

ADULT MEN'S SOFTBALL RULES

**I. LEAGUE MAKE-UP AND COST****A. 6 Team Leagues (when possible).**

1. 2 rounds - 5 games in each round - 10 games. There will no longer be a 7-team format available. We may expand the league to 8 to 10 teams if time slots permit us to do so. In this case, a consolation playoff format will be used.
2. At conclusion of season, all teams will be seeded according to their overall league standings. The top four (4) or (8) seeded teams will make playoffs, depending on league format. Playoffs will consist of a single elimination championship tournament. **NOTE:** In the event that a BYE is necessary for play-offs, the team with the best WON-LOSS season record shall sit out. (We reserve the right to change league format depending on the actual number of teams).
3. Time limits will be in place for quarterfinals and semi-finals but not finals. A coin toss will be done for the finals only to decide home or visitors. No time limit for finals, seven-innings must be played unless we have a mercy rule in effect.
4. League will provide one new softball per game. Home team will provide a playable ball prior to start of game and will receive both at its conclusion. (MacGregor Synthetic Cover: Poly Core X100 300lbs. .52 COR).
5. Umpiring will be provided. **Weekly Game Fee**-Each team will be required to pay a \$14 umpire game fee per game in correct change cash to the scorekeeper prior to the start of the game.
6. Awards: First Place, Custom Team T-Shirts: Second place, Finalist T-shirt. (15 max.) Championship teams that do not turn in t-shirt order form within one week will be issued finalist awards in place of the championship awards.

B. League Fees: \$500 per season. All fees must be paid in full through the city's online registration –

<http://apm.activecommunities.com/elmonteparksandrec/home>.

Team must be paid in full by the third week of league or they will be dropped from the league. (no exceptions.)

1. If teams drop after the league starts, they are not entitled to a refund. If we are unable to place a team, all monies received will be refunded.
2. Only credit cards and checks will be accepted for registration payments. Please note that there is a \$30 returned check fee for each check that does not have the sufficient funds available.
3. Teams that drop after the first week of league will receive no refund. **All fees must be paid in full by the 3rd week of league.**
4. **Teams with outstanding fees past the deadline will be assessed an additional Late Charge of \$20 per week until all fees are paid in full. PAY YOUR FEES ON TIME!**

II. PLAYING FIELD - DAYS AND TIMES

- A. All games will be played at Mt. View Park, 12127 Elliott St.
- B. League will play once weekly on the following days: Tuesday, Thursday, Friday and Sunday.
- C. Game Times: (Weeknights)-6:45, 8:00, 9:15 PM. (6 Team Leagues)
- D. Sunday Games: 9:00, 10:15, 11:45 and 1:00 PM. (8 Team Leagues)

F. Mt. View Park Ground Rules:

1. Gates closed at all times.
 2. End of fence in center to right field is alive and in play, must retrieve ball.
 3. Left field fence; and over the fence is a ground rule double. Note: any fly ball that goes over the fence from the left field foul line extending in to the end of the fence will be deemed a ground rule double. All other areas will be considered alive and in play within fair territory.
- . Ball lodged under fence is a ground rule double.

III. PLAYER ELIGIBILITY

- A. Minimum age - 18 years of age for all open leagues. If a player is found to be illegal {under age} all games this player has participated in will be forfeited, the manager will face a two week suspension and player will be banned for one year.)
- B. Roster maximum - 15 players plus a playing manager. NO MORE THAN 16 TOTAL. Awards are based on 15 players

per team.

- C. Players will not be allowed to play who have not officially entered on, and signed on, the team roster. Players must play in one of the first 5 played league games to be eligible for remaining league games and post season games. Identification checks will be conducted for all tournament games. Players without Identification will not be allowed to play. A correctly completed roster is the manager's responsibility. Note: All players who play in qualification games must be signed on the Roster. Players who are not properly rostered will not be included on weekly sign in sheets at the field. NON-ROSTERED PLAYERS SIGNING IN AT THE FIELD WILL BE SUBJECT TO ROSTER VERIFICATION BY THE LEAGUE OFFICE. Any player found to not be rostered will cause the manager to be suspended for one game.
- D. Roster changes are accepted through the 5th played game and/or the mid point in the season. All changes must be made through the Adult Sports office by 5:00 PM of game day, (Saturday & Sunday program ADD/DROP deadline is 5:00 PM of the Friday prior to your game, in writing, on an official ADD/DROP form.) A FAX or E-MAIL is acceptable as a temporary add, the original must be submitted to the scorekeeper before the game begins. The following criteria must be met: 1) Begin with a phone call to announce the need to FAX or E-MAIL an ADD. 2) All Fax's must be in by 5:00 PM of game day or the Friday preceding weekend game. 3) The original must be submitted at the field before game time in a sealed envelope. NOTES: A) Make sure all information is on the Add Form including Playing Day and Team Name. B.) Forms will not be valid unless complete. C.) No changes will be accepted by telephone. Originals may be downloaded from league's website. FAX # (626) 258-8682, ADD/DROP period is always 1/2 the number of league games.
- E. All players must officially sign in before each game with the scorekeeper. Any player caught signing in for another person or playing under assumed name will be punished by forfeiture of game and/or suspension.
- E. A maximum of three (3) players from any one league may play in another league within the El Monte organization (league director must be notified/league).
- F. Players may NOT play on more than one league in the same evening or day in El Monte. PENALTY: Minimum one game suspension and forfeit of game (even if player is rostered on second game) Exception: Masters' League. No open, A or B players allowed in "C" and "D" programs without prior permission - this is manager's responsibility. Violations may cause forfeit, or teams to be dropped from program.
- H. Protest on player eligibility must be made prior to last out of game. NOTE: Protest on player eligibility may be made by any team manager or player within that league. Umpires and staff may ask for player verification if there is reasonable cause to suspect an illegal player.
- I. Forfeits require a \$38 reinstatement fee if not paid at the field the day of the forfeit.

IV. PROBLEMS OR PROTESTS

- A. **Rule Interpretation:** The protest must be lodged before the next pitch. Judgment calls cannot be protested. All protests must be submitted in writing within 24 hours of game in question, along with **\$10 protest fee**. If protest is allowed, the \$10 fee will be returned. If protest is **NOT** allowed, the \$10 fee will be retained by the City.
- B. **Player Eligibility:** Protest on player eligibility must be made prior to the final out being recorded. Any team in league may protest player eligibility, **NO FEE IS NECESSARY**. **NOTE:** Managers using illegal players may be suspended for two weeks, receive a loss for their team and must pay the \$38 reinstatement fee within 48 hours. Any player and/or any manager attempting to play an illegal player on his own team or asking player to play for the opposition to avoid a forfeit is subject to a minimum two game suspension, the player in question must post a bond of \$10 before he will be reinstated into the program. This bond is not refundable.
- C. League Players playing under assumed name will be suspended for one game & be placed on probation. He must post bond of \$10 before he will be reinstated into the program. This bond is not refundable.

V. LEAGUE RULES.

- A. Major League Baseball and El Monte Rules and Regulations shall govern all play.
- B. Forfeit Rules - Game time (official's time) is forfeit time, with the following exceptions.

"Flip - Flop Rule:" If at game time one team does not have the minimum number of 8 players they shall become Visitor and bat for 3 outs provided they have a minimum of 7 players and the opposing team has the minimum number of 8. Once the third out has been recorded and the team has not fielded the minimum of 8 players, the game shall be declared a forfeit. Intentionally delaying or hastening the game may result in a forfeiture.

All games: If at game time, one or both teams do not have the minimum number of players (8), a 5 minute period will be allowed. During or at the conclusion of the 5 minute period an opportunity will be given for a.) the "Flip - Flop Rule" to go into effect (see above) or b.) for both teams to field enough legal players to continue the game to its normal conclusion or c.) for a double forfeit to be declared if neither team has enough players at the conclusion of the 5

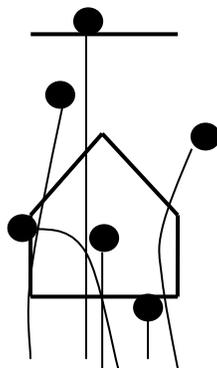
minute period or d) if after the 5 minute period has started one team reaches 8 players and the other team has less than seven players, the team with less than 7 players has the remainder of the 5 minute period to attain their seventh player and begin the "Flip - Flop Rule". If at the end of the 5 minute period they have less than 7 players, they will forfeit.

***Important:** 1.) Time used will be subtracted from game time. 2.) Please note that if one team has the minimum number 8 players and the other has seven players, the 5 minute grace period will cease and the flip flop rule will take place immediately.

Double Forfeit Rule: If at the end of the 5 minutes, neither team has the minimum number of 8 players; the game shall be declared a double forfeit. Game may be forfeited due to undue delay by either team (umpire's judgment).

- C. Upon forfeit, a team shall be dropped from the league schedule and will be reinstated upon receipt of a non-refundable \$38 reinstatement fee, which must be received within 48 hours of forfeited game. This applies to any forfeited game. Upon second forfeit, team may be dropped from the league schedule.
 - D. Umpires will not officiate forfeited games. Umpires are not required to give a "warning" prior to any ejection of a player or a manager.
 - E. Length of Games: 7 innings, no new inning will begin after 1 hour and 5 minutes from starting time.
 - F. One and one count will be used each at bat.
 - G. Two (2) fouled balls after two (2) strikes shall cause batter to be called out. NOTE: On caught fouled ball, ball will remain alive and in play.
 - H. Warm-up outside infield (no infield practice). No pepper or hitting into fence.
 - I. All bats must say "official softball" on bat inscribed by the manufacturer. (TITANIUM BATS OF ANY KIND ARE NOT ALLOWED.) **All bats must comply with and be certified with current ASA bat standards and seal. No exceptions to this rule!** Anyone using an illegal bat caught by the umpire will be called out. You can check to see if your bat is eligible for play at www.asasoftball.com
 - J. Team at bat shall replace lost fouled balls.
 - K. **ABSOLUTELY NO ALCOHOLIC BEVERAGES ALLOWED!** Player(s) will be suspended until team posts a non-refundable \$20 fee to be used in the maintenance of the facilities - includes all parking lots, maintenance areas and school grounds before or after game. Team will play on probationary basis. **NO EXCEPTIONS.** If player is caught before the game, he will not be allowed to participate in that game.
 - L. Bat throwing - ejection...umpire's judgment.
 - M. Steel Cleats shall not be allowed.
 - N. Batting warm-up "donuts", fans, etc. shall not be allowed due to injury risk.
 - O. Tie Games: If at end of 7 innings and/or the time allowance teams are tied, game shall be recorded as 1/2 win and 1/2 loss for each team. If tied at end of 7 innings and time allows, extra innings will be played but no new inning shall begin after 1 hour and 5 minutes.
 - P. Players ejected from game shall be on automatic suspension (1 day, minimum). On second occurrence, an extended suspension will be in effect (minimum of 3 games). Ejected players may not participate in any other El Monte Leagues until the initial suspension has been served. No player may participate in any other week night or day in El Monte program leagues during a suspension until the entire suspension has been served. This includes play-offs, which would make a player ineligible for a double header. Byes, rainouts, rescheduled games that were not played or holidays do not count as a missed game. Note: 1. Ejected player must leave the entire facility immediately. Failure to do so shall cause his team to forfeit game. (This includes parking lots, maintenance areas, etc.). 2. Players may be suspended by the league even if umpire takes no action on the field. ACTION AGAINST UMPIRE: Physical - minimum 3 months (bumping or placing hands on official). Any player suspended from league may not participate in any other El Monte league programs until initial suspension has been served. Striking an Official - Minimum one year; maximum indefinitely. Verbal - minimum one game depending on severity (regardless of being before, during or after game). This last rule will be enforced every time a threat is made towards a game official (umpires, scorekeepers, etc.). Player suspensions will vary depending on the severity, including being banned from league.
- NOTE: THE PLAYERS' CODE OF CONDUCT WILL BE STRICTLY ENFORCED.**
- Q. Please keep ball fields and parking lots clean.
 - R. Canceled games will be replayed at season's end, if they have bearing on league standings.
 - S. Games will not be rescheduled due to personal conflicts. No exceptions.
 - T. All players must sign in with the scorekeeper by game time. Any player found to not be signed in will cause his team an out until he is signed in correctly.

- U. Team managers are to present their team member's first and last names and positions printed legibly ten minutes prior to scheduled game time to department league attendant/scorekeeper. Option: A team may use a batting line-up of 9-16 players. Restrictions: 1. All players in the original line-up must be present at game time. 2. Players may be added to the original line-up at any point in the game but may only be entered at the bottom of the line-up. 3. Once a player is removed from the batting line-up and substituted for, he may not return to the game as a player. There will be free defensive substitution only within the players in the line-up. This means that they would only change defensive positions, the line-up must not change. Note: On an injury, ejections, etc., once a player fails to appear for his turn at bat (without legal substitution) he shall be called out on a first non-appearance. He shall thereafter be skipped on the batting line-up without further penalty. If a player on base cannot continue, he shall be replaced by the person who made the last out for that inning, the injured batter will then be skipped at his next at bat with no further penalty. Should team fall below 9 players, however, game shall be declared a forfeit.
- V. Plays must develop only to avoid a collision. There is no "must slide rule", however, any collision with the objective being to dislodge the ball shall result in an out, or an out and an ejection of the aggressor depending on severity (umpire's judgment).
- W. *Pitching distance shall be 50 feet plus a pitchers box extending 8 feet back of the rubber. A pitcher's box is used that extends 8 feet behind the rubber, 2 feet on each side of the rubber, 2 feet in front of the rubber and 3 feet above the pitchers head. A legal delivery shall be a ball, which is delivered to the batter with an underhand motion. Pitchers can pitch from anywhere in the box but must have both feet inside the lines to begin and end their delivery. The penalty for not having both feet inside the box to begin and end their delivery will be an automatic "ball" declared by the umpire.
*A pitchers' box will be designated by the chalk lines. Any ball hit in the air inside the box will result in an automatic out and will be declared a dead ball; all runners must return to the base that they occupied at the time of the pitch. The pitcher must remain in the pitcher's box for an out to be ruled on a line drive through the middle. The pitcher is free to leave the confines of this box, however leaving the box will result in the "up the middle rule" to be not in effect for that particular pitch.
- X. No leading off, base runners may not leave the base until the ball is hit or it reaches home plate.
- Y. Only one courtesy runner per inning which will be the last recorded out with the umpire's approval. If in the first inning of the game, it would be the last person listed on the line-up.
- Z. Strike Zone:
A. Maximum Arc -12' from ground.
B. Minimum Arc-Must clear batter's head.
C. If properly pitched ball with correct arc crosses the plane of home plate and either hits home plate or the area behind it, not to exceed 34" back from front of the plate, pitch shall be called a strike.
No mat shall be used, but a line shall be drawn 34" back from home plate.
- AA. Each Batter will start with a one and one count for each individual plate appearance.



MAY BE CALLED A STRIKE

- BB. All players must remain in dugout. Only rostered players are allowed in dugout.
- CC. A game called by the umpire shall be regulation if four or more complete innings have been played (or if the team, second at bat, has scored more runs than the other team has scored in four or more innings). Mercy rule is in effect on all games after 4 1/2 innings of play. The winning team must be up by 15 runs in order for the mercy rule to take

effect.

DD. All players must be aware of the following Municipal Codes and must abide by them while on the facility.

1. No alcoholic beverages on public parks, school grounds or public streets.
2. No urinating in public. Rest rooms are available at all facilities, so please use them and not the walls, bleachers, dugouts or school buildings.
3. No reckless driving. The parking lot areas may be tempting for this type of activity, but damage may result to other vehicles as well as the drivers or worse to innocent pedestrians.
4. No littering. Please help keep your facilities clean.

VI. RAIN OUTS

A. Manager will be notified when fields are unplayable, if reachable. If manager is not called, team should show up at the field. If your team has a managerial change or change of address or phone number the office must be contacted.

VII. MANAGER'S RESPONSIBILITY

- A. Managers are responsible for paying all fees charged against their team and seeing to it that the game fee is paid before the third out is recorded.
- B. Correctly and completely filling out and submitting on time all paperwork including team application, team roster with signatures of all players, Add/Drop forms, etc.
- C. Informing all team members of game times and all the league rules, Players' Code of Conduct and controlling all team members.
- D. Managers are also responsible for the behavior of all team members and fans associated with their team.
- E. **Managers are responsible for not using players under the influence of drugs or alcohol or under aged and/or un-rostered players.**

*All LEAGUES RULES WILL APPLY TO QUALIFICATION GAMES, INCLUDING FORFEITS._

NOTE: ALL PLAYERS MUST HAVE SIGNED THE ROSTER AND IT MUST BE IN OUR POSSESSION BEFORE THEY MAY PARTICIPATE IN CLASSIFICATION GAMES._

NOTE: TEAMS NOT MEETING **DEADLINES** SHALL BE REPLACED BY TEAMS ON WAITING LIST. **NO EXCEPTIONS.**

REGISTRATION PROCEDURE

A. Priority

1. El Monte teams (50% El Monteanans).
2. Teams with El Monte sponsors.
3. Teams involved in previous season.
4. All others in order of registration.
5. Submit team application form

UPCOMING AND ONGOING PROGRAMS:

Co-ed Adult Softball Program.
Men's' Basketball Leagues.
Golf Leagues- (626) 580-2216.

Note: Everyone is encouraged to call the Adult Sport Office at (626) 580-2216 to be placed on any and/or all adult league mailing lists.

ANY QUESTIONS OR COMMUNICATIONS MAY BE DIRECTED TO:

EL MONTE PARKS, RECREATION & COMMUNITY SERVICES

3130 Tyler Street, El Monte CA 91731

ATTENTION: Adult Sports Section

Office Hours are:
Tuesday-Friday, 11:00 A.M. - 5:00 P.M.

Phone: (626) 580-2216 (Mon.-Fri.)
Tiffany Peterson, Program Coordinator
EMAIL: tpeterson@elmonteca.gov

Please Note:

NOTE:

1. NO REFUNDS WILL BE MADE AFTER THE MANAGER'S MEETING UNLESS THE CITY CANNOT ASSIST YOU ON YOUR REQUESTED PLAYING DAY.
2. ALL FEES ARE DUE BY THE FEE DEADLINE DATE. IF FEES ARE NOT PAID BY THE FEE DEADLINE A \$20 LATE CHARGE WILL BE CHARGED PER WEEK FEES ARE LATE.