

ADULT SOFTBALL RULE PACKET



CARD
Chico Area Recreation & Park District

Schedules, Standings, League information is all available at 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 team manager's responsibility 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 a 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 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/field supervisors only by the coaches or team managers.

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

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.

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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 25. (This includes the manager, providing they are a playing manager)
2. Team Roster: Minimum number of players on the roster is 10.
3. Only players who meet league requirements and who have signed up as a player on their team roster via team sideline and/or player addition form and have it on file at the CARD office are eligible to play. **Penalty: Player removed from game, possible forfeiture of game, and possible suspension of manager.**

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. Rostered D Players
 - a. A maximum of (2) Rostered D players will be allowed on an E-2 Division Team Roster
 - b. D players must be identified on the E-2 Roster
 - c. Requests to "replace" D rostered players mid-season will NOT be approved.
 - d. Requests to "add" D rostered players past the 4-week change deadline will NOT be approved.
 - e. A Rostered D player may NOT play on a REC Division Team
3. All teams must have a minimum of ten players on their roster by their first game of a new season. Player information must be completed with first and last name.
4. 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.
5. 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 or name, an ID check will be made.
 - ii. Failure to present a valid ID with first and last name will result in the player not being eligible to play.
6. 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

1. A player is "playoff eligible" if they are a Rostered Player that has participated in a minimum of 3 regular season games at the discretion of CARD staff. Team managers can uphold or waive the playoff eligibility rule to allow a player on the

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opposing team to play in a playoff game.

- a. Players 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 are due prior to the start of the first game. No changes after week 4.
 - a. All individuals in the team area and on the field of play must be on the roster.
 - b. Staff will do roster checks during regular season as well as prior to playoffs.
 - c. Managers and base coaches must be listed on the roster.
 - i. No pick-up players (subs)
 - d. Changes needed after week 4 must be submitted with an "Add
2. Permission to Play (minors 16+) a. Must be signed by parent and kept on file with roster.

Uniforms

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: Men's and Women's divisions will play seven innings, or the time limit and 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.

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- 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.

Men's and Women's League Play:

1. Official USA Softball rules will be used except where CARD rules take precedence.
2. The visiting team is responsible for keeping the official score book. The home team is on the third base side, the visiting team is on the first base side.
3. Batting order
 - a. 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.
 - b. 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.
4. Courtesy Runners
 - a. Men's leagues may use one courtesy runner per inning throughout the game. The women's league may use courtesy runners for a maximum of 2 players per inning, and they can use a different runner each time.
 - b. Since the teams are choosing the courtesy runners, if they are on base when their spot comes up to bat, the batter is out.
 - c. Teams may not replace one courtesy runner for another courtesy runner.
5. Lineup Substitution
 - a. Teams may choose to bat their entire lineup and late players must be added to the end of the batting lineup when they arrive. Please inform umpire and opposing team manager.
 - b. Teams must bat with at least as many players as they have playing in the field.
6. Men's and Women's pitch leagues will use a pitching mat behind home plate.
 - a. A strike is any ball hitting the mat and/or home plate.
7. Home Run Rule
 - a. 4 homeruns per team will be allowed for each game.
 - b. Excessive home runs are counted as an out.
 - c. On Hooker Oak Field:
 - Men's home run must clear both the fence and net.
 - Women's home must clear the fence only.
8. No bunting or stealing is allowed.
 - a. Penalty – The batter bunting is out.
 - b. Stealing – Dead ball is called; runners return to bases and the pitch stands as called.
9. Runners may touch home plate or strike zone mat. Defense may tag home plate or strike zone mat on force outs.
10. Teams are required to have seven players to start and end the game.

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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.

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. Teams can play an equal number of men and women, but men cannot outnumber women at any time on the defensive field.
 - b. No more than five men can be in the game playing defense at any one time. If a team is short players, more women can play than men. Example: four men, six women.
 - a. Teams are required to have seven players to start and end the game. A minimum of four of those seven must be women.
 - b. 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 bat players in alternate order. Teams batting more women than men, have the discretion as to how men and women alternate.
 - b. Managers may freely substitute if points C through H below are followed.
 - c. At no time may two men bat back-to-back. This may result in a forfeit, should it not be corrected immediately.
 - d. 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.
 - e. Teams cannot bat with more men than women. If a team has more men than women, they must substitute/adjust the batting lineup accordingly. Example: substitute a man in the batting lineup each time around the lineup.
 - f. 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.
 - g. 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.
 - h. All players playing on the field must bat. Players may not take an out.
 - i. Teams are allowed 1 courtesy runner per inning per gender.
4. Defensive Rules
 - a. Assuming a team is playing with 5 men and 5 women, 2 men will play in the

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infield, 2 men in the outfield, and 1 man at pitcher or catcher.

- i. Exception: If a team has more women playing than men, there must be one man in the infield and one man in the outfield, if numerically possible. The pitcher and catcher can be a man and a woman or two women.
 - ii. 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 batter bats again.
- a. Home Plate
- ii. Any player can 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.

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- 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 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.

REC Division Play:

1. 10-Run Rule

- a. There will be a 10-run rule instituted to keep the pace of play for games where teams may potentially be mismatched in skill level.
- b. Teams will be limited to a total of 10 runs possible per inning.
- c. Upon the 10th run being scored in an inning, the teams will switch roles. The team that was currently batting will go out on defense regardless of the number of outs they had while batting.

Misconduct:

1. If any player is ejected for any reason, they must participate in an Ejection Review with the Recreation Supervisor before 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 in the field of play, it is dead, but 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 will result in a team warning by the umpire for the first offense. The second offense by any player on that team 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.