



**CITY OF SAN CARLOS  
CO-ED SOFTBALL LEAGUE  
RULES AND REGULATIONS**

The ASA Rulebook shall govern all league games with the exception of local league rules.

### **PLAYER ELIGIBILITY**

1. All players must be 18 years of age or older and out of high school.
2. Ten players make up a team, a maximum of 20 per team.
3. Managers may make roster changes up until the start of the third league game.
4. Players may not be on 2 different team rosters and players may not transfer from one team to another.
5. Teams may borrow a player from a different team if it will prevent a forfeit. The team NOT borrowing a player must be made aware of the situation and agree to play. If the team does not agree, the game will be ruled as forfeit for the team lacking players.

### **TEAM ROSTERS**

1. Each team should carry a minimum of 10 players and maximum of 20 players on their roster.
2. Rosters are due prior to playing your first game and are expected to be finalized after the 3rd week of the season.
  - a. Incomplete rosters after week 3 will affect eligibility to play in games moving forward.
  - b. Team members who have not signed by week 3 will not be allowed to play for the rest of the season.
  - c. Team payments must be completed prior to the first game.

### **EQUIPMENT USED**

1. Separate balls for men and women will be used. 12" ball for men and 11" ball for women.
2. No metal cleats. Rubber cleats only.
3. L screen will be used for pitchers for protection.

### **REGULATION TEAM**

A defensive team is composed of 10 players: 5 men, 5 women. Teams may **not** play with less than 4 men or 4 women at any time. If only 4 women are present, then only 5 males may be on the field. If only 4 males are present, 6 females may be on the field. Even if only 4 women are present, the pitcher OR catcher must be female. A 6<sup>th</sup> male may not fill a vacant female position.

### **FIELD POSITIONS**

Pitcher-Catcher must alternate male-female. Infield split between male-female (2 and 2). Outfield positions are optional as long as they are split 2 and 2 (male and female). All players must begin and finish the inning in the same position, with the exception of the pitcher, who may switch with another player, or be substituted for.

## BATTING ORDER

1. The batting order shall alternate male-female-male or reverse. If you have more women than men, the next female in the batting order shall come to the plate to bat. Two males may never bat back-to-back. Women may bat back-to-back. Please submit a batting order for men and a separate one for women indicating which is to bat first.
2. If you start with the entire team in the line-up, you should finish with the entire team in the line-up. If a player leaves early, you must report it to the scorekeeper. If you are planning on using an entire team batting order and a player has not shown up at game time, you may insert the player into the game at the end of the line-up until the batting order has completed a turn at bat. If a player then shows up, the player may only be inserted as a substitute and the player substituted for may re-enter the game only once. If you are using an entire line-up, players may enter and re-enter the game on defense, including the pitcher. You do not have to report defensive changes to the scorekeeper. If a player is injured and must leave the game, a substitute is unavailable, and there are at least 8 players to continue, you may close the line-up without penalty. If a player must leave for other reasons, a substitute is unavailable, and there are at least 8 players, that batting spot is an "out" every time it comes up.

## PLAYING RULES (ASA RULES WITH THE FOLLOWING EXCEPTIONS)

1. All players must be 18 years of age or older and out of high school.
2. Offensive players must AVOID CONTACT when a play is being made on them at any base. Sliding into a base is optional. Once a runner has passed the commit line, it is automatically considered to be a force out play and the runner may NOT be tagged. Doing so will result in a "safe" call and a run scored.
3. No fake tags on players.
4. Players may substitute into the game defensively at any time. Male for male, female for female.
5. The team at bat must provide a player to pitch their own team. This pitcher must stand in the designated 8-foot circle and pitch. The defensive pitcher must also start with one foot in the circle but may leave once the ball is either hit or crosses the plate. If a batter hits the player who pitches the ball with the ball, the umpire must declare the batter out. A batter is allowed three pitches. Fouling off the third pitch is an **OUT**. If a pitch hits the ground, it is considered a dead ball but still counts as a pitch. A batted ball hitting the protective pitcher's screen is a dead ball and still counts as a pitch. ***The exception to the three pitches is:*** if the third pitch is batted and hits the screen, one more pitch will be allowed totaling 4 pitches. The offensive pitcher must bring a mitt out to protect themselves, however, if the ball is fielded by that offensive pitcher the batter will be out.
6. Games are 7 innings or one hour (whichever occurs first). Once an inning has started it must be completed. In case of ties, the "international tie-breaker rule" will be instituted, time permitting.
7. Commit lines and veer lines will be used. Touching home plate will be an out. All plays at home plate are considered force out plays. Tagging by any player is not permitted once the runner has crossed the commit line.
8. Teams may add players onto the bottom of their lineup card after the game has begun.
9. Outfielders may not come into the infield to make a play. A ball touched first by an infielder is considered live and playable by anyone.
10. In the event of an injury from a batted ball, the bat will be temporarily confiscated for validation of legality by an umpire or scorekeeper.

## RUN RULE

1. A 12-run rule will be in effect after the completion of the fifth inning. A 20-run rule will be in effect after the completion of 4 innings. **NOTE: DURING PLAYOFFS, THERE WILL BE A 12-RUN RULE IN EFFECT FOR ALL GAMES EXCEPT THE CHAMPIONSHIP GAME. DURING THE CHAMPIONSHIP GAMES A 15-RUN RULE WILL BE IN EFFECT AT TIME LIMIT.**

## PROTESTS

1. Protests are not allowed on judgment calls.

## FORFEITS

1. For all softball games, there is a 10-minute grace period. The clock will start exactly when the game is scheduled to start. Grace periods may not be made up – game must end on time. The offending team will be penalized their at bats the first inning (automatic 3 outs). The opposing team gets their 3 at bats, clears the bases and begins the 2nd inning. Forfeit time for the first game is at the end of the 10-minute grace period.
2. A game will start on time with 8 players. A game will be forfeited if there are less than 3 males or less than 4 females to start the game. If a game starts with less than 10 players, those players when they show up can be inserted at the bottom of the line up (up to the 10-person line up). But must be alternating players or all women.
3. If a team forfeits 2 games during the season, that team will automatically be eliminated from the post season play-offs, regardless of the team's overall record.

**DO NOT SUBMIT NAMES OF PLAYERS TO SCOREKEEPER WHO ARE NOT PRESENT AT THE FIELD AT GAME TIME. ONCE THE LINE-UP IS ENTERED IN THE BOOK, IT BECOMES OFFICIAL.**

The penalty for submitting names of missing players, is an out every at bat, for the entire game. The only exception being if the missing player shows up, then they can be inserted into original batting position and an ID may be checked.

## SUBSTITUTIONS

1. Substitutions for players must be female for female, male for male.
2. Courtesy Runners: Courtesy Runner per Inning will be used this season. The runner must be the last recorded out during the inning or previous inning. A male must run for a male, and a female for female. However, there will only be 1 courtesy runner of either sex (per inning). If the game is tied at the end of regulation play, you can use the courtesy runner for the runner placed at 2nd base, which would be the last recorded out from the inning prior.

## POSITIONS

1. Catcher and pitcher - one male, one female
2. 1st and 2nd base - one male, one female
3. Shortstop and 3rd base - one male, one female
4. Outfield- two males, two females- (no restriction on positions played)
5. If a team has a combination of 3 males, and 5, 6,7 females; it is permissible to have women play next to each other on the infield. You must use 2 males on the infield, but not next to each other, and one male must be either in the pitcher or catcher position.
6. If only 4 males are present, you must have 3 males on the infield and 1 male in the outfield. The males must not play on the same side of the infield, and there must be a male in the pitcher / catcher position.
7. Defense - No Restrictions on which defensive player makes the play, however we encourage all players to be involved in the game.

## BALLS AND STRIKES

1. 3 balls constitutes a walk

2. 2 strikes is a strike out
3. Any walk, regardless of the pitching count, to a male batter will result in a two-base award. (The player must touch 1st base before advancing to second) The next batter (a female) must bat. Exception: With two outs, the female batter has the option to walk or bat. She must declare her intentions, prior to entering the batter's box.
4. Third foul rule in effect. One strike and 2 fouls, or 3 fouls and batter is declared out.
5. PITCH HEIGHT – a 4 foot to 12-foot pitching height will be used in San Carlos.
6. A strike zone matt will be used this season. Any legal pitch that "touches" any portion of the strike zone matt, will be considered a strike.

## GROUND RULES:

**Burton Park-** The following potential fielding scenarios dictate the outcome of batted balls to the outfield at Burton Park-Madsen Field.

1. Any ball that hits the roof on the Kiwanis Bldg./Recreation Center/parking lot will be a home run.
2. Any ball that hits the Field House in center field, or the hedges/tan bark or sidewalk, on the fly, is a home run.
3. Any balls rolling beyond the grass line in left and center field will be considered a ground rule double.
4. Any ball that lands inside the Kiwanis Building fence on the fly or from the roof will be considered a homerun.
5. The right field & left field out-of-play line goes from the end of the backstop fence straight down.

### Highlands Park-South-

1. Any ball hit in fair territory over the right field double fence, is an automatic out. Balls hit in foul territory are foul balls, not outs, even if the ball goes over the fence. Any ball hit to the left of the right field double fence and over the single fence is a home run. Any ball rolling through the opening in the fence in right field is a ground rule double. Any balls that roll under the outfield fence will be a judgment call made by the umpire.
2. All ground rules are subject to judgment by the umpire.

## SLIDING AND COLLISION RULE:

1. When a defensive player has the ball or is about to receive the ball, and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner is to be declared out and a double play interference call may be made. Headfirst slides are permissible. If the collision is on the base paths, the ball is dead, and all other runners must return to the last base touched at the time of collision.

NOTE: If the act is determined to be flagrant, the offender shall be ejected. Players can slide into the Veer Line at Home but must avoid contact with catcher.

## TIEBREAKER RULE:

1. Tiebreaker rule: If the time limit is up in the middle of an inning, the full inning will be completed, unless the home team is ahead on runs. The umpire in chief (behind plate) will be considered the official timer. In the event of a tie, all games will be played until the tie is broken. WE WILL IMPLEMENT THE INTERNATIONAL TIE-BREAKER RULE. At the start of the 8th inning, (or if game time has expired) The last recorded batter of the inning prior will begin on 2nd base. (e.g. If the number

five batter is the lead-off batter, the number 4 batter in the batting order will be placed on second base) Each team will begin play this way at the start of each half inning until there is a winner.

## **INSURANCE:**

Players participating in activities sponsored by the City of San Carlos Recreation Department are not covered in any way for personal liability or property damage. People or players are participating or competing in the softball leagues at their own risk. Information on team insurance through ASA can be obtained from the League Director.

## **SCHEDULE CHANGES:**

Game schedules will be played as published. Requests for a change of schedule and/or rearranging times to accommodate teams involved in other tournaments, leagues, etc., other than those conducted by the City of San Carlos Parks and Recreation Department **WILL NOT BE ACCEPTED** after published schedules have been released.

## **RAIN OUTS:**

All rained out games shall be made up at the end of each round. Rained out games shall be replayed in order of their cancellation the first week after the conclusion of the regular season. **Should time not permit these make-up games to be played; only those games affecting playoff berths should be played. An updated schedule will be created in the event of multiple rainouts.**

## **INJURIES:**

Should anyone injure themselves and blood is evident, the following **must be done** before the person may resume playing. This includes covering any blood on skin or clothing. The on-site supervisor must take down injured person information and file a report.

## **FEES:**

All fees are **non-refundable** once a schedule has been created. **League fees are due at the time of registration.**

## **COURTESY RUNNERS:**

ASA allows ONE Courtesy Runner PER Inning. It must be the last out - male or female. In the event of no outs, the last batter in the line-up is to be the runner.

## **SOFTBALL CONDUCT:**

1. Profanity Rule: Profanity at the ballpark will not be tolerated and players are subject to being ejected. The umpire may or may not give a team warning. A rule of thumb will be if it is loud enough for the field umpire to hear, it is loud enough to be penalized. "F-bomb" is automatic ejection.
2. Ejection Rule: When an umpire has ejected a player or team from the game, there may be a 1 game suspension. The League Director will review any ejection that happens before, during, and after the game. The Team Manager will receive notification of any suspension via written notice, e-mail, or phone call. A Disqualified player is not an ejection.