



City of Placerville Adult Softball Rules & Guidelines

7/23/2024

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.

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. In order 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 nine games in a ten (10) week season.
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 Supervisor at all times.
8. The number, variety, and type of leagues shall be determined by the Placerville Recreation and Parks Department. Teams may request league preference when they are registered.
9. 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. The manager is held responsible for all rules and regulations. 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. The official manager on file with the Recreation Department will be the person held accountable if any suspensions are given to the manager.
2. Managers shall be responsible to see 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 the official roster are considered eligible to play in regular season games and playoffs/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 three (3) 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.
2. Managers are responsible for ensuring their players complete the roster enrollment process prior to beginning participation.
3. Teams have until the fifth (5) league game to add players. Rosters will be frozen after the fifth (5) game and Manager's will be unable to add or remove players. Players may only be added by written petition to the League Supervisor. An exception may be made only in extreme situations where teams' may have lost a player through injury or employment transfer.

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) additional 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, and out will not be declared each time that position comes to bat, except in coed where an out will be declared.
5. Two ejected players from the same team shall result in the game being declared a forfeit.
6. Any player suspended for additional games beyond the minimum one (1) week suspension and eight (8) additional weeks probation will receive a letter confirming the suspension. During the suspension, the player is not permitted at the facility while participating as a player or spectator during a Placerville Recreation sponsored program.

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 appeal.
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.

PREGAME RULES/LINE-UPS

1. Batting practice is not permitted on the playing infield prior to game time.
2. The manager shall 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 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.

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: 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 gone 4 or more complete innings, it will be made up at a later date if deemed necessary by the League Supervisor.
3. All 6:00 pm games (Monday through Friday) will use the following rule to help prevent forfeits:
 - A. A team may start the 6:00 pm game (Monday through Friday) with no fewer than six (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 games.
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 one additional inning. The last batter of the previous inning occupies 2nd base to start the inning. If at the end of the additional inning a winner has not been determined, the game will be recorded as a tie.



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. Protest 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.
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 League Supervisor 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.

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 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. Except for the 6:00 pm game (refer to Playing Time Rule 4 A).
3. Umpires may declare a forfeit if a team employs tactics obviously designed to delay or to hasten the game. No stalling will be allowed in order to reach a time limit.
4. There shall be no postponement of games allowed. Any team that foresees a conflict with their scheduled game and notifies the Recreation Office within 24 hours in advance of game time will be credited with a loss not a forfeit.
5. 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.

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. Smoking is only allowed in the parking lots.
3. Metal cleats are not allowed.
4. 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. On the upper field, alcoholic beverages are not permitted below the upper level of the stairway leading to the field. 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.
5. Any pitch within the legal height requirements, which hits any part of the rubber mat or home plate, is called a strike. Only home plate is considered safe for base runners attempting to score.
6. City of Placerville Recreation and Parks Department reserves the right to restrict the use of bats as deemed necessary.
7. All wooden bats must be softball bats and will continue to be approved for USA Championship play regardless of whether they bear a USA approved certification mark or are included on a list of approved bats published by the USA National office. Wooden baseball bats will not be allowed. www.usasoftballsacramento.org



8. Courtesy Runner Rule-Teams are allowed one courtesy runner per inning (coed, per gender). The designated runner will be the last player out in the current inning or previous inning. In the first inning, if no out has occurred and a courtesy runner is needed, any eligible player can be the runner however, if the courtesy runner is on base when they are up to bat, that player will be declared an out. In case of a courtesy runner in coed, male players can only run for males and female players for females.
9. 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 "C" Leagues: Each team is allowed a maximum of four (4) homeruns per game.
 - 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.
10. Walk off homeruns are allowed.
11. 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.
12. 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.
13. 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 get all balls hit over any fence to help keep games moving. Teams are not entitled to keep a game ball. The more balls brought back the better the flow of the game will be.
14. 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, at any time, the scorekeeper has the authority to identify and correct any situation where the batting out of order occurs.

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 and out will be recorded in the female players spot in the line-up until a legal substitute is entered into the line-up. 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.
3. Teams may put females back to back in the line up in any order.
4. Teams may play with fewer women than men on defense with a maximum of 5 men playing defense; the penalty is an out when the woman's spot in the batting order comes up to bat.

PLAYOFF GAMES

1. All playoff games play 55 minute regulation time. Championship games play up to 7 inning of 65 minutes. No new inning will start after 65 minutes.
2. The highest ranking team in the playoffs is the home team.
3. Teams having incomplete rosters will not be permitted to participate in the playoffs.
4. Most playoffs will consist of 4 teams.
 - A. Tie Breakers
 - i. Winning Percentage
 - ii. Head to Head
 - iii. Head to Head Differential
 - iv. Average Runs Differential
 - v. Coin Toss
 - B. 1st Place vs. 4th Place
2nd Place vs. 3rd Place
 - C. Playoffs are single elimination.



5. If a team goes undefeated in the regular season, they will not receive a chance to be beaten twice.
6. 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 three (3) of the regular season games with that team. All managers and players must provide valid photo ID to the scorekeeper prior to playing in a playoff/championship games. No exceptions!
7. Teams may add players to the bottom of the line up at any time during the game up to 15 players.

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.

AWARDS

League championship t-shirts will be presented to the winner of each league.

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. For Sunday games, decisions will be made after 12:00 pm and for all Monday-Friday games, decisions will be made after 4:00 pm. All efforts will be made to reschedule games. Team Managers will be notified of all schedule updates, including rescheduled games.

PLAYER CODE OF CONDUCT

Any ejected player/coach/manager in violation of rules 1 through 10 will be suspended for a minimum of one (1) additional week and on probation for an additional eight (8) weeks. This includes the next scheduled game for that league. The suspended player will not participate in any other game (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 the player or manager from the park or facility.

A player/coach/manager that is on probation for the 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. 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.

2. Use profanity and/or racial, sexual, religious or disability-based slurs, threats or intimidation before, during or after a game. Requesting or instructing another to intentionally cause injury or possible injury to another person. If, during a game, the responsible party will be immediately ejected.

MINIMUM PENALTY: Immediate ejection

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



3. Refuse to abide by an official's decision

MINIMUM PENALTY: Immediate ejection

MAXIMUM PENALTY: Suspension for one calendar year.

4. 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 two calendar years.

5. 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.

6. Use unnecessary roughness against an opposing player during the game.

MINIMUM PENALTY: Immediate ejection

MAXIMUM PENALTY: Suspension for five calendar years.

7. Demonstrate dissension at an official's decision.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Immediate ejection.

8. Unless the player is the manager or captain, discuss with an official (umpire/referee or scorekeeper), league supervisor, tournament director, agency representative or spectator any decision reached by that official.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Immediate ejection.

9. Smoking 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.

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 ASA/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.