

City of
SANTA CLARITA

Adult Softball



League Rule book





Preface

This handbook is designed to acquaint managers and players with specific league rules and conditions of play set forth by the City of Santa Clarita Recreation, and Community Services Department, Adult Sports Program.

It is imperative that all participants become familiar with the information contained in this packet.

It is the goal of the adult sports program to provide an opportunity for adults to take part in an organized and structured athletic program, which will enable its participants to achieve a sense of personal enjoyment and help to promote a healthy lifestyle.

Please keep in mind that sportsmanship rates very high in our leagues. Managers, players, and spectators are expected to support league staff and officials, treat the facilities and opposing teams with respect, and demonstrate good sportsmanship at all times.

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ADULT SOFTBALL LEAGUE BYLAWS

I. LEAGUE INFORMATION

A. TEAM FEES

The team fees are for a 10 week regular season.

COED, MENS, and WOMEN'S LEAGUE \$450

- A completed application and roster with either a \$100 deposit or full payment (check, cash, credit card, or money order) are due at registration. A remaining balance from deposit must be paid in full prior to the registration deadline. Cash payments will only be accepted at the registration counter located at the Aquatic Center.
- All team names are subject to review by the Adult Sports Supervisor.

B. REFUNDS

Full refunds are granted prior to the current season schedule being posted on the City of Santa Clarita's Adult Sports website and/or the schedule being sent out to the team manager. After the season schedule is posted, a \$50 administrative fee will be assessed to a refund request. Refunds will not be granted after the second game of the season.

C. LEAGUE DAYS AND FIELDS

- The City of Santa Clarita offers leagues for Mens, Womens, and Coed Teams.
 - Monday-Men's
 - Tuesday-Men's
 - Wednesday-Coed
 - Thursday-Men's and Women's
 - Friday-Men's
 - Sunday-Men's and Coed
- Game Locations: Central Park, Newhall Park, Bouquet Park, Santa Clarita Park and Bridgeport Park.
- Monday-Friday game times are 6:30 pm - 10:30 p.m., Sunday Men's game times are from 9:00 a.m. - 1:00 p.m. Sunday Coed game times are from 4:00 pm - 8:00 p.m.

D. INSURANCE

The City of Santa Clarita does not carry sports insurance to cover the players. Teams must carry their own insurance if they wish to be covered. Teams may purchase insurance through SCMAF. Contact the SCMAF Office at (626) 448-0853 x 11 or visit the SCMAF website @ www.scmaf.org

E. SCHEDULES

One copy of the draft schedule will be given to each manager at the managers meeting. Please note that your schedule is subject to change before your first game. You will be called if necessary. Official schedules will be posted on the City website, www.santa-clarita.com/adultsports after the managers meeting.

II. LEAGUE RULES

- A. The following rules govern teams and players participating in the City of Santa Clarita Adult Slow-Pitch Softball League. The leagues uses established rules of play as adopted by the Southern California Municipal Athletic Federation (SCMAF) with certain exceptions as noted herein.
- B. No player shall dictate any non-City rules to any other player or umpire before, during, or after any game. All players and patrons shall follow all league and park rules in general.
- C. The Adult Sports Supervisor reserves the right to rule on any situation not specifically covered in the Adult Softball Rule Book. The Adult Sports Supervisor reserves the right to suspend an individual or team from league play whose conduct is detrimental to the safety and success of the program. The Adult Sports Supervisor reserves the right to interpret league rules in a manner he/she deems fair and equitable in accordance with the goals and objectives of the City of Santa Clarita Adult Sports Program.

III. SPORTSMANSHIP

All participants shall behave in a sportsmanlike manner at all times. Unsportsmanlike conduct such as, aggressive play, profanity, derogatory remarks, physical/verbal abuse, trash talking, taunting, fighting, unnecessarily rough tactics, threatening, charging, refusing to abide by umpires decision, throwing any foreign matters, mocking, drinking, intoxication, smoking, or using altered/illegal bats will not be tolerated.

A. PARTICIPANTS CODE OF CONDUCT

It is the direct responsibility of the Team Manager to educate all team members with the PARTICIPANT'S Code of Conduct as prescribed in the City of Santa Clarita Softball League Bylaws and SCMAF Rule Book. **INFRACTIONS AND PENALTIES ARE REFERENCED IN THE PARTICIPANT'S CODE OF CONDUCT.** The term **PARTICIPANT** as used in the Player's Code of Conduct shall apply to all team personnel such as the manager, coaches, scorekeeper, sponsors, players, substitutes, fans, etc. The PARTICIPANT'S Code of Conduct shall apply before, during, and after any City Softball Game.

- B. The Adult Sports Supervisor takes disciplinary action based on the events surrounding the player's ejection.

- C. Any player ejected/suspended from a game for any reason shall leave the park immediately. The ejected player will not be permitted to attend games during the suspension period. Failure to cooperate with this rule will result in further suspensions and team forfeitures. If the infraction is serious as ruled by the Adult Sports Supervisor, the individual will face permanent suspension from all adult sports activities for a period of time as determined by the Adult Sports Supervisor (typically one calendar year). All cases will be reviewed and acted upon by the Adult Sports Supervisor. If the ejected player would like to meet and discuss his/her suspension with the Adult Sports Supervisor, the request must be submitted in a timely manner.
- D. If two players from the same team are ejected at any time from the game for any reason, the game will be called a forfeit in favor of the opposing team.

IV. ELIGIBILITY

- A. Team managers are responsible for the enforcement of and adherence to all eligibility requirements.
- B. Players must be at least eighteen (18) years of age to a play.
- C. Player's name **MUST** be on the original team roster submitted at the time of **registration**. Additional players may be added to a team by an add/drop slip (maximum 20 players per team). **Add/drop slips** must be received at Central Park Sports Office by the first game of the second round. **Added players must sign the roster before legally playing in a game.**
- D. A maximum of two women may be rostered on a Men's team.
- E. A roster check will be completed for both teams for all championship games. All players must present a picture ID to staff prior to taking the field.
- F. Players may only play for one team per league. The player is only considered to be legitimate with the team they are rostered with. Any player who plays for another team in the same league (night) will be suspended from playing in any and all league games for a one week period (7 days). However, a player is allowed to play on a Sunday Men's League team and then again on a Sunday Co-ed League team without penalty.
 - If a player plays on more than one team in any given league, in which they are not on the roster that team is subject to forfeiting the game in which said player participated.
 - If the player is found on two or more rosters/teams on the same night he/she may not play for both teams, that player is to commit to one team only.

- G. A team found to be playing with suspended, illegal, or ineligible players, may forfeit all games in which said player(s) participated.

V. **ROSTERS**

- A. Team rosters are due at registration.

A team may not register for league play **without** a completed roster (minimum 8 players). Previous season rosters will not be accepted.

- B. **Completed rosters includes:** Team name, league, division, and Manager's information. Printed names of players, signatures and telephone or email address. All information must be **legible**.

- C. Each roster can carry a minimum of **(8) PLAYERS** and **maximum of (20) PLAYERS**.

- D. Players can be added/dropped by the first game of the second half.

- E. Every team is subject to random roster checks.

VI. **AWARDS**

Awards are given out to each Division Champion Team. Division Champions receive one team plaque and fifteen individual awards.

VII. **TEAM STANDINGS**

All divisions are played strictly on a win/loss/tie percentage basis for the full division schedule. The winner of each round will be determined by each team's record. In case of a tie the following order is used to determine the winner of each round:

1. Head-to-head competition between the teams involved.
2. Run differential between the teams involved.
3. If run differential between the teams is a tie, then run differential between all the teams in the division for that half will be counted.

The winner of the first round will play the winner of the second round to determine the Division Champion. Division standings may be obtained by visiting the city website at www.santa-clarita.com/adultsports or by contacting the Central Park Sports Office at (661) 290-2240, Monday - Friday after 4:00 p.m.

VIII. **UMPIRE RESPONSIBILITY/UMPIRE FEES**

- A. It shall be the duty of the umpire to administer decisions of the game in accordance with the SCMAF, Slow-Pitch softball rules of play and those adopted herein by the City of Santa Clarita Adult Softball League Bylaws.

- B. All games are under the control and direction of the umpire and only team managers or assistant team managers may discuss decisions with the umpire during the game if it is done in a courteous manner. The umpire enforces all rules before, during, and after the game.

- C. If the umpire does not show for a game, the two participating teams will agree upon a substitute umpire from the stands or a player from one of the teams. The outcome of the game will be official and scores **MUST** be called into the Central Park Sports Office by the winning team following the game. Game cards **MUST** be turned in by the winning team on the following day.

- D. One umpire is assigned to a field during each regular division game. Each team is required to pay a \$14 cash umpire fee before the start of each game. Teams failing to pay the umpire fee may be charged with a forfeit. Two umpires will be assigned to a field during championship games. Each team is required to pay a \$28 cash umpire fee before the start of the championship game. Teams failing to pay the umpire fee may be charged with a forfeit. All championship games will have two umpires. Both umpires will receive \$14 cash from each team.

IX. FORFEIT GAMES

All games must be played as scheduled. Teams may not postpone a game!

***If your team is unable to show for any scheduled game, you will lose by forfeit and a 7-0 score will be recorded.** Any team that forfeits a game is responsible for paying the total umpire fee of \$28 cash. This fee will need to be paid after the day you forfeit and before your next scheduled game. **Failure to do so will result in a forfeit of all your next scheduled games until the forfeit has been paid in full.**

If a team forfeits 2 games within a round, the team will have to meet with staff in the adult sports office prior to the next scheduled game. Failure to meet with Adult Sports staff may result in the team being dropped from the league.

X. POSTPONED GAMES

- A. It is at the discretion of the Adult Sports Supervisor to permit or direct the postponement or re-scheduling of any game where such action is warranted.
- B. **Excessive Heat/Unhealthy Air Quality.** The National Weather Service issues an Excessive Heat Warning when conditions of a Heat Wave or Extreme Heat are present, when the Heat Index (HI) is expected to exceed 105-110. Excessive Heat is defined as temperatures that reach the 105 degrees.
- C. If a game is postponed due to inclement weather; rain or the Heat Index reaches 105, unhealthy air quality, unplayable field conditions, field conflicts, or lighting failure, the game will be rescheduled at the conclusion of the last scheduled game. A game can be called at any time regardless of the inning when the temperature reaches 105 degrees. Games that have gone 4 innings will be considered an official game and not re-scheduled. If less than 4 innings have not been played, the game may or may not be re-scheduled at the discretion of the Adult Sports Supervisor.

- D. The decision to cancel/postpone games due to rain or unplayable fields will be made by the Parks Maintenance Division/Adult Sports Supervisor after 3:00 p.m. on weekdays, 7:00 a.m. on Sunday mornings (men's league) and 1:00 p.m. on Sunday afternoons (co-ed league). All managers need to contact the Adult Sports Information Line at (661) 290-2245 to get updated information regarding game cancellations. Once the recorded message states that the games have been cancelled, there will be no changes. If the message does not specifically state cancellation of games, all games will be played.

XI. PROTEST

- A. A protest **MUST** be announced to the umpire before the next pitch is released. (The game time continues to run during the protest process). For a team to protest they must follow Rule 9, Appendix A of the SCMAF Softball Rules.
- B. In addition to Rule 9, the team manager must file a written protest within 48 hours after the conclusion of the game. A protest may only be submitted by the team manager or the assistant manager (if the manager is not in attendance at the protested game). All protests must be hand delivered to the Adult Sports Office.
- C. Only teams involved in the game may file a protest. To file a protest, a \$24 fee must accompany the letter. If payment is by check, please make it payable to "City of Santa Clarita."
 - 1. If the protest is invalid, the money will not be returned.
 - 2. If the protest is granted, the \$24 fee will be returned to the team filing the protest.
 - 3. All protests will be ruled upon within a reasonable period of time after receiving the protest.
 - 4. Only protested situations ruled to directly affect the outcome of the game will cause protested games to be replayed.
- D. If a team is protesting the eligibility of a player, it **MUST** be done when the player is first noticed. You may not protest the eligibility of a player after the game has been called by the umpire. The player in question must provide proper identification to staff to prove that they are on the roster. Failure to provide proper identification will result in the player being ruled ineligible, the game will be forfeited. Teams will still follow the regular guidelines for filing a protest (time limit and \$24 fee).
- E. A protest will not be considered on a judgment call by the umpire.

XII. GAME TIME AND SCORING

- A.** All games will be given a **ten (10) minute** grace period (running clock). The home team will have the option to defer. Visiting team can not defer back.
- B.** Game length is one hour and five minutes or seven (7) innings. Once the umpire starts an inning, the inning must be finished. The game time is established from the scheduled game time unless otherwise stated by the umpire.
- C.** If the game is tied after seven complete innings, and the time limit has not expired, the game will continue until the time limit expires, or one team has a lead after a complete inning. Once the time limit has expired, no new innings will be played and the game will be ruled a tie, with each team receiving ½ win and ½ loss. Tied games will not be replayed.
- D.** Games that end before the seventh inning or the 1 hour and 5 minute time limit due to inclement weather, lighting failure, or unplayable field conditions and have completed four innings, or if the home team has scored more runs in three and a fraction half-innings shall be considered a complete game. Scoring of the game will revert back to the last completed inning.
- E. MERCY RULE:** A game may end anytime after 4-1/2 innings, when a team is behind fifteen (15) or more runs and has completed its turn at bat.
- F.** It is strongly recommended that managers synchronize their watches with the umpire at the start of the game. The umpire will notify team managers of the game start time. (Fields without game clocks) It is the manager's responsibility to check with the umpire to confirm the score after each 1/2 inning.
- G.** We recommend that both teams have a scorebook and a scorekeeper. Teams who do not keep score in a scorebook have no basis for a protest with the umpire. Any protest regarding score must be resolved with the umpire before the start of the next half inning. The umpire is the official score keeper of the game.
- H.** Only players on the roster, managers, and assistant managers may be in the dugout or on the playing field during the game.
- I.** There will be eight (8) player forfeit rule per team. A team must start and continue a game with eight (8) or more players from their roster. Forfeits will be enforced based upon the Illegal Player Rule {VII, E (1)} and the Uniform Rule (XI, 5).

XIII. RULES OF THE GAME

- A. Men's, Women's, and SCMAF Coed Teams will begin each at-bat with a 1-1 count. *All foul balls are strikes* after 2 strikes the ball must be fair or the batter is out. (3 strike rule)
- B. Home run rule: Each team may hit one (1) home run over the fence per inning. All other home runs that are hit over the fence in the same inning by the same team will be an out. This rule is for fenced fields only.
- C. Any ball hit over the fence without first touching the ground will be a home run (i.e. ball bounces off player's glove and goes over the fence will count as a home run. Any subsequent ball hit over the fence for that team will be an out.)
- D. No player may carry the bat to 1st base or beyond. This will be ruled an out by the umpire.
- E. Co-ed Rule: No female player shall be thrown out at first base by any outfielder. If the outfielder makes a throw to first (1st) base while the female player is approaching the base, the female player will be awarded second (2nd) base.
- F. No-Smoking Rule: Per City Municipal Code, Section 9.50.055 smoking is prohibited in all City parks. It will be the responsibility of the manager to inform his/her players of the no smoking ordinance. The manager will be responsible for both players and patrons. During the game the umpire will warn team managers of any team member and/or patron that breaks this rule. The umpire will give the manager up to two team warnings regarding players and/or patrons smoking during the games. The third team warning will result in the forfeiture of the game.
- G. Unsportsmanlike Conduct. Any unsportsmanlike conduct will not be tolerated. Managers are responsible for both players and patrons. During the game the umpire will warn team managers of any team member and/or patron that displays any unsportsmanlike conduct.

XIV. UNIFORMS

All men's, women's, and coed slow-pitch players **MUST** have jerseys/shirts with a different numerical identification for each player. The numbers must be large enough to be seen from both dugouts to home plate.

- A. Team names/logos on jerseys are **not** mandatory.
- B. Players **may** or **may not** have their names on their uniform. It is the individual's option.
- C. Sweatshirts and jackets **MAY** be worn over the uniform, but please know that at any time during the game the league staff and/or umpire may check for uniform numbers.
- D. If continual violations of the uniform rule occur the team's manager will be contacted by the Adults Sports Office.

XV. EQUIPMENT

- A. The teams or participants must furnish all team equipment, with the exception of game balls which will be provided by the City. The home team will retain the game ball at the end of the game to be used as a back up ball for the next game.
- B. Shoes must be worn; bare feet or sandals will not be permitted. **METAL CLEATS ARE NOT PERMITTED**; plastic cleats and rubber all-purpose soled shoes may be worn.
- C. At all times during the game, all unused equipment must be removed from playing field and stored in the dugout.
- D. **ASA Certified Bat List:** The City of Santa Clarita Adult Softball League recognizes the ASA certified bat list. In an effort to provide a safe playing environment, the City will adopt any updated/changes to the ASA Certified Bat List each season.

***Bats need to be ASA certified and have ASA stamp.**

***2015 SCMAF Rule Book- Page 23. Sec27. Item H.**

(Bats) "May not be altered in any manner. The umpire has the authority to remove any bat that he/she suspects has been altered in any way. This judgment is left entirely to the discretion of the umpire in any given game. The game shall be immediately forfeited by any team whose player takes a position in the batter's box with any bat that has been previously removed by the umpire in accordance with this rule."

XVI. FIELD LOCATIONS

BOUQUET CANYON PARK

- I-5 North to Valencia Blvd.
- East (right) on Valencia Blvd. to Bouquet Canyon
- North (left) on Bouquet Canyon to Urbandale (just past 7-11 store)
- West (left) on Urbandale for approximately 1/4 mile, then turn north (right) on Alaminos (first stop sign)
- Go approximately 1/4 mile on Alaminos, and go west (left) on Wellston
- Park is located at the end of Wellston Drive
- **28127 Wellston Drive**

BRIDGEPORT PARK

- I-5 North to Valencia Blvd.
- East (right) on Valencia Blvd. to Bouquet Canyon Road
- North (left) on Bouquet Canyon Road
- West (left) on Newhall Ranch Road and (left) on Bridgeport Lane
- Park is located on left side of street
- **23520 Bridgeport Lane**

CENTRAL PARK

- I-5 North to Valencia Blvd.
- East (right) on Valencia Blvd. to Bouquet Canyon Road
- North (left) on Bouquet Canyon Road
- Park is located on the right side of the street
- **27150 Bouquet Canyon Road**

NEWHALL PARK

- I-5 North to Lyons Avenue
- East (right) on Lyons Ave. to Newhall Ave. (Jack-in-the-Box on corner)
- North (left) on Newhall Avenue and go past high school to Dalby
- West (left) on Dalby for approximately 1 block
- Park is located on the left side of the street
- **24923 Newhall Avenue**