

*Ridgecrest Parks & Recreation Dept.
Adult Slow Pitch Softball
Rules & Regulations*



I League Alignment

1. All leagues will be structured according to the number of teams involved each year.
2. Teams will be rated for league play by the Parks & Recreation Dept.
3. The Parks & Recreation Dept. reserves the right to form new leagues, transfer a team to a higher or lower division and possibly give point spreads to teams during the season to keep leagues balanced.

II Eligibility

1. **All Players must read and sign their team roster before playing in any league games.**
2. No teams may use players currently playing on high school, junior college, college, professional softball or professional baseball teams.
3. No men under the age of 18 years old will be allowed to participate in the Men's League.
4. No one under the age of 16 years old will be allowed to participate in the Coed League. All participants under the age of 18 must have a parent/guardian release waiver attached to team roster before playing in any games.
5. To be eligible for the playoffs a player must play in a minimum of 2 regular season league games for his or her specific team. No exceptions.
6. Teams found using ineligible players will forfeit all games in which the players took part.
7. **Player I.D.:** Teams may ask the umpire to I.D. 2 players per game if it is suspected they are ineligible. If the player is ineligible and has batted in the game, the game will be declared a forfeit. All players need to bring picture I.D. so they are eligible to play in league and playoff games.

III Team Rosters

1. 30 player roster limit. However, a maximum of 15 individual awards will be given to League Champs.
2. **Team rosters must be signed before playing in your first game.** Rosters are available at the scorekeeper's table. Please have all players print their name and signature as required.
3. **Roster additions can be made until the Thursday May 24th (End of the 7th week of play). A ROSTER CHECK WILL BE COMPLETED BEFORE EACH GAME AND IF A PLAYER HAS PARTICIPATED WITHOUT SIGNING THIS WILL RESULT IN A FORFEIT FOR THE TEAM. No Exceptions...** To be eligible for all playoff games, players must have played in a minimum of 2 league games with their team.
4. In both the Men's and Coed League a player may only change teams before the start of league play. Players may not play on two teams. **No Exceptions.** Players may play on one team in the coed league and one team in the men's league.
5. Teams are not allowed to combine teams due to shortage of players. **No Exceptions.**

IV League Rules This is strictly a Recreational League:

1. **STRIKE / BALL RULE – 4 BALLS 3 STRIKES (NO 1-1 COUNT)**
2. SCMAF current year rulebook will be in effect plus locally adopted rules
3. Games will be 7 innings with no new inning after 70 minutes, whichever comes first.
4. Line-up cards are due **5 minutes** before game time. **First & last names.** No defensive positions needed. Once Umpire officially calls Play Ball, game time will start. If teams have not submitted lineup to scorekeeper, extra time will not be added to the end of the game. It is the responsibility of team managers to have lineups in 5 minutes before game time.
5. A team must have 7 eligible players to start and finish a game or game will be declared a forfeit. Coed teams must have a minimum of 4 men and 3 women or 4 women and 3 men to begin a game. There will be no outs recorded to 8th, 9th or 10th batters. Each team must provide a catcher, no exceptions...
6. Late arriving players may be added to the end of the batting order & may enter game during time out.
7. **No infield or batting practice allowed on the game field.**
8. A team will have the option of batting up to **15** players, with a maximum of 10 defensive players.
9. **Jewelry Rule:** No earrings, necklaces, or exposed rings allowed.
10. No steel cleats allowed. Penalty: Automatic Ejection. No suspension & No probation.
11. Throwing of the bat, Penalty. Team Warning. 2nd Offense Automatic Ejection. No suspension & No Probation.



12. **Pitching Rules:** 6 feet to maximum of 15 feet.
13. **Mat Ball:** If a legally pitched ball hits any part of home plate or the mat, a strike will be called.
14. The mat is not considered home plate. To score a run, players must touch home plate & not the mat.
15. Third strike foul ball rule will be in effect.
16. Intentional walks: Pitcher should announce "walk him/her"
17. A batters box will be used. If a batter steps out of the box or in front, or on top of home plate/mat and makes contact with the ball; ball is declared dead and batter is out. *Batters Box is 4 feet wide & 7 feet long.*
18. Unlimited home run rule over the fence!!!
19. One courtesy Runner is allowed per inning only with the permission of the opposing team manager. Courtesy runners must be the last out in the batting order. Coed League – male for male, female for female. No exceptions. Penalty – Using the wrong runner will result in automatic out to the runner as soon as at least one legal pitch has resulted. Illegal runners can not be questioned after one official bat has been completed.
20. If a player is injured from a game, and the team has no replacements, there will be no out recorded when he/she comes to bat. Just skip over the batter and continue. However, if a player is ejected and the team has no replacements, an out will be recorded when it is that players turn to hit.
21. **Lead off Rule:** For the Men's League only: As soon as the ball has been pitched, base runners may leave the base at their own risk. However, there is a force out at the base the runner left if ball is not hit. *This is not an ASA Rule... Pitched ball is a live ball on strikes and balls. If Catcher elects to throw ball at the base the baserunner left, and over throws the fielder, ball is live and baserunner may advance at his own risk. Base- runner will need to touch the base he left to erase the force out before advancing to the next base. Baserunner may not advance when ball is thrown to the pitcher.*
22. **All other leagues:** Runners may not leave the base until the ball has been hit, touches the ground or home plate. Penalty – No Pitch is declared, ball dead and runner is out. If runner comes off the base after ball touches the ground or home plate and batter swings & misses ball, no penalty, runner returns to base.
23. **Fake Tags:** In the event of a fake tag by a fielder attempting a runner to slide without having possession of the ball, ball will be declared dead. The umpire shall award the runner an extra base, and the fielder will be ejected from the game.
24. **Tie Breaker:** If a game is tied after regulation time or seven (7) innings, each team will put a runner on 1st and 2nd base during their at bat. The runners must be their last two batters of the previous inning. If the score remains tied after the extra inning and regulation time has expired, the game will be counted as a tie.
25. **Overthrows:** Runners are always awarded 2 bases on overthrows which go out of play or become blocked. Regardless of who made the throw, two bases are awarded from the last base touched at the time the ball left the hand.
26. **Speed up Rule:** Beginning of the game, 3 warm up pitches and a maximum of two minutes. At the beginning of each inning, 1 warm up pitch & batter up. Maximum of 1 minute between innings to deliver first pitch or ball one will be announced by the umpire. Also, batter must be in batter's box when umpire announces play ball or strike one will be announced by the umpire. Once the pitcher has the ball and batter is in the box, the pitcher has five seconds to pitch the ball.
27. **Re-Entry Rule:** A batter that is replaced in the line-up may re-enter the game only once in his/her original bating position. The starting player and their substitute MAY NOT be in the line-up at the same time. If a player re-enters the game a second time OR a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an ILLEGAL re-entry.
28. **Slide Rule:**
 - a. If a base runner deliberately takes out a fielder, the base runner will be called out, ejected from the game and suspended from the next 2 games. Please understand that this has to be deliberate and with cause to take out a fielder. In some cases, a fielder may accidentally be in the base path, in front of, or blocking the base. In the discretion of the umpire, it is possible that in some cases the fielder is blocking the base and the runner had no choice. Remember this is a Recreational League, Keep it safe.
 - b. If a base runner does not slide or get out of the way causing a possible double play to be broken up, the umpire will declare double play interference and an automatic 2 outs will be awarded to the defensive team. No ejection of players.
29. **Wind Rule:** No wind rule! Games will be played regardless of wind.



30. Coed Special Rules:

- A. Teams must alternate the batting order; male/female. **STAGGERING or REGULAR LINEUPS ARE OK.**
Teams must declare at the beginning of the game Staggered Lineup or Regular Lineup. Once game begins the type of lineup must not change. **NO Exceptions.**
- B. A team may bat up to 15 players, with maximum of 10 defensive players. Staggering of lineups are ok up to 15 batters. Minimum of 4 male batters & 3 female batters or 4 female & 3 male batters.
- C. A team may never bat two or more males or two or more females consecutively in the batting order.
- D. **If a male batter WALKS WITH 4 STRAIGHT BALLS, he is awarded automatic 2 bases. IF HE IS PITCHED AT LEAST ONE STRIKE HE IS AWARDED 1 BASE.** The female batter next in order does not have an option to walk or hit. She must have an at bat. **NO EXCEPTIONS!**
- E. **The Coed Division – All games will observe the Second Home Plate Rule-** Defensive players must touch home plate for a force out and Runners must touch the second home plate to score a run before force out is made. This rule has been put in place to avoid collisions at home plate. No Tag Plays. An out is recorded by the defensive team by a force out only by touching home plate. Tagging the runner or touching the second home plate does not count as an out. No exceptions. ***The 2nd Home Plate will be placed 8 feet directly to the right of the original home plate and 65 feet from third base. A commitment line will be placed 20 feet from home plate on the third base line that commits the runner once he/she crosses or touches line to go to home plate. This will not allow any tag plays from the defensive team past that line.
1st Example: Runner coming from 3rd base to touch the 2nd home plate. Catcher catches ball & tags original home plate for a force out before runner tags 2nd home plate. Runner is out...
2nd Example: Runner passes the commitment line, defensive team throws a wild ball up the 3rd base line, catcher catches ball but must tag original home plate. Catcher cannot tag runner. Runner touches 2nd home plate before the catcher can touch the original home plate for a force out. Runner is declared safe.

Coed Defensive Alignment:

- E. There must always be an even amount of male & females in the field with the following exception:
With an odd number of players, a team may never have more than one male player than female player and no more than one female player than male player on the field. No Exceptions.
Example: 9 Players- 5 men 4 women or 5 women 4 men is accepted
7 Players- 4 men 3 women or 3 men or 4 women is accepted
8 & 10 Players- There may never be 6 men 4 women or 5 men 3 women
There may never be 6 women 4 men or 5 women 3 men
- F. **Outfield Line & Infield Alignment** - When females are batting, there must be (6) infielders at all times positioned on the dirt until pitch is hit or hits the plate. All remaining outfielders must position themselves behind the outfield line **185 Feet** from home plate. Penalty – automatic double & runners advance 2 bases. Outfield line will also be designated by (3) small soft cones (left field line, right field line & center field).

V Forfeits

1. Forfeit time is the scheduled game time.
2. Failure to field seven players for men's & coed teams will constitute a forfeit.
3. Forfeited games will not be officiated.
4. If a team forfeits 3 league games, that team will be eliminated from the league and not eligible for the playoffs. **No Exceptions.**
5. Forfeited Games will be counted as 1 ½ losses in the standings.
6. If both teams forfeit a game, both teams will be charged 1 ½ losses in the league standings.



VI Protests

1. A judgement call cannot be protested.
2. Protests will be accepted for consideration only on player eligibility and rule misinterpretations.
3. Rule misinterpretation must be protested before next legal pitch or if on the last play of the game, before the umpire leaves the playing field. Team manager must write protest in the score book, briefly explain protest in written form & sign book before completion of next pitch.
4. If you suspect that a team used an ineligible player against your team, you have until 5:00 pm the next working day to notify the league director of the suspected violation. **All protests must be in writing and by the team manager.**
5. If it is found that a team used an ineligible player, that team will automatically forfeit that game.
6. Any protests filed after time limit has expired will not be accepted.

VII Player Misconduct Rules

1. If a player or manager is ejected from a game for unsportsmanlike like conduct, he/she will be suspended for the next **2 games** and placed on probation for the rest of the season. If a player plays on 2 teams he/she is suspended from all play until the 2 game suspension is fulfilled by the team where the ejection occurred.
2. If a player or manager is ejected from a second game or facility, he/she will be suspended for the rest of the season including playoff games.
3. **Player or Manager Ejection:** The player or manager who has been ejected must immediately leave the facility, **NO EXCEPTIONS**. Also the player or manager who is serving the 2 game suspensions will not be permitted at the facility until the suspension is fulfilled.
4. Any player or manager who threatens or places his/her hands on an umpire will automatically be suspended for one calendar year from all recreational activities and a \$2,000 fine or one year in jail or both, California State law!!
5. Only a manager or assistant manager can protest a rules misinterpretation. A player other than the designated manager or assistant manager who protests a call will be ejected from the game.
6. **Profanity Rule:** 1st time-team warning, 2nd time-automatic ejection of that player.
When a team gets their first warning from the umpire, any player on that team that uses profanity will be ejected from the game and suspended for 2 games.
7. Disciplinary action is subject to review and modification at the discretion of the Parks & Recreation Dept.
8. **NO ALCOHOL ALLOWED: Umpires and Scorekeepers have the right to eject participants from the facility for having alcohol. Automatic 2 game suspension. (Municipal Code 4-7.102 - No Person shall possess an alcoholic beverage in a public park owned or operated by the City) Violators may be cited...**

VIII Playoffs & Tournaments (Additional Rules)

1. Single elimination playoff. All teams make the playoffs.
2. All games are 7 innings or 70 minutes, or 15 run rule after 5 innings. For the Championship Game, there will be a 2 hour time limit and a 21 run rule after 5 innings. The #23 Tie Breaker Rule will be used for all playoff games except the championship. All ties will be played out until a winner is decided.
3. Rosters will be checked at the beginning of each game. All players participating in each playoff game must be written into the official scorebook before the first pitch. Late arriving players **must be** written in the scorebook as substitute players. Any player that is not on the roster will not be eligible to play. This includes late arriving players. **NO EXCEPTIONS**
4. Divisional ties will be resolved by the total amount of runs given up by each team during the season. The lesser amount of runs given up on defense resolves the tie. If still tied flip of the coin.
5. Before all playoff games; flip a coin for home team. Exception unless changed in the tournament schedule.

IX Special League Notes

1. **Scheduling Problems:** The Parks & Recreation Department cannot accommodate scheduling problems of teams. Teams must play as scheduled. Games will not be rescheduled due to a team's inability to get enough players.
2. **The Parks & Recreation Dept.** reserves the right to alter, interpret and administer all rules and situations concerning the league.
3. **NO DOGS ALLOWED:** For the safety of the league, please keep your dogs at home. Violators will be assessed a fine for bringing dogs to the fields.
4. **NO ALCOHOL ALLOWED: ALCOHOL IS PROHIBITED FROM THE FACILITY!!**
5. **The Dugout Rule:** Per ASA rules all players must remain in the Dugout during the Game. Since our dugouts are small in size it is acceptable to sit or stand outside the dugout area on the outside of the dugout.
6. **Game Ball after the game:** The home team will receive one game ball at the end of the game. Umpires choice.

