

Rules & Guidelines

(revised 5/18/2026)

OBJECTIVE

The objective of the City of Placerville Adult Softball League is to provide the opportunity for participants to benefit from a quality leisure activity which encourages fitness, healthy competition and fun in the form of organized sports.

SPORTSMANSHIP

Good sportsmanship is everyone's responsibility. Demonstrating good sportsmanship includes recognizing the skills of all players and officials; self-control; humility in victory; calmness and composure in defeat; and concern for others. All participants should display good sportsmanship on the field, on the bench, and in the stands.

LEAGUES

1. All games in the City of Placerville Adult Softball League shall be governed by the current USA Softball rules and codes except as specified herein.
2. City Staff have the authority to identify and enforce any rule violations such as: batting out of order, under age players, ineligible base coaches, incorrect names on line ups, and any other rule violation that may occur.
3. Changes to this rule packet may be made either at the Manager's meeting or by the City of Placerville Recreation and Parks Department after the Manager's meeting or any other time as necessary. Managers will be notified regarding any rule changes that are made.
4. To provide a more balanced league for better play and competition, the League Supervisor may shift teams from one league to another at the end of each season.
5. Teams are guaranteed a minimum of seven (7) games in an eight* (8) week season. **(# of calendar weeks per season can be shortened or lengthened to fit scheduling needs)*
6. League winners are determined by a playoff at the end of the season. Refer to your game schedule for the selected playoff format.
7. Teams must play at the time, place, and date specified by the league organizer as designated on the schedule.
8. The number, variety, and type of leagues shall be determined by the Placerville Recreation and Parks Department.
9. Teams may request league preference when they are registered.
10. Teams that participate in one or more games in a season will automatically forfeit their right to reclaim any part of their entry fee if they drop from the league.

MANAGERS

1. Managers must be a player on the team they are managing.
2. The manager is held responsible for all rules and regulations.
3. The manager shall be the official representative of the team unless he/she designates one of the players as the team captain prior to the start of the game to the umpire and the scorekeeper.

MANAGERS continued:

4. The official manager on file with the Recreation Department will be held accountable for all actions of the players on their roster, even if the manager is not present at the time of infraction.
5. Managers shall be responsible to ensure that their players are acquainted with the league rules and the Player Code of Conduct, which lists infractions of the code as well as the penalty that each one entails.

ELIGIBILITY OF TEAMS AND PLAYERS

1. All players must be at least 18 years old. No exceptions!
2. All players must complete the roster enrollment process **before** beginning participation.
3. Only players listed on *an official roster in the league* are considered eligible to play in regular season games and only with the rostered team for playoffs or championships.
4. Players can only be officially rostered on one team per division.
5. Only those players enrolled on the official roster and who have played in at least two (2) of the regular season games with that team will be eligible for any playoffs/championship games.
6. All players and managers must provide valid photo ID (driver's license or comparable picture identification is acceptable) to any city staff member at any time as well as prior to playing in a playoff/championship games. No exceptions.

ROSTERS

1. All teams should attempt to fill their roster to the maximum of 18 players.
 - **NEW FOR COED: COED teams may add up to 20 players to their roster.**
2. Managers must invite at least 10 players to the roster prior to the first game, or risk a forfeit.
3. Managers are responsible for ensuring their players complete the roster enrollment process prior to beginning participation.
4. Teams have until the fourth (4th) league game to add players. Rosters will be frozen after the fourth (4th) game and managers will be unable to add or remove players. Any player that did not accept the enrollment before the final regular game will NOT be eligible for playoffs.
5. After the 4th game, players may only be added by written petition to the league organizer. An exception may be made only in extreme situations where teams may have lost a player through injury or employment transfer.

HELP SUB/BORROWED PLAYERS

In order to prevent forfeit games (8 players minimum), teams are allowed to "borrow" players from other teams. This can include teams from the same division, including the opposing team (if this is the case, that player does not receive credit for playing on the rostered team for that game, as they would not be listed on the rostered team line-up)

Recommended: Teams should try to have at least 5 of their own rostered players, and should not exceed 10 players total in their lineups when using help subs.

1. Any player used, MUST be already enrolled on another team in the City of Placerville Softball league, as that ensures that the liability waiver is signed.
2. Help subs are not eligible for playoffs on teams that they are not officially rostered on, regardless of how many games they play with a team.

PREGAME RULES/LINE-UPS

1. Batting practice is not permitted on the playing infield prior to game time.
2. The manager must give their line-up to the scorekeeper at least 10 minutes prior to game time. No line-up cards will be accepted without first and last names. All players listed on the line up are assumed to be present and are members of the official roster.
3. If a player listed in the line-up is not present by the time they are up to bat, and there is no substitute available, then an out will be recorded in that position in the batting order until said player or a legal substitute enters that position.
4. Teams may add players to the bottom of the line-up at any time during the game up to 15 players, including during playoff and championship games.

PLAYING TIME

1. All league games will be played to a 55 minute time limit or 7 innings, whichever comes first. No NEW inning shall begin after 55 minutes has expired. A new inning begins when the third out is made in the bottom of an inning. No mercy rule will apply.
2. Rule Exception for late running games: We must abide by an ordinance that places a 10:30 pm curfew at Lions Park. Therefore, the last game of the night will end at 10:25 pm. If the game has not played 4 or more complete innings (unless the home team is ahead in the bottom of the 4th), it will be made up at a later date if deemed necessary by the league organizer.
3. Games that are ended by weather and other unforeseeable abrupt events, may be resumed at another time, as deemed necessary, and directed by the league organizer, as long as the game has at least 30 minutes remaining at the time of delay. If there are less than 30 minutes remaining, the game will be recorded as a complete game with the score at the end of the last full inning, regardless of the number of innings played.
4. In the event of a tie game at the end of regulation play (time limit or end of 7 innings), the "Tie Breaker" rule is used for only **ONE** additional inning. The last batter of the previous inning occupies 2nd base to start the inning. The game will be recorded as a tie if a winner has not been determined at the end of the additional inning.

FORFEITS

1. **Game time is forfeit time.** If a team is not ready to start at game time, the game will be forfeited to the opposing team. In the event of a forfeit, the winning team will be awarded 7 runs.
2. Teams must field a minimum of eight (8) players, two of which must be a catcher and pitcher, at game time or forfeit their game. A team with 8 or more players must start the game at the scheduled game time-no delaying to wait for a full field. (Except for the 6:00 pm game-refer to Playing Time section)
3. **In the instance of 6:00 pm games (Monday through Friday)** We will use the following rule to help prevent forfeits: A team may start the 6:00 pm game (Monday through Friday) with no fewer than 6 players. The team must have 8 or more players by the end of the 3rd inning or 30 minutes, whichever comes first, or the game will be stopped and the game forfeited. **This only applies to the 6:00 pm M-F games.**

FORFEITS continued:

4. Umpires may declare a forfeit if a team employs tactics obviously designed to delay or to hasten the game.
5. There shall be no postponement of games allowed. Any team that foresees a conflict with their scheduled game and notifies the Recreation Office at least 24 hours in advance of game time will be credited with a loss not a forfeit.
6. If your team is knowingly forfeiting the game, please make every attempt to contact the league organizer as soon as possible, to prevent the opponent from traveling for no game.
7. Teams forfeiting twice during the season lose all money and are ineligible to play in the final playoff even though they may have won the right to do so. Disqualification applies regardless of when notification occurs.

BASIC GROUND RULES

1. Field of play is determined as all areas within imaginary or white line attached to wire fence and backstop on first and third base sides and outfield fence.
2. Base coaches must be enrolled on the roster of the team they are base coaching.
3. Only enrolled players may be in the field of play at any time during games.
4. Line-Ups given to the scorekeeper must be followed in the order provided. Due to the fact that line-ups are not shared with the other team Manager's, the scorekeeper has the authority to identify and correct any situation where the batting out of order occurs, at any time
5. Each game starts with one new ball and one previously played ball. Balls that are hit over the fence need to be recovered or replaced with a game quality ball by the next pitch. The time clock will continue until this is done. It is very important that we retrieve all balls hit over the fence, including foul balls, to help keep games moving. The quicker that the balls are brought back, the better the flow of the game will be. Teams are not entitled to keep a game ball.
6. The batter shall assume a one-ball, one strike count upon entering the batter's box. A second foul ball after two (2) strikes will constitute a strike out.
7. The USA 6'-10' arc pitching regulation will be used. The pitch must be delivered with perceptible arc and reach a height of at least 6' from the ground, while not exceeding a maximum of 10' from the ground.
8. Any pitch within the legal height requirements, which hits any part of the rubber mat or home plate, is called a strike.
9. Only Home Plate is considered safe for base runners attempting to score.
10. No stalling will be allowed in order to run out the clock.
11. Walk off homeruns are allowed.
12. **Homerun Rule:** A homerun is considered any fairly hit ball going over the fence that is not interpreted to be assisted by a defensive player. The equalizer rule is not permitted. NOTE: Any homeruns over the maximum will be called outs.
 - Men's "D" Leagues: Each team is allowed a maximum of three (3) homeruns per game.
 - Men's "E" Leagues: Each team is allowed a maximum of two (2) homeruns per game.
 - All other Leagues: Each team will be allowed a maximum of two (2) homeruns per game.

BASIC GROUND RULES continued:

13. Metal cleats are not allowed.
14. City of Placerville Recreation and Parks Department reserves the right to restrict the use of any bat, as deemed necessary. For USA Softball Illegal bats, see list in scorebooth.
15. Only the manager can discuss decisions or concerns with the umpire or staff.
- 16. Smoking, including vaping, is only allowed in the parking lots.**

17. Alcoholic beverages are not allowed in the dugout or playing field, including the area surrounding the chain link/backstop area. No players are permitted to consume alcohol during the game. Any player who is caught drinking alcohol or appears to be intoxicated during game play will automatically be ejected without warning. Violation of these rules will result in the ejection of the offending player from the game. **The Team Manager will be suspended for one (1) game during the current season on a date to be determined by the Manager and Recreation Supervisor.**

COURTESY RUNNER RULE (Section 9, Rule 8)

1. A courtesy runner is officially in the game when acknowledged by the plate umpire.
2. Teams are allowed one courtesy runner per inning (For Coed, per gender-must be male for male and female for female). The pitcher is allowed a courtesy runner at all times. NOTE: if a batter comes up again in the same inning and requests a courtesy runner, it must be the same runner that was used for the previous at bat during that same inning.
3. The courtesy runner can be any eligible player, however, if the courtesy runner is on base when they are up to bat, that player will be declared an out and the next batter in the line up is up.
4. A player may be a courtesy runner only once for any player other than the pitcher, and may also run for the pitcher, providing the pitcher bats for themselves and reaches base safely.

COED SPECIFIC RULES

1. There will be no restrictions on positioning of males/females in the defensive field.
2. The number of males/females must be equal in the batting order or with more females than males. The only exceptions to this rule are:
 - A. If a female is injured and has no substitution or
 - B. If a female player listed in the official line-up is not present and has no substitute.In both situations, an out will be recorded in the female players spot in the line-up until a legal substitute is entered into the line-up.
3. Games may be played with a minimum of 8 players. At no time may a team play with less than three (3) players of each gender.
4. Teams may put females back to back anywhere in the line up.
5. Teams may play with fewer females than males on defense with a maximum of 5 men playing defense; the penalty is an out when the female spot in the batting order comes up to bat.

PLAYOFF GAMES

All playoff games play for 55 minutes regulation time. Championship games play up to 7 innings or 65 minutes. No new inning will start after 65 minutes.

1. The highest ranking team going into the playoffs is the home team.
2. **Players that have not accepted enrollment by the last game, will NOT be permitted to participate in the playoffs.**
3. In order to be eligible to play in a playoff or championship game, a player must be enrolled on the official roster and have played in at least two (2) of the regular season games with that team.
4. All managers and players must provide valid photo ID to the scorekeeper prior to playing in a playoff/championship games. No exceptions!
5. If a team goes undefeated in the regular season, they will not receive a chance to be beaten twice.
6. Playoffs are single elimination.
7. Most playoffs will consist of 4 teams.
 - a. 2nd Place vs. 3rd Place
 - b. 1st Place vs. 4th Place
8. Tie Breakers
 - i. Winning Percentage
 - ii. Head to Head
 - iii. Head to Head Differential
 - iv. Average Runs Differential
 - v. Coin Toss
9. Teams may add players to the bottom of the line up at any time during the game up to 15 players.
10. **AWARDS** League championship t-shirts will be presented to the winner of each division.

PROTESTS

Protests will not be acknowledged if the following is not completed:

1. Whenever a matter of protest arises during a game, the captain or manager of the protesting team shall immediately notify the opposing manager, the plate umpire, and the scorekeeper. This will enable all interested parties to take notice of the condition surrounding the making of the decision and will aid in the proper determination of the issues. In order to be legal, a written "Intent to protest" must be filed with the scorekeeper before leaving the field. Intent to protest forms can be obtained from the scorekeeper. This notice of intention is mandatory. It is understood that a filing of "Intent to protest" must be followed up by the filling of the "official protest" in the Recreation and Parks office by the conclusion of the next business day following the protested game. The official protest must include a twenty dollar (\$20.00) protest fee, which is automatically forfeited, providing the protest is denied. Protests will not be allowed without an "intent to protest" form on file.
2. A formal protest must include the date, time and place of game, names of umpire (or umpires) and scorekeeper, the rule and section of the Official Rule or Local Rules under which the protest is made, the decision and conditions surround the making of the decision, and all the essential facts involved in the matter protested.

PROTESTS continued:

3. Protest shall be based on interpretation of rules or player ineligibility only. Decision involving the judgement of umpires shall not be considered or received.
4. The Recreation Coordinator determines protests. The decision made on a protested game may result in one of the following:
 - A. The protest is found invalid and the game stands as played.
 - B. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
 - C. When a protest for ineligibility is allowed, a forfeit win will be awarded to the protesting team.

PLAYER EJECTION/REMOVAL

1. All players must conform to the "Player Code of Conduct". The penalties, which go along with the violations, will be strictly enforced.
2. Any ejected manager/player will be suspended for a minimum of one (1) week from all teams and on probation for an additional eight (8) weeks.
3. Any player ejected from a game will immediately vacate the park and not return. Failure to do so will cause the game to be declared a forfeit and a more severe penalty taken. This also applies for playoff games where additional games are played that night.
4. When a player has been removed from the game by an umpire or leaves the game early and a vacant spot has been created in the line-up, **an out will be declared each time** that position comes to bat. Exception: When a player must leave the game due to injury and a vacant spot is created in the line-up, an out will not be declared each time that position comes to bat, except in coed where an out will be declared if it causes back to back males in the lineup.
5. **Two ejected players from the same team shall result in the game being declared a forfeit.**
6. Any player suspended will receive a letter confirming the suspension, including Manager notification. During the suspension, the player is not permitted at the facility while participating as a player or spectator during a Placerville Recreation sponsored program.

PLAYER CODE OF CONDUCT

Any ejected player/coach/manager in violation of the following Code of Conduct rules (1 through 10) will be suspended for a minimum of one (1) week of play and on probation for minimum of eight (8) additional calendar weeks. This includes the next scheduled game for that league, including playoffs, and will carry into the next season if necessary. The suspended player will not participate in any other game/division (s) that fall in-between the suspension.

Any ejected player/coach/manager must leave the park or playing facility immediately. Failure to do so may result in a maximum penalty for the violation. Any further action or disruption may result in the official ejecting of any additional players or managers from the park or facility.

PLAYER CODE OF CONDUCT continued:

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 double the normal penalty for the new violation. Any probation of suspension included in the penalty for the new violation, will run consecutively with the former penalty.

NO PLAYER / COACH / MANAGER SHALL:

1. **Consume alcohol** during game or appear on the field/facility of play under the influence of alcohol or drugs.
MINIMUM PENALTY: Immediate ejection
MAXIMUM PENALTY: Suspension for eight calendar years.
2. **Smoking or Vaping** while coming off or going on the field of play, or while on the field of play (at authorized facilities).
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Immediate ejection
3. Demonstrate dissension at an official's decision, including ongoing discussion on or off the field.
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Immediate ejection
4. Refuse to abide by an official's decision
MINIMUM PENALTY: Immediate ejection
MAXIMUM PENALTY: Suspension for one calendar year.
5. Be verbally abusive toward any player (teammate or opponent), official (umpire/referee or scorekeeper), league supervisor, tournament director, agency representative or spectator. This includes but is not limited to, use of profanity and/or racial slurs, harassment, threats, or intimidation before, during or after a game. If during a game the player will immediately ejected.
MINIMUM PENALTY: Immediate ejection
MAXIMUM PENALTY: Suspension for five calendar years and probation for five calendar years.
6. Use unnecessary roughness against an opposing player during the game.
MINIMUM PENALTY: Immediate ejection
MAXIMUM PENALTY: Suspension for five calendar years.
7. Requesting or instructing another to intentionally cause injury or possible injury to another person. If, during a game, the party responsible will be immediately ejected.
MINIMUM PENALTY: Immediate ejection
MAXIMUM PENALTY: Suspension for ten calendar years and probation for five calendar years.

PLAYER CODE OF CONDUCT continued:

8. Be physically aggressive toward any player (teammate or opponent), official (umpire/referee or scorekeeper), league supervisor, agency representative, or spectator. This includes any unwanted physical contact including, but not limited to, shoving, or striking a person before, during, or after a game. If during a game, the player will be immediately ejected.

MINIMUM PENALTY: Immediate ejection

MAXIMUM PENALTY: Suspension for ten calendar years and probation for ten calendar years.

10. Be found in possession of an altered or illegal bat.

MINIMUM PENALTY: Immediate ejection.

MAXIMUM PENALTY: Suspension for a minimum of five (5) years from all USA/GSSA softball activities if found guilty according to Article 505.

NOTE: A team that is discovered to have within its possession or control of an altered bat may be suspended for a two (2) year minimum.

CODE OF CONDUCT VIOLATION APPEAL PROCESS

1. Submit a written statement to the League Supervisor stating the event(s) leading to his/her removal, or any other pertinent information to the incident within one working day of the suspension notice.
2. Appeal the decision of the League Supervisor to the Recreation Superintendent with the understanding that the decision reached is final with no further appeal. Upon the discretion of the Recreation Superintendent, a hearing with a Disciplinary Action Review Committee can be assembled. The purpose of the Disciplinary Action Review Committee is to assist the Superintendent in his or her decision.

INSURANCE

Persons or players participating in activities sponsored by this department are not covered in any way for personal liability or property damage. This means that players are competing in this program at their own risk.

INCLEMENT WEATHER

If you have questions about inclement weather impacting your game, please visit www.teamsideline.com/placerville.

If games are cancelled due to inclement weather or for any other reason, the Recreation and Parks Department will post a notice on Teamsideline and send communication to the Team Manager. Rain out decisions will be made **after 2:00** pm on game days. All efforts will be made to reschedule games. Team Managers will be notified of all schedule updates, including rescheduled games.

Thank you for participating in our Adult Softball League.

ADOPTED USA SOFTBALL RULE AMMENDMENTS**2026**Rule 4, Section 8B:

B. A participant may be ejected at any point from the time the umpire crew enters and until they leave the field of play. An ejected participant must leave the grounds and have no contact with the umpires or participants in the game. The ejected participant is restricted from having contact with the team and is suspended for one additional game. The ejected participant is not permitted to sit in the stands, dugout or general locality of the next game. The ejected participant may appeal the one game suspension to the Championship Protest Committee.

Comments: Clarifies that umpires have authority to eject a participant before, during or after the game

Rule 6C, Section 1B:

B. (Men's, Women's and Coed Class C, D and E/REC) The pitcher may take a position from the front edge of the pitcher's plate to 6 feet behind the pitcher's plate with both feet firmly on the ground and with one or both feet within the 24-inch length of the pitcher's plate.

Comments: Clarifies that one or both feet must be within the 24-inch length of the pitcher's plate.

Rule 8, Section 9A [2]:

C. Any eligible player may be a courtesy runner once per inning for any player other than the pitcher. This player or any other eligible player may also courtesy run for the pitcher providing the pitcher bats for themselves and reaches base safely.

Comments: Clarifies that the pitcher must bat for themselves and reach base safely to be eligible for a courtesy runner.