



# ADULT SOFTBALL SLOW-PITCH

## LEAGUE RULES

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## **GENERAL LEAGUE RULES**

### **1. FEES:**

#### **A. DEADLINE**

In order to provide better service to the participants of the Adult Sports Leagues, all registration deadlines will be strictly enforced. ALL FEES MUST BE PAID BEFORE LEAGUE PLAY BEGINS. If your team does not make payment in full by the next publicized registration deadline, your team placement in the league is not guaranteed.

#### **B. REFUND POLICY**

Refunds for Adult Sports League fees will not be available once the schedules for that particular league have been published. Any team that is removed from any league will not be refunded any portion of their league fee. Refunds for Adult Sports League fees will be processed only if the league has been cancelled.

### **2. PLAYERS:**

#### **A. ROSTER**

Teams are not required to submit a roster prior to any game play. However, the winning division team will only receive a maximum of 15 T-shirts at the end of the season.

#### **B. PLAYER ELIGIBILITY**

All players must be eighteen (18) years old or older to participate in the league. No active professional or collegiate athletes will be allowed to play in any league. Former professional or collegiate athletes must have been inactive for at least one year in order to participate. Players may play for more than one team in the league, but NOT more than one team in any specific division. Teams found to have played with an ineligible player will result in a forfeit loss of all games in which the player(s) participated.

#### **C. IDENTIFICATION**

Each player at every game must have in their possession and be able to provide a valid photo identification (CA Driver's License or other) if requested by the official to do so. Any team using ineligible players (no identification) will be subject to an eligibility protest.

### **3. OFFICIALS:**

#### **A. SCOREKEEPER**

The softball umpire will be the official scorekeeper for each game. Managers of both teams must initial scorecards after each game to confirm scores.

#### **B. OFFICIALS FEES:**

Each team is required to present the umpire with the appropriate fee IN CASH prior to the beginning of the game. No game will begin until both teams have paid the umpire in full. If a team does not pay the umpire, that team will be charged with a forfeit loss.

C. FORFEIT FEE: If a team forfeits any scheduled league game, they are responsible for both teams' officials' fees for that game (\$40.00). Forfeit fees are due in cash to the umpire at the time of forfeit. Payments made to HBSC will incur a \$10 fee (\$50.00 total) and must be paid no later than 48 hours past the date of forfeit. Cash, check (made payable to HBSC) or via Venmo (@hbsportscomplex) are acceptable forms of payment to HBSC management.

#### 4. PROTESTS:

##### A. GAME RULES

Only the manager/captain may approach the official(s) to clarify a call. Protests regarding game rules must be made by the team manager with the umpire prior to the next live ball. The umpire shall get both managers together and attempt to resolve the matter. If resolution can not be reached, the umpire shall record the protest on the scorecard and notify both managers that the game is proceeding under protest. The protesting manager/captain shall submit to the League Coordinator, a detailed written account of the event within one (1) working day of the incident. YOU MAY NOT PROTEST THE JUDGMENT CALL OF AN UMPIRE (i.e. fair/foul, safe/out, catch/no catch).

##### B. PLAYER ELIGIBILITY

Protests regarding player eligibility must be made at the time that the manager/captain becomes aware of the infraction and not later than the end of the game to allow the official to check the identification of the player in question. Any player requested by the official(s) to show identification must do so within ten (10) minutes following the time of official protest. If the player in question does not provide identification within the ten (10) minute time period or if the identification does not match the name and signature on the scorecard, the game will be called a forfeit. If the player in question provides identification that matches the name and signature on the scorecard and the opposing manager still feels that the player is illegal, that manager must provide a written report to the League Coordinator as detailed Section A above.

##### C. PROTEST FEE

If a team wishes to protest, they must declare it with the umpire at the time of the call. The protest fee is \$35 payable in cash, check (made out to HBSC) or Venmo (@hbsportscomplex) within 24 hours of the protest. Protests filed late and/or without the protest fee shall not be accepted. If the protest is upheld, the money will be refunded.

##### D. PLAYOFF PROTESTS

Protests during playoffs shall be resolved on the spot. If the game umpire is unable to resolve the protest at the game site, he/she shall confer with the umpire crew chief (Dennis or Ken). If the protest still can not be resolved, the crew chief shall confer with the League Coordinator. The decision of the League Coordinator shall be final.

#### 5. CODE OF CONDUCT:

##### A. EJECTION

Any player(s), spectator(s), or coach ejected before, during, or after any game will be automatically suspended a minimum of one (1) game, as well as the remainder of the game in which the ejection occurred. The team or individual ejected must vacate the game site immediately. The game will not continue until the ejected participant(s) vacate the site.

##### B. FIGHTING/PHYSICAL CONTACT/INTIMIDATION:

HBSC has a zero-tolerance policy for fighting and/or physical intimidation. Any violation of this rule shall be grounds for immediate and indefinite suspension. The League Coordinator will review the incident and make a final decision which can not be appealed. The minimum penalty shall be forfeiture of the current game and three (3) proceeding games. The team, all player(s), and spectator(s) may not be present at the league sites for the duration of their suspension.

##### C. TRASH TALKING/VERBAL ABUSE:

Abusive language and/or gestures by any player(s), spectator(s), or coaches directed towards officials, staff, or other participants will not be permitted. Umpires and/or the League Coordinator may eject offending individuals, without warning, for such behavior. The official may issue a warning on the first

occurrence. If a warning is issued, and behavior persists, the offending individual(s) and the team manager/captain will be ejected from the game.

**D. ALCOHOL / DRUGS:**

Use of alcohol and/or drugs on any City property is strictly prohibited. Any player(s) or spectator(s) believed to be under the influence of alcohol or any other drug will be ejected and subject to suspension.

**E. REFUSAL TO LEAVE:**

If the player(s) or spectator(s) refuse to leave the game site upon ejection, a forfeit will be called and the team subject to the suspension set forth in Section 5-B above.

**F. LEAGUE COORDINATOR:**

The League Coordinator has the final authority for all on-field and off-field decisions, including suspensions related to conduct. The League Coordinator has the authority to see to the safety and protection of the participants, officials, spectators, and facilities at any League site and may enforce any necessary action at his/her sole discretion.

**6. GAME PLAY:**

**A. SCMAF RULES**

Current approved SCMAF Playing Rules, in addition to the supplemental League Rules contained herein shall serve as the official rules of play.

**B. SCHEDULE CONFLICTS**

Any schedule conflicts must be made prior to the initial schedule being posted. It is encouraged that you include any such requests in the notes section at the time of registration.

**C. GAME TIME**

Slow-pitch games will be regularly scheduled between the hours of 6PM and 10PM depending on the number of teams registered and availability of fields. All, non-senior games will last eight (8) innings or 70 minutes, whichever occurs first. Senior games will be seven (7) innings or 70 minutes, whichever occurs first. An inning that begins within the time limit will be completed unless it is the last half of an inning and the home team is ahead. All games are considered an Official game after four (4) completed innings.

**D. DUGOUTS:**

The home team will occupy the third (3rd) base dugout.

**E. MERCY RULE:**

A game may end any time after five (5) innings (four and one-half innings if the home team is ahead) when a team is behind by fifteen (15) runs or more and has completed its turn at bat for the inning.

**F. PLAYOFFS**

A single elimination playoff format will be utilized. Teams will be seeded based on record (tiebreaker detailed below). The higher seeded team shall be the home team for all playoff games. When necessary in large divisions, teams may be divided into separate playoffs brackets at the discretion of the League Coordinator.

**G. SEASON RECORD TIE BREAKER**

In the event of a tie in the final standings of a league, the following tiebreaker will be used: 1. Winning percentage; 2. Head-to-head record; 3. Head-to-head differential; 4. Total runs for; 5. Total runs against; 6. Total runs differential; 7. Lowest number of forfeits; 8. Coin Toss.

**H. PLAYOFF GAME TIE BREAKER**

In the event of a tie after the completion of eight (8) innings, a runner shall be placed at second base each successive extra inning until a winner is determined. Runner placed at second base will be the person who last completed an official at bat.

**I. APPROVED FOOTWEAR:**

Metal cleats are not permitted in any City of Huntington Beach Adult Softball League. Rubber-soled cleats are recommended for all leagues. Players found to be wearing metal cleats will be asked to change. If a player refuses to change cleats, does not have another pair of legal cleats, the player will be ejected for the remainder of that game.

**J. APPROVED SOFTBALLS:**

The Baden "Fire" will be the ONLY softball acceptable ball for game play.

**K. GAME BALLS:**

The League Coordinator will ensure that new Baden softballs are available for each softball game. During the game, the umpire will be the sole judge on the quality of game balls. Both teams may need to provide back-up balls.

**L. PITCHING DISTANCE/PITCH HEIGHT/BASE LINES:**

The pitching distance will be 50 feet and the base lines 65 feet for all leagues. A legal pitch height is above the batters head and cannot exceed 12 feet.

**M. WEATHER/FIELD CONDITIONS**

If you are in doubt of weather or field conditions possibly affecting your game, please call the Field Status Hotline at 714-248-6332 after 12:00 PM on game day. An email blast will be sent to team managers, but due to the large number of teams in our leagues, the League Coordinator can not ensure that individual team managers are notified of game cancellations. Teams should be prepared to play make-up games on any field and on short notice.

**N. FIRST AID**

First Aid kits are not available at league facilities. It is recommended that the managers of each team bring any first aid items that they feel are necessary. Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, must be immediately removed from the game and is prohibited from further participation in the game until:

- i. All bleeding has stopped;
- ii. Any exposed cut/scrape which has bled is completely covered;
- iii. Bloody clothing is removed.

## **MENS LEAGUE SPECIFIC RULES**

### **1. DEFENSIVE PLAYERS:**

Men's Softball teams will defensively consist of ten (10) players. Games may be played without a forfeit so long as eight (8) rostered players are present at all times during the game. A game will be deemed a forfeit should 8 rostered players not be present 5 minutes after the scheduled game time OR if a team can not field 8 rostered players at any point during game play (i.e. ejection, injury, etc.).

### **2. LINEUP/BATTING ORDER:**

The umpire will present the lineup card to the teams, which are to have players listed in batting order. No game may begin until the lineup card is completed; however, time limit for game will begin as scheduled. Late players must sign the lineup card before entering the game. The lineup card shall provide each player's first and last name. Failure to provide first and last name, legibly, on the lineup card may result in the player not being given credit for the game played.

### **3. CLASSIFICATION:**

Teams will be classified (Platinum, Gold, Silver, Bronze or Copper) in order to provide fair and competitive divisions. Teams *may* be reclassified after the fifth (5th) game played should the need arise. Teams moved to higher classifications will maintain their current record for the purposes of playoff seeding.

### **4. COURTESY RUNNER:**

There is no limit to courtesy runners allowed in an inning. However, a player may only be a courtesy runner once per inning. If a courtesy runner is on-base when it is his/her turn to bat, an out will be awarded to the defensive team, the courtesy runner remains on base, and the next batter in the lineup is up to bat (unless the inning is retired). A courtesy runner cannot be requested or awarded for a courtesy runner. If a courtesy runner is used twice in the same inning, the courtesy runner will be called out.

### **5. ONE-AND-ONE COUNT/ONE TO WASTE:**

All batters will start each at bat with a one (1) ball and one (1) strike count. After having two strikes the batter is permitted one foul ball ("one to waste"). If the batter hits a second foul ball, that batter shall be called out.

### **6. ONE-UP HOME RUN RULE:**

The "one-up" home run rule shall apply at all fenced fields. The first team to hit an over-the-fence home run cannot hit another home run until the opposing team hits an over-the-fence home run. Then either team can hit the next over-the-fence home run. If a team hits an ineligible home run, it will be ruled a single (runner(s) on base will advance only if forced to do so). Any ball that is touched on-the-fly and consequently goes over the fence will be ruled a four-base error, not a home run. It will not apply toward the one-up home run rule.

### **7. OFFICIAL BATS:**

Men may use any single wall aluminum barrel bat with a bat performance factor (BPF) not exceeding 1.20. A bat with a composite handle is legal as long as the barrel is made up of an alloy. If a team is found to be in violation of this rule, the player in question will be ejected from the game and a one (1) game suspension will be assessed. The batted ball will be ruled an out and any base runners must return to their original position on the base paths. **ILLEGAL BAT ISSUES CANNOT BE PROTESTED AFTER A GAME.** NOTE: If an umpire believes in his/her judgment a bat has altered from its original condition, he/she may deem the bat illegal and remove the bat from further game play.

## COED LEAGUE SPECIFIC RULES

### 1. DEFENSIVE PLAYERS:

Defensive team shall consist of ten (10) players, with a maximum of 5 men and 5 women in the game defensively at all times. A game may be played without forfeit with eight (8) rostered players, (4 men – 4 women), or nine (9) rostered players with no more than five (5) of either sex. A game will be deemed a forfeit should 8 rostered players not be present 5 minutes after the scheduled game time OR if a team can not field 8 rostered players at any point during game play (i.e. ejection, injury, etc.).

### 2. LINEUP/BATTING ORDER:

The umpire will present the lineup card to the teams, which are to have players listed in batting order. Players must bat in alternating order by sex. Two batters of the same sex must never bat consecutively. No game may begin until the lineup card is completed; however, time limit for game will begin as scheduled. Late players must sign the lineup card before entering the game. The lineup card shall provide each player's first and last name. Failure to provide first and last name, legibly, on the lineup card may result in the player not being given credit for the game played.

### 3. CLASSIFICATION:

Teams will be classified (Platinum, Gold, Silver, Bronze or Copper) in order to provide fair and competitive divisions. Teams *may* be reclassified after the fifth (5th) game played should the need arise. Teams moved to higher classifications will maintain their current record for the purposes of playoff seeding.

### 4. COURTESY RUNNER:

There is no limit to courtesy runners allowed in an inning. However, a player may only be a courtesy runner once per inning and must run for another player of the same sex. If a courtesy runner is on-base when it is his/her turn to bat, an out will be awarded to the defensive team, the courtesy runner remains on base, and the next batter in the lineup is up to bat (unless the inning is retired). A courtesy runner cannot be requested or awarded for a courtesy runner. A courtesy runner cannot be requested or awarded for a courtesy runner. If a courtesy runner is used twice in the same inning, the courtesy runner will be called out.

### 5. ONE-AND-ONE COUNT/ONE TO WASTE:

All batters will start each at bat with a one (1) ball and one (1) strike count. After having two strikes the batter is permitted one foul ball ("one to waste"). If the batter hits a second foul ball, that batter shall be called out.

### 6. ONE-UP HOME RUN RULE:

The "one-up" home run rule shall apply at all fenced fields. The first team to hit an over-the-fence home run cannot hit another home run until the opposing team hits an over-the-fence home run. Then either team can hit the next over-the-fence home run. If a team hits an ineligible home run, it will be ruled a single. Any ball that is touched on-the-fly and consequently goes over the fence will be ruled a four-base error, not a home run. It will not apply toward the one-up home run rule. NOTE: Runners may advance one base on an ineligible home run ONLY if they are forced to advance.

### 7. INTENTIONAL WALKS

A male batter who is walked on three (3) consecutive balls, without a strike called during the at bat will be awarded second base. Base runners will only advance if forced to do so.

### 8. OFFICIAL BATS:

Players may use any single wall aluminum barrel bat with a bat performance factor (BPF) not exceeding 1.20. A bat with a composite handle is legal as long as the barrel is made up of an alloy. If a team is found to be in violation of this rule, the player in question will be ejected from the game and a one (1) game suspension will be assessed. The batted ball will be ruled an out and any base runners must return

to their original position on the base paths. **ILLEGAL BAT ISSUES CANNOT BE PROTESTED AFTER A GAME.** NOTE: If an umpire believes in his/her judgment a bat has altered from its original condition, he/she may deem the bat illegal and remove the bat from further game play.

## SENIOR LEAGUE SPECIFIC RULES

### 1. DEFENSIVE PLAYERS:

Men's Senior League shall abide by Men's League defensive rules. Coed Senior shall abide by Coed defensive rules. Senior Women's divisions shall have the option to play with eleven rostered players on defense, but may not play with less than eight rostered defensive players at any point. Senior Women's Division – When a player 70 years or older is at bat, all outfields must be at least 140 feet from home plate.

### 2. SUBSTITUTE PLAYERS:

A team with an insufficient number of rostered players may pick up two substitute players provided that the substitutes are rostered on a team within the HB Senior League and otherwise meet all player eligibility requirements for the division. Substitute players must play right field, catcher, or pitcher (if no other rostered pitcher is present) and bat last in the batting order. Players may not sub on another team in lieu of playing with their own team the same day/night. When using substitute players your lineup may not exceed the number of active players from the opposing team.

### 3. COURTESY RUNNER:

There is no limit to courtesy runners allowed. However, a player may only be a courtesy runner once per inning and must run for another player of the same sex in coed divisions. If a courtesy runner is on-base when it is his/her turn to bat, an out will be awarded to the defensive team, the courtesy runner remains on base, and the next batter in the lineup is up to bat (unless the inning is retired). A courtesy runner cannot be requested or awarded for a courtesy runner. A courtesy runner cannot be requested or awarded for a courtesy runner. If a courtesy runner is used twice in the same inning, the courtesy runner will be called out.

### 4. SCORING LINE:

A 10 foot line shall be extended from the corner of the plate toward the third base foul line. To score, a runner's foot must be on the ground on or beyond the line before the ball reaches the plate.

### 5. COMMITMENT LINE:

A runner having proceeded past the commitment line (20 feet from home plate) must continue to the scoring line. Defensive players may touch home plate while in possession of the ball (force out) a runner that falls between the commitment line and the scoring line. Any base runner that retreats past the commitment line shall be called out.

### 6. PLAYS AT THE PLATE:

Any baserunner running through the batters box or touching the plate shall be ruled out. Defensive players must use the plate, not the mat, to record a force out once a player has passed the commitment line and prior to their reaching the scoring line. There will be no tag plays allowed once the runner passes the commitment line.

### 7. RUN RULE:

When a team has recorded five (5) runs in one inning, that team's at-bat ends and they must take the field. This rule does not apply in the seventh inning.

### 8. STARTING COUNT:

Depending on specific league rules, batters may start each at bat with a one (1) ball and one (1) strike count. After having two strikes the batter is permitted one foul ball ("one to waste"). If the batter hits a second foul ball, that batter shall be called out; or the batter may start with a no ball and no strike count. When the batter starts with a 0-0 count and has two (2) strikes, and the batter hits a foul ball the batter will be out (no "one to waste")

9. ONE-UP HOME RUN RULE: The "one-up" home run rule shall apply at all fenced fields. The first team to hit an over-the-fence home run cannot hit another home run until the opposing team hits an

over-the-fence home run. Then either team can hit the next over-the-fence home run. If a team hits an ineligible home run, it will be ruled a single (runner(s) on base will advance only if forced to do so). Any ball that is touched on-the-fly and consequently goes over the fence will be ruled a four-base error, not a home run. It will not apply toward the one-up home run rule.

10. OFFICIAL BATS:

Players may use any single wall aluminum barrel bat with a bat performance factor (BPF) not exceeding 1.20. A bat with a composite handle is legal as long as the barrel is made up of an alloy. If a team is found to be in violation of this rule, the player in question will be ejected from the game and a one (1) game suspension will be assessed. The batted ball will be ruled an out and any base runners must return to their original position on the base paths. **ILLEGAL BAT ISSUES CANNOT BE PROTESTED AFTER A GAME.** NOTE: If an umpire believes in his/her judgment a bat has altered from its original condition, he/she may deem the bat illegal and remove the bat from further game play. **SENIOR COED DIVISION:** Men may not use the White Steel or Miken bats.

11. LEAGUE COMMISSIONER(S):

Each Senior division shall appoint one manager to serve as a Senior League Commissioner. The League Commissioner shall serve as the point of contact for division managers on matters pertaining to league play, proposed changes, conflicts, and other league administration issues. Any manager seeking to serve in this role shall be eligible to serve on a rotating basis.

## **SUPPLEMENTAL GROUND RULES**

### GENERAL

1. The out of play lines are the fences that run parallel to the foul lines and extend out on an imaginary line as far as you have open play in the outfield. If a ball rolls under or bounces over any fence it is considered out of play.
2. On a catch, we rule the player and not the ball. The player must have control before he/she lands on or over the "out-of-play" line. Interpret the play as in basketball rules... "the player is considered in play until he/she lands or touches out of play. The penalty for carrying the ball into the dead ball area is one base for each runner (catch & carry rule) unless the player intentionally carries the ball out of play, in which case two bases will be awarded.
3. The dugout is out of play. Any ball that hits equipment in the dugout or on the top of the concrete is a dead ball. The fence above the concrete is not dead unless it also hits equipment inside. Any equipment that is left outside the dugout can only hurt the team that left it out. Umpires should make sure that all equipment is inside the dugout at all times.
4. All outfield light poles that are in fair territory are in play. If a ball touches an obstacle, it remains in play. It is not a legal catch if the ball touches an obstacle and then is caught by a fielder.
5. If the ball hits any part of a tree, the ball is to be played as if it has hit a fence. It is not a catch.
6. We are now using the 6' pitcher's box in all league play.

### GREER PARK

1. Dead ball areas (including the burn lines) extend along the back of the dugout fences.
2. A ball that goes through the gate in center field is a ground rule double.
3. A ball that hits a tree over the fence line is considered to be over the fence.
4. Any ball that is hit over the first fence in left and center will be considered a home run.
5. The dugout is the area contained by the fence, the concrete area beyond the fence is not considered part of the dugout

### WORTHY PARK

1. Dead ball areas are the dugout fences extended (including the burn lines) to the outfield fences. Please be sure that the soccer goalposts are well behind the out of play line.
2. A fair fly ball hit over the fence is a home run.
3. All fair outfield light poles are in play.
4. Any ball that rolls under a fence or bounces over a fence is a ground rule double.
5. Any ball that hits a tree or bushes is still live and in play.

### EDISON PARK - FIELD 1

1. Out of play line on the right field side is the back of the dugout fence extended including the burn line and the light standard.
2. Any fair ball hit over a fence is a homerun.

#### EDISON PARK - FIELD 2

1. Out-of-play line on the left field side is the back of the dugout fence extended including the burn line and the light standard.
2. An unobstructed foul fly ball that lands in the tennis courts is to be declared an out.
3. Any ball hit into the net in right field will be a live ball. Any lodged ball or ball that goes through the net will be declared a ground rule double.
- 4.

#### MURDY PARK - FIELD 1

1. The dead ball area is both fences extended, (including the burn lines), to the left field fence and to the top of the hill in right field.
2. Any fair fly ball hit over the net is a home-run.
3. Any ball hit into the fence, net or tree is a live ball unless it becomes lodged.
4. Any lodged ball (including within the netting) and any ball that goes through or under the netting and/or fence is a ground rule double.
5. The dugout is the area contained by the fence, the concrete area beyond the fence line is not considered part of the dugout
6. Fielders may go beyond the fence, but cannot go behind any fence to catch a ball.
7. All light poles are in play.
8. All hills are in play.
9. Any foul ball hit over the screen down the left field line is to be declared an out.

#### MURDY PARK - FIELD 2

1. Any ball that hits the bushes between the second light pole and the right field out of play is dead immediately. If the ball is fair, it is a ground-rule double. It doesn't matter if it touches a player or not. It does not matter if the ball pops back out, once the ball reaches the bushes, it is dead.
2. Any ball to the left of the second light pole remains live and is in play.
3. A ball must clear both the bushes **and** the fence in right field order to be ruled a home run.
4. Dead ball area in left field is the fence extended (including the burn line) to the top of the hill.
5. All light poles in fair territory are in play.
6. All hills are in play.
7. An unobstructed foul fly ball that lands on the tennis courts is declare an out.

## SPORTS COMPLEX

1. On Field #1, any ball going beyond the tree line or over the fence in left field will be declared a home run.
2. On Field #1, any ball going into the mobile home estates will be declared an out.
3. On Field #2 any ball that is hit over the fence and into the waste area will be declared out.
4. On Field #4, any foul ball that goes into the parking lot will be declared an out.
5. On Field #5, any ball going onto or beyond the walkway in left field will be declared a home run.
6. On Field #6, any ball that goes beyond an imaginary line between the visitor's dugout and the first light pole will be out of play.
7. On Field #8, any ball hit beyond the property fence down the left field line will be declared an out.