

ADULT CO-ED SOFTBALL RULES

I. LEAGUE MAKE-UP AND COST

A. Based on 6 team leagues. Ideally, we would like to have 6- team leagues -when possible. **We do NOT offer a minimum guaranteed number of games.** Sometimes, we have conditions that were not predictable and out of the leagues control that change the league make-up. Each team is responsible for following the schedule as it reads. Managers will be required to sign for schedules, make-ups, rule changes or next season's information & awards. Make-ups will be added to the end of the schedule. The league is NOT required to make any exceptions to a game schedule. **Not all teams will qualify for tournament that determines the league champions.** Teams must be ready to play beyond the printed dates on the schedule.

1. Most leagues will be one-two rounds looking for best over-all record for tournament seeding. 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 **It may not match up with what the schedule says as the game schedule is for date purposes only. Not all teams will qualify for the tournament. Teams must be ready to play- some dates may go beyond printed game schedule because of circumstances that happened during league**

1. At conclusion of season, all teams will be seeded according to their over-all best record in standings.
2. **Tie Breaking Format:** If 2 or more teams are tied by won-loss record at the end of a season or round the following criteria will be used to decide place or seeding:
 - Head to Head won-loss record between the teams involved. (See Note below)
 - If still tied, run/point differential (total runs/points scored minus total runs/points surrendered) against all teams involved in the tie.
 - If still tied, coin toss.

Note: If a team involved in the tie situation has a forfeit game against one of the other tie involved teams, the team with the forfeit will automatically draw the lowest possible place or seed or be eliminated from playoffs if the lowest place would put them out of the playoff/tournament. The remaining team or teams will draw the higher place or seed. If two or more teams are still tied use the above criteria for only those teams still involved in the tie. This rule is intended to be a deterrent for teams forfeiting

The top four (1-4) seeded teams will make playoffs. Playoffs will consist of a single elimination championship/consolation tournament this means playing a double header. Time limits will be in place for quarterfinals and semi-finals, but not finals. **A coin toss will be done for each game including the finals to decide home or visitors.** No time limit for finals-seven innings must be played unless we have a mercy rule in effect. Umpire fees will still need to be paid by each team before each game. **NOTE:** In the event that a bye is necessary for play-offs, the team with the best WON-LOSS season record shall sit out then head to head, point differential to coin toss. We reserve the right to change league format depending on the actual number of teams.

3. 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. 1 Umpire will be used for all games.

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.

5. Awards: Team and individual awards for 1st and 2nd Place. **Only legal rostered players will receive awards up to the maximum roster size.** First place gets semi-custom designed shirts while runner-up gets city-designed shirts for eligible players only. Size and color selections will be limited. We do not carry smalls or anything beyond 2XL. You would have to bring in those shirts at your own cost.

6. Play-off games (if necessary) \$14.00 play-off fee. Teams pay in correct change for each game.

7. League representatives reserve the right to approve team names.

B. League Fees; - \$500 per season. All fees must be paid in full through the city's online registration system – <http://apm.activecommunities.com/elmonteparksandrec/home>.

Fees must be paid in full by the 3rd week of league to avoid any additional late fees. Any team dropped from the league is still financially responsible for league fees that haven't been paid-this will be sent to

collections. Suspensions can be made on night(s) a manager and/or players on any roster that fails to pay league fees. This means they are not allowed to play on any night until the debt is cleared. Each team is required to pay \$14 per game for umpire game fees at the field each night before the game begins

1. **Team must be paid in full by the third week of league or they will be dropped from the league. (By game time, 3rd game, no exceptions.)**
2. If teams drop after the managers meeting, they are not entitled to a refund. If we are unable to place a team, all monies received will be refunded.
3. Teams that drop after the first week of league will not receive a refund. **Note:** Make all checks payable to the **"CITY OF EL MONTE"**. **All fees must be paid in full by the fee Deadline. 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.**

II. PLAYING FIELD - DAYS AND TIMES.

- A. PLAYING FIELD TO BE DECIDED: Mt. View Park.
- B. League will play once weekly on designated field.
- C. Game Times: Wednesday: 6:45, 8:00 & 9:15 PM. Subject to change due to unforeseen circumstances.
- D. **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; over the fence is a ground rule double. Ball lodged under fence is a ground rule double.

III. PLAYER ELIGIBILITY & PLAYER CODE OF CONDUCT

- A. Minimum age - 18 years of age. **NO EXCEPTIONS.**
- B. Roster maximum - **20 MAXIMUM** but only awards for eligible rostered players up to the maximum of **15**. First place gets semi-custom designed t-shirts while runner-up gets city designed t-shirts.
- C. **No players will be allowed to play who have not officially played in **ONE** of the first 5 played league games, nor have been officially entered on and **SIGNED** on to the team roster. This is the manager's responsibility. Just because a name appears on the roster or is hand written at the bottom of a weekly sign-in sheet does **NOT** make that player eligible. Each player must provide the league with a signature, zip code & phone number to be eligible. This can be done through the add/drop process with the 5:00 pm deadline of the playing day. Rosters must be submitted for each new season, they do not roll over from season to season.**
- D. Manager using an illegal player for any reason will be subject to a two (2) week suspension plus forfeiture of that game. That team is responsible for forfeit fees. It is the manager's responsibility to contact the office to assure his team is reinstated. Any forfeiture requires a \$38 reinstatement fee.
- E. Roster changes are accepted through the 5th played game or mid-way point of season. Classification games do not count as a league game. All changes must be made through the Adult Sports office by 5 PM of game day, in writing, on official ADD/DROP form. A **FAX** is acceptable as a temporary add, the original must be submitted to the scorekeeper before the game begins, also the following criteria must be met: 1) Begin with a phone call to announce the need to **FAX** an ADD. 2) All Fax's must be in by 5:00 PM of game day. 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. **FAX # (626) 580-2237**, ADD/DROP period is always 1/2 the number of league games.
- F. 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** on any player within that league. **Only one player protest is allowed per game per team. Managers will not be allowed to make a farce of the game**
- G. No open, A or B players allowed in "C" program without prior permission - this is manager's responsibility. Violations may cause forfeit, or teams to be dropped from program. The league will decide a player's eligibility.

H. Players MAY NOT play on more than one league in the same evening or day in El Monte.

PENALTY: Minimum one game suspension plus forfeiture of that game.

The first team that a player plays for is the only team they can play on in that season. To maintain league integrity, players may NOT change teams during the course of the season. PENALTY: Minimum one game suspension and forfeit of game (even if player is rostered on second game). Violations may cause forfeit, or

teams to be dropped from the league

- I. All players must officially sign-in before each game with the scorekeeper. Only one player can sign for one name. Any player caught signing in under some else's name will be punished as well as the manager- minimum two-week suspension. The game will also be forfeited by the league.

IV. PROBLEMS OR PROTESTS

A. The protest must be lodged prior to the next pitch. Judgment calls cannot be protested. All protests must be 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 City will retain the \$10 fee.

B. Protest on player eligibility must be made prior to the final out being recorded. Any team in the league may protest player eligibility, NO FEE IS NECESSARY. NOTE: Manager using illegal player will be suspended for two weeks and receive a loss for their team, and must pay a reinstatement fee.

V. LEAGUE RULES

A. Major League Baseball rules and El Monte rules and regulations shall govern all play.

B. FORFEIT RULES- Game time is forfeit time, with the following exceptions. First game only will have a 5-minute "Grace Period". Running from the parking lot does not count as a legal player. They must have signed in and be in the DUGOUT. This grace period is deducted from original game time of 1 hour and 5 minutes. The offending team must pay the scorekeeper for both teams' officials' fees before they leave the facility. If not, an additional reinstatement fee of \$ 10.00 will be added to the total. These fees must be received within 48 hours of any forfeited game for a team to remain in good standing. Upon a second forfeit, the league reserves the right to drop that team without refund and all league fees are still expected to be paid

A reference to a full team is 5 female and 5 male players on the field. A reference to 9 players means a **minimum 5 female** and a reference to **7 players means a minimum 4 female**. As long as the minimum number of females is met, any combination of that minimum number or more females plus males is acceptable. There must always be one male on the field. Should these cause female batters to bat back to back, it is allowable. Should it cause male batters to bat back to back, the second male in the situation will not bat, but may assume a defensive roll only. We do NOT have a re-entry rule.

"Flip Flop Rule": If at game time, one team does not have the minimum number of 8 players they shall become the **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. If in umpire's judgment the team intentionally delays game it will result in automatic forfeit

All Games: If at game time, both teams do not have the minimum number of players (8 up to 16) a 5-minute grace period is allowed until a.) Both teams are able to field enough legal players to continue the game to its normal conclusion or b.) "Flip-Flop" rule takes effect or c.) A double forfeit will be declared if neither team has enough players at the end of grace time or d.) If after the "Flip-flop" 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 grace period for the first game only to attain their seventh player otherwise the game becomes a forfeit

Important: 1.) Time used will be subtracted from game time.

2.) Please note that the 5 minute period is only used for the first game of the Day

Double Forfeit Rule: If at the end of the 5 minute period for the first game of the day, or at game time for that leagues remaining games that day, neither team has the minimum number of 8 players, the game shall be declared a double forfeit.

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.

***Alternative Option- Team may pay reinstatement fee at time of game at the field for a discounted \$28 fee. This means the forfeiting team must pay for it's opponent.**

D. After a forfeit is declared, we will allow teams to use the fields as long as teams act appropriately. **Only**

rostered players-no umpire. Time will conclude after 45 minutes. The last game of the day will be shorten to 15-20 minutes before regulation time would finish.

- E. Umpires are not required to give a "warning" prior to any ejection of a player or manager. Managers/Players that use profanity or berating an umpire will be subject to disciplinary action like ejection /suspensions. Anyone that makes physical contact with an umpire will get an automatic 1 year suspension or indefinite ban plus police will be involved.**

A game can be called complete after 4 innings if certain criteria have been completed. * 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 1/2-5 innings of play.

F. Each batter shall begin each new at bat with a one ball and one strike count. 4 consecutive pitches called "ball" against a male batter shall result in a walk to 2nd base.

G. Two (2) fouled balls after two (2) strikes shall cause batter to be called out. Note: On a caught foul ball, ball will remain live and in play-players may try to advance at their own risk.

H. Warm-up outside infield -no infield practice, pepper or hitting into the fence

I. Only one-piece aluminum or wood bats will be allowed. 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. No exceptions to this rule! A city staff member may confiscate a suspected tampered bat with or without injury. Anyone using an illegal bat caught by the umpire will be called out.

J. Look up the bat you may have a question about at www.ASAsoftball.com -go to approved bat list

H. Intentionally hitting the ball up the middle= Will be called an out by umpire= Out. Second time= Player is ejected
A ball that bounces in front of pitcher is live and in play. A line drive hit up the middle but over the pitchers head by 3 feet will be live and in play.

K. Team at bat shall replace lost fouled/home-run balls.

L. ABSOLUTELY NO ALCOHOLIC BEVERAGES OR SMOKING IS ALLOWED ON ANY FIELD OR PARKING LOT!

Player(s) will be suspended until team posts a non-refundable \$10 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 with alcohol, he/she will not be allowed to participate in that game. Managers playing a player who is under the influence will draw a two-week suspension.

M. Bat throwing – warning or straight to ejection...umpire's judgment.

N. Steel Cleats shall not be allowed-rubber only. No bare feet

O. Batting: warm-up "donuts", fans, etc. shall not be allowed due to injury risk.

P. 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.

Q. Players ejected from the game shall be an automatic ONE-DAY SUSPENSION from that playing day plus any other days during that week depending on the severity of incident. No player may participate in any other week night or day in El Monte program leagues until the initial suspension has been served. This includes play-offs, which would make someone ineligible for a double header. Byes, rainouts, re-scheduled games that were not played or holidays do NOT count as a missed game. On second occurrence, an extended suspension will be in effect. (Minimum of 3 games) 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: police will be called Physical - minimum 3 months (bumping or placing hands on official). 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, score keepers, etc.). Player may be suspended for multiple weeks or indefinitely depending on severity.

NOTE: "PLAYERS' CODE OF CONDUCT" WILL BE STRICTLY ENFORCED EVERY SEASON.

R. When a team wins the league, that team will most likely be moved up a level/field the next season

S. Canceled games will be replayed at season's end, if they have a bearing on league standings. No games will be rescheduled due to personal conflicts. No exceptions.

T. Each player is required to sign-in with the scorekeeper prior to the start of every game. Anyone not signed in with the scorekeeper will cause that player to become an out for each at bat appearance until they have legally signed into the game. You are NOT permitted to sign in for any name but YOURS.

U. Team managers are to present team member's **first** and **last** names, no nicknames 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 8-16 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/she may not return to the game as a player. 4.) Teams must bat alternating gender. If two males appear on the line up back to back, then the second male may not bat but can assume a defensive role only. There is no restriction on the number of females batting back to back. There will be free defensive substitution only with players in the line-up. This means that they would only change defensive positions, the line-up must not change. Note: On an injury, ejection, etc., once a player fails to appear for his/her turn at bat (he/she will be declared out without further penalty). If a player on base cannot continue and no substitutes are available, that player shall be declared out and no further penalty will be assessed. Should team fall below 8 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 object being to dislodge the ball shall result in an out and an ejection of the aggressor depending on severity (umpire's judgment). All outfielders must stay behind the cone until after the ball is pitched.

Pitching distance shall be 50 feet plus a pitchers box extending 8 feet back of the rubber. **A pitchers box is used that extends 8 feet behind the rubber, 2 feet on each side 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 at time of release. The penalty for not having both feet in the box will be an automatic "ball" declared by the umpire.**

Hitting up Middle: A pitchers' box will be designated by chalk lines. **Any ball hit inside the box will result in an AUTOMATIC OUT and will be declared a dead ball; all runners go back to the base at which they started.** The pitcher is now free to leave the confines of this box after his/her release of the pitch to protect him/her without penalty.

W. Base runners may leave the base or "**lead off**" upon the release of the pitcher with co-ed only. No base stealing. If the runner touches the next base; or if the ball is thrown to the base the runner is returning to and is caught in contact with the base; or the runner is tagged before the runner touches the base, the runner is out. If in the attempt the ball is dropped or over thrown, the force is removed. Runners need not re-touch and may advance at their own risk.

*** Infield limitations: You are allowed 5 players in the infield. All other defensive players must be behind the cones and remain so until the ball is struck.**

X. Courtesy runners- One per inning from each team. This means EITHER 1 guy or girl NOT one of each gender per inning. Last recorded out from previous inning. It is the manager's responsibility to replace or not use injured players.

Y. Strike Zone: A. Maximum Arc - **12'** from ground.

Z. Minimum Arc - Must clear batter's head.

AA. 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.

BB. All players must remain in dugout. Only rostered players 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 teams', second at bat, has scored more runs than the other team has scored in four or more innings).

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

1. No alcoholic beverages or smoking on public parks, school grounds or public streets.
2. 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.
3. No littering. Please help keep our facilities clean.

VI. RAIN OUTS

Manager will be notified when fields are unplayable, if reachable. Note: If your team has a managerial change or an address and phone number change the office must be contacted. If manager is not called, team should show up at field. If field conditions become unplayable due to weather, sprinklers or any other reason, there can be up to a 30-minute delay before a decision is made about game status. If game cannot resume after the 30 minutes, game will be called and rescheduled.

VII. MANAGER'S RESPONSIBILITY

1. Managers are responsible for paying all fees charged against their team.
2. 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.
3. Informing all team members of all game times, league rules, Players Code of Conduct and controlling all team members on the field.
4. Managers are also responsible for the behavior of his/her team plus spectators following their team.
5. Managers playing a player who is under the influence of drugs or alcohol or uses an illegal player will draw a two-week suspension.

REGISTRATION PROCEDURE

A. Priority

1. El Monte teams (50% El Montean).
 2. Teams with El Monte sponsors.
 3. Teams involved in the previous program.
 4. All others in order of registration.
- B. Submit team application form and league fee

Office Hours are:

Tuesday-Friday: 10:00 A.M.-5:00 P.M.

Phone: (626) 580-2216 Fax: (626) 580-2237 (Mon.-Fri.)

Tiffany Peterson, Program Coordinator

EMAIL: tpeterson@elmonteca.gov

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 FEE WILL BE ADDED PER WEEK.