Observed prior to use:
        - a. Bat is documented and removed from field/dugout.
        - b. Manager is warned re: Illegal Equipment
      2. Observed during use:
        - a. The batter is out and warned.
        - b. Batter is ejected if the offense is repeated.
        - c. If identified prior to next pitch: Runner's return.
        - d. If a runner was retired on the play the out stands and the runner does not return
      3. Observed following the next pitch:
        - a. Bat is documented and removed from field/dugout.
        - b. Manager is warned: Illegal Equipment.
        - c. The game may be played under protest.

**Game Time:** COED divisions will play nine innings or the time limit, whichever comes first.

1. Once an inning has started, it must be finished regardless of the time limit.
  - a. No new inning will be started after the 60-minute mark.
    - i. 'Called' games are official after three full innings (weather, darkness, etc.)
2. For championship games only, the time limit for game length will be 80 minutes.

**Game Play:** Current USA softball rules govern play with modifications as stated herein.

## Coed Division Play:

All rules previously stated in these rules and regulations pertain to COED softball leagues except where men's or women's league are explicitly stated.

Listed below are the additional rules that pertain only to the COED divisions.

# ADULT FREE AGENT SOFTBALL RULES

1. Softballs:
  - a. Men will hit a 12" "Softie" (squishy) ball. Women will hit an 11" traditional softball.
  - b. Players may not hit the wrong ball. Penalty: If a man hits the wrong ball, fair or foul, the batter is out. If a woman hits the Softie ball, the play stands. If not hit, it counts as one of your 3 pitches.
2. Player Requirements:
  - a. At least 2 female players must play each inning.
  - b. Teams are required to have seven players to start and end the game. A minimum of two of those seven must be women.
  - c. Courtesy runners must be the same sex as the runner they are replacing. All other courtesy runner rules mentioned previously still apply.
3. Batting Order
  - a. Teams must have at least 2 women in the batting order.
  - b. Managers may freely substitute if points C through H below are followed.
  - c. If a player is ejected from the game, the team will be credited with an out every time that player's batting position comes up. If a player leaves due to injury and there is no player to replace that person, the team will be credited with an out one time and there will be no further penalty. Teams must notify the official scorekeeper, opposing team and umpire.
  - d. Players who are being substituted for may not bat any earlier than their original spot in the batting order when they return to the lineup.
  - e. Teams may choose to bat their entire lineup. Late players must be added to the end of the batting line up or substituted into the batting lineup when they arrive. Please inform umpire and opposing team manager.
  - f. All players playing on the field must bat. Players may not take an out.
  - g. Teams are allowed 1 courtesy runner per inning per gender.
4. Defensive Rules
  - a. Assuming a team is playing with 2 women, there must be at least 1 woman playing in the infield and at least one woman in the outfield.
    - i. Shorthanded rule: (Less than 10 players) If a team plays shorthanded with either two or three players in the infield or outfield, at least one must be a man and at least one must be a woman, if numerically possible. A team may elect to not have a defensive pitcher.
  - b. No infielder may play any batter inside the baselines between first, second, and third base. All male infielders must play on the infield dirt and be able to play their defensive position until the ball is hit.
    - i. Penalty: Delayed dead ball call on any batted ball -- all runners must advance at least one base, or no pitch is declared and

# ADULT FREE AGENT SOFTBALL RULES

batter bats again.

- a. Home Plate
  - ii. Any player is permitted to take the throw at the plate.
  - iii. On all plays at home plate, the defensive person will tag home plate and not the runner. The offensive runner will run to the right side of home plate and will not touch home plate.
  - iv. The umpire will declare the runner out or safe such as on a force play, dependent on the tag of home plate/strike zone by the defensive player or the crossing of the line (Second Home Plate) by the offensive player.
  - v. Any runner touching home plate at any time, will be declared out.
  - vi. A play at the plate is defined as any play that occurs once the runner crosses the commitment line towards home plate. Once the runner has crossed the line, the only way the catcher can record an out on the play is to step on home plate before the runner crosses the home plate line at the right side of the batter's box. If the runner is between the commitment line and third base, an out may be recorded either by tag or the force at home plate.
- b. Third Base Commitment line.
  - vii. A line 20' from the back of home plate is marked therefore, no runner may cross this line and return to third base.
  - viii. 'Tagging Up' – Once committed, always committed. If, in a "tag-up" situation, a runner passes the commitment line before he/she tags up, they must tag up at third base and try to score.
- c. Collision Rule:
  - ix. Offensive players must attempt to avoid contact with the defensive player.
  - x. Penalty: runner is out if an effort to avoid contact is not made.  
Ejection from game if umpire decides collision was flagrant.
- d. A batted ball hitting the offensive pitcher is a dead ball and an out. Offensive pitcher must make attempt to move from path of ball and/or path of defensive player.
  - xi. Penalty: If flagrant in eyes of umpire the batter is out, and no runners can advance.
- e. Teams will have a defensive pitcher who must play three feet to one side or behind the offensive pitcher and may not move until the ball is released.
  - xii. Penalty: Delayed dead ball call on any batted ball: all runners must advance at least one base, or no pitch is declared and the batter bats again.

## 5. Game Play

- a. Teams will pitch to their own batter; this pitcher must bat. Pitch may be

# ADULT FREE AGENT SOFTBALL RULES

- any height and speed. Pitcher must pitch from the proper pitching rubber.
- b. All leagues will play three pitches per batter. The third pitch must be a fair-batted ball, or the batter is out by strike out. Any pitched ball striking the ground is dead.
  - c. Sliding is acceptable.
  - d. On CP1/CP2 when fences are up on Barile & Mertz, any ball hit from CP1/CP2 that clears those fences on a fly will be considered a home run.

## **Misconduct:**

1. If any player is ejected for any reason, they must participate in an Ejection Review with the Recreation Supervisor prior to the next scheduled contest.
  - a. Suspended players are ineligible to play for any/all teams whilst suspended.

## **Miscellaneous Information:**

1. All regular season games will have one umpire.
2. If a batted ball hits trees/branches within the field of play the ball is dead, however the pitch will count.
3. Bats shall be kept inside the dugout. Should bats left on the field obstruct the path of a live ball, the umpire will call the appropriate USA Softball obstruction rule.
4. Any player witnessed throwing their bat shall be given a warning by the umpire for the first offense. The second offense will result in that player being ejected from the game.

## *REMINDER*

This is a recreational program. Players are not professionals, and while we encourage competition, the win-loss aspect is not a matter of life and death.

Stay under control.

The referees and other officials/staff are not professionals either, and errors may be made. All efforts are made to limit and correct errors but they are not all correctable.