



Adult Softball League Bylaws 2025

City of Santa Rosa
Recreation and Parks Department



2025 ADULT SOFTBALL LEAGUE BYLAWS

****Highlighted Sections = Updated or New for 2025.***

PREAMBLE

The City of Santa Rosa Recreation and Parks Department softball leagues are organized for the health and recreational benefits of the citizens of Santa Rosa.

This is a recreational league. Safety is our #1 concern.

ARTICLE I - League Organization

1. League organization and operation will be the responsibility of the Recreation and Parks Department.
2. Teams must play all games as scheduled by the Recreation and Parks Department. Teams do not have the authority to reschedule games.

ARTICLE II - Game Schedules

1. PLEASE NOTE: Schedules may change before and during the season. The posted schedule on Team Sideline will always be the most current: www.teamsideline.com/srcity.
2. The home team for each game is the team listed second on the Team Sideline schedule.
3. Starting times for all games will be as listed on schedules. A forfeit is declared if there are less than 8 players on defense. Forfeits will be called five minutes after game start time.
4. All intentional forfeits must be communicated to Play Santa Rosa Sports staff by emailing softball@srcity.org. The following information must be included: team name, field of play, division, and day of intended forfeit.

ARTICLE III - Game Rules

1. All Leagues

- 1.1. All leagues will play by the Official 2025 USA Rulebook and the City of Santa Rosa Bylaws. The City of Santa Rosa Bylaws will always take precedence over the USA Rulebook.
- 1.2. ALL batters will be pitched the 12-inch ball.
- 1.3. All players listed on a team's lineup card in the batting order must be present at the time of submitting the lineup card to the scorekeeper. Any players not present may be added to the reserves list.
- 1.4. If a team starts a game with less than 10 players, additional players can be added to the bottom of the batting order up to 13 players for men's, women's and open leagues or 16 players for coed leagues, as they arrive. However, once the leadoff batter has started their second at-bat, any additional players may be added up to **only 10**, at any time.
- 1.5. If a team starts a game without a full lineup, and a player is injured and unable to continue to play the team **will not** be penalized with an automatic out if there are no substitute players available. If a player is ejected from a game, then the team **will** be penalized with an automatic out in the ejected player's batting position if there are no substitute players available.
- 1.6. Any player playing defense must also be in the batting order and take their at-bats.
- 1.7. **ONE (1)** courtesy runner may be allowed per team per game. This runner will be the substitution for the same player on the base path everytime said player gets on base. In no other circumstance, except for injury, may that courtesy runner apply to any other team member. Last out is courtesy runner of that gender.

- 1.8. Batting helmets are required for anyone under the age of 18 that are on the field for any reason (i.e. picking up bats).
- 1.9. The time limit for all league games is 1 hour and 5 minutes. Once the game has reached its time limit the current inning will continue until it is completed at which time the game will conclude unless there is a tie.
- 1.10. There are no tie games. After 1 hour and 5 minutes or 7 innings are completed, the game will continue to be played out with the International Tie Breaker Rule. In the next inning, the player who batted last in the previous inning will start on second. Each half inning will start like this until a conclusion of the game.
- 1.11. All games declared as a forfeit will be scored as a 7-0 loss in game standings.
- 1.12. 5 Home Runs per team will be allowed at Howarth, Galvin & Franklin. After 5 have been hit, each home run will be an out for the batter who hit it. Runners on base will not advance, they will remain on base.
- 1.13. All games that are called due to rain, sprinklers, power outage, etc. and have not completed five full innings (four and one-half if the home team is ahead) will continue to there entirety, at a later date.
- 1.14. If a game is called due to rain, sprinklers, power outage, etc. and has completed 5 full innings, then the team that is ahead at the moment of the game being called shall be declared the winner, unless the game has been called in the top-half of an inning in which the visiting team has scored "go-ahead" runs and retaken the lead, or the game is tied.
- 1.15. Rainout and makeup games will be played during the schedule break between the 1st and 2nd half of the season. Games cancelled after the break will be rescheduled at a later date to be determined by the Softball Council.

Please note: Based on the number of rainouts, your team's games could be any day the Break week and could play on more than one night.

- 1.16. If one of the scenarios in Article III section 1.10 occurs, then the game shall be suspended and continued from the moment of its suspension on a later makeup date. On said makeup date, the score, count, runners on base, inning and number of outs shall continue from the moment of the original game's suspension. For this makeup game, batting orders and baserunners (if any) are subject to change and are at manager's discretion, they do not have to remain consistent from the original game's point of suspension.
- 1.17. All game results are final and cannot be changed once the umpire has officially declared the game completed. This includes all judgement calls, illegal bat protests, unauthorized player protests, and any decisions that may have altered the outcome of the game.
- 1.18. Scorekeepers are City employees and impartial observers, they have no agency or authority to enforce game rules. Umpires are *not* City employees, it is their job to enforce all game rules, and have final say on game calls. Any issues with umpires cannot be addressed with City personnel, they must be communicated to North Coast Officials Association (ncoa@sonic.net).
- 1.19. Disrespectful behavior toward umpires or scorekeepers will not be tolerated and may result in game ejections or suspensions.
- 1.20. **Re-Touch Rule:** A player has the option, when standing on first or third base with a pull-hitter up to bat, to stand off the base while the pitch is being delivered up to the point at which the batter is making contact. Once contact is made, the runner must re-touch the base before continuing onto the next base.
- 1.21. A pitch must reach a height of at least 6 feet and not exceed 12 feet from the ground.
- 1.22. If a pitch hits anywhere on the plate or the strike zone mat, it is considered a strike.

- 1.23. Unnecessary and/or intentional contact with a player during a play will result in an automatic out.
- 1.24. **Modified Halo Rule:** If a line drive ball is hit directly at the pitcher, entering the halo zone, and the pitcher catches the ball, the ball remains live. If a line drive ball is hit directly at the pitcher, entering the halo zone, and the pitcher doesn't catch the ball, the ball is dead and the batter is out. Base runners are returned to the base occupied at the time of the pitch. Any player who Intentionally hits a ball into the Halo Zone will be ejected from the game.
- 1.25. **Halo Zone:** The Halo Zone is an imaginary box measuring 1 foot on each side of the pitching rubber, 3 feet in front of the pitching rubber and 3 feet behind, and from the pitcher's shoes to within one arms length of the pitcher's head. ***Exception: If ball is grounded, or the pitcher has vacated the Halo Zone, then the halo rule is not in effect.**
- 1.26. **Tie-Breaker Rule:** If a game is tied after seven innings, or if a time limit has expired, the visiting team will begin its turn at bat with the player who is scheduled to bat last in that respective half of the inning being placed at second base. The home team will do the same in their half of the inning.
- 1.27. **Commit Line:** The commit line is the line perpendicular to the third base line, half way between third and home plate. Once the line is crossed, the player cannot go back to third base and must run towards the home plate line.
- 1.28. **Home Plate Line:** Base runner must cross the home plate line before catcher receives ball in order to be safe and score a run. **If home base is touched by base runner this will result in an automatic out.**

2. Coed Slow Pitch Rules

- 2.1. All Coed leagues must have a minimum of 4 males and 4 females (of the minimum 8 total required) ready to play at game time or the game will be a forfeit.
- 2.2. Only ten defensive players are allowed on the field, with a minimum number of eight players to start the game. At no time may there be more men than women players on the field on defense. A team may use a batting order of up to eight batters of each gender. If a team starts a game with less than ten players, as players arrive, they are put in the bottom of the batting order up to 16 players.
- 2.3. There are no restrictions to the defensive positions for males and females.
- 2.4. Males and females must bat in alternating order (male/female/male/female). Two females or two males can never bat back-to-back.
- 2.5. **Coed Walk Rule** - If a male walked with 1 strike in the count, and less than two outs, he will go to first base. If a male is walked with no strikes in the count or is intentionally walked, he will go to second base. If there are less than two outs in the inning, the following female must bat. If there are two outs in the inning, the following female has the option of batting or walking, but must let the umpire know prior to stepping into the batter's box.
- 2.6. **Coed Wood Bat Rule** –Men will be required to use wood softball bats in coed leagues. Men will not be allowed to use any metal softball or wood baseball bats. Women may use any bat found on the Legal Bat List or wood softball bats.

3. Men's Masters Rules

- 3.1. At-bats will start with a 0-0 count.
- 3.2. A pitcher may stand and pitch up to 6 feet behind the pitcher's rubber and does not have to touch the pitcher's rubber on the pitch delivery.
- 3.3. Force plays will be used at every base. There will be no tag plays. Sliding is not allowed. The force play will be at the base the runner is facing at the time of the play.

- 3.4. Players shall not make contact with a base if a defensive play to that base is imminent. 2nd base, 3rd base and home plate will have an over-run line, an extension of the front of the base. Runners must cross the line before ball arrives to be called safe.
- 3.5. Courtesy runners are allowed. A courtesy runner shall be the player who was last out.
- 3.6. There is a limit of 5 runs per inning except for unlimited runs in the 7th inning. Once 5 runs have been reached the current half inning is over.

ARTICLE IV - Original Players Roster

1. Each team will be allowed to carry a maximum of 25 players on the active Team Sideline roster. If a team comes in first place, it will receive 15 first-place awards. Roster information is for City use only. Information will not be given out.
2. Players may be rostered on as many teams as they wish, but they cannot be on the roster of two teams on the same field of the same night.
3. After the third game of the season, a player on the roster of one team will not be allowed to change to any other team within the same league.
4. All roster changes must be made by the predetermined add/drop date for players.
5. ALL roster changes must be done through team sideline (www.teamsideline.com/srcity).

ARTICLE V - Player Eligibility

1. All players must be 18 years of age and be out of high school.
2. Players may only play on *one* team per league.

ARTICLE VI – Supervision

1. The Recreation and Parks Department has the overall responsibility for managing this Adult Softball League and enforcing the various rules and bylaws. The Umpire's responsibilities will be the starting and play of the game, plus the conduct of players in the game or on the bench as stated in the Official Rule Book.
2. Each team will be required to have a designated playing or non-playing manager at each game to assume the full responsibility for the conduct and adherence to the bylaws of their players on his/her team along with the fans of his/her team.

ARTICLE VII - Equipment/Uniforms

1. The Recreation and Parks Department will supply game balls. The league teams must each provide their own practice balls, bats, gloves, and uniforms. Game balls will be retained for game use only and will not be utilized for warm ups.
2. All players must wear shirts similar in color with different numbers.
3. Metal cleats are not allowed in slow pitch softball in Santa Rosa for safety reasons.
4. Legal Bat List: All utilized bats must be on the 2025 Legal Bat List – Santa Rosa Softball Legal Bat List 2025. If a bat appears on the list it is legal to use in league play. If a bat does not appear on the list it is not legal to use. If a bat has model number(s) in parentheses, only those specific model numbers listed are legal to use. Any bat with composite materials (fiberglass, and/or metal) is illegal. Wood bats must be one piece softball bats. Wood baseball bats are not legal. Any player that *enters the batters' box* with an illegal bat will be assessed an automatic out. If a bat used in an at-bat is discovered as illegal *after* the at-bat has taken place, the result of the at-bat will be an automatic out. Any suspected use of an illegal bat must be reported to the umpire before the next at-bat takes place, or else the result of the at-bat in question will remain. If use of an illegal bat results in a walk-off win, an illegal bat protest must take place before the umpire declares the game is over.

5. Protective Equipment Policy

Pitchers – Must wear a protective face mask or helmet. Pitchers are strongly encouraged to also wear full protective gear including shin guards, wrist guards, and chest/heart protection.

ARTICLE VIII – Protests

1. The only rule eligible for protest is unauthorized players: players whom you suspect are not on the opposing team's official roster, or players who compete on another team in the same league.
 - 1.1 Judgment calls by officials during the game cannot be protested. Protests will not be decided on the field except during playoffs or championship game. Protests will be settled by the Santa Rosa Recreation and Parks Department after review on a later date.
2. **To protest an unauthorized player, you must complete all the steps as follows for the protest to be valid.**
 - 2.1. The manager of the protesting team **must state the intent to protest an unauthorized player to both the umpire and the scorekeeper** at the field **during game time**. Protests are unauthorized if stated after the game has concluded. The game will be paused while the remainder of the protest procedure is completed and will count against the current game's time limit.
 - 2.2. The protesting manager must identify the player(s) they question as unauthorized and have said player(s) sign and print their name on a Player Protest Form (provided by Scorekeeper). The Scorekeeper will then take a headshot photograph of the protested player. If said player(s) fails to sign the score sheet or refuses to have their photo taken, they will be deemed unauthorized and their team will automatically lose (see Rule 2.6 below).
 - 2.3. The protesting manager must state the exact reason why the player is thought to be unauthorized, in writing, on the Protest Form.
 - 2.4. Once the previous steps have been completed the game will resume. The suspected unauthorized player(s) may continue to play the remainder of the game – the protest will not incur any in-game penalties.
 - 2.5. Protests will be reviewed and decided upon by Play Santa Rosa Sports staff on a later date. In most cases, the protested player in question will be required to videoconference with Play Santa Rosa Sports staff, in which they will present a photo ID for comparison with the photo taken by the scorekeeper at the time of the protest. Any failure to comply with this process will result in the player being deemed unauthorized.
 - 2.6. If a protested player is in fact deemed to be unauthorized, the team that they illegally played for will be assessed a 15-0 loss. If the team with the unauthorized player lost by more than 15 runs, the game shall be called a forfeited loss with the score present.
 - 2.7. Repeated offenses of confirmed unauthorized players by the same team may result in additional consequences.
 - 2.8. If a player has been protested and has proven their authorization through the process described in Rule 2.5 above, their authorization to play for that team may not be protested again for the rest of the season. Their authorization to play for other teams may still be protested.

ARTICLE IX - Playoffs

1. Playoff Seeding:

- 1.1. The four teams with the best overall won/loss record at the end of the regular season will proceed into

the playoffs. Game 1 will be 3rd place vs 2nd place and Game 2 will be 4th place vs 1st place. The winners of Game 1 and Game 2 will play in the final game with the higher seed being home team.

- 1.2. Game 1 and Game 2 of the playoffs will be played to the regulation time limit of 1 hour and 5 minutes. The championship game will be played to the full 7 innings or 1 hour and 15 minutes.
- 1.3. During playoffs, all players listed on the lineup card must sign-in to the rosters present at the fields. Failure to sign in on the appropriate team will result in said player's removal from all remaining playoff games.
2. ***Championship Playoff Rule***: If a player is ejected from the first or second game they are NOT permitted to play in the championship game.
3. Individual awards (15) will be given to the first place team of the regular season.
4. **Regular Season Standings Tie Criteria:**
 - 4.1. In the event of a tie in the final standings, the following criteria will be used to decide the winner in the following order:
 - A. Best record head-to-head among tied teams.
 - B. Run differential head-to-head among tied teams.
 - C. Run differential in all league games.
 - D. Most runs scored in all league games.
 - E. Least runs allowed in all league games.-

ARTICLE X – Conduct & Standards of Behavior

1. **Conduct Rules** will be interpreted and enforced by the Recreation and Parks Department and all decisions will be final. Any decision concerning an exception or situation not covered by the rules below will be the responsibility of the Recreation and Parks Department.
2. **City of Santa Rosa Standards of Behavior:** For the enjoyment and safety of everyone, the Santa Rosa Recreation & Parks Department expects all participants to treat the people and facilities connected with the program with respect and abide by all rules and direction from staff. The Recreation & Parks Department and its staff reserves the right to refuse services to anyone for failure to abide by these standards, which will result in a single team or double team forfeit of the game.
 - 2.1. The following are examples of behavior that fail to meet the expectations of the Standards of Behavior Policy:
 - Disruptive, disrespectful, inappropriate behavior, acts of violent behavior or any behavior which interferes with the enjoyment or intent of the programs and facilities offered to the residents of Santa Rosa will not be tolerated.
 - Unacceptable behaviors include, but are not limited to: failure to abide by all the rules, forms of harassment, offensive language, disobedience, disruptive behavior, physical harm to others or property, or the threat of physical harm, lack of personal hygiene or any behavior which may impact the safety of any employee or participant of activities offered, or any demonstration of behavior which interferes with the smooth operation of programs and facilities.

1. Rules

- 3.1 Smoking is not permitted in any City of Santa Rosa park. Use of e-cigs and vaporizers is also prohibited. If a player is caught, a 1 game suspension will be issued.

3.2 Alcoholic beverages are not permitted on the playing field or in the dugout during the game. If a player is caught, a 4 game suspension will be issued. If another player is caught drinking, it will be a 7-0 loss.

3.3 City Ordinance 13-24.036: Regulations for compliance with posted rules and orders of Recreation & Park employees. It is unlawful for any person to remain on a Recreation & Park facility after being requested to leave for violating any posted rule.

ARTICLE XI – Ejections

1. Ejection from a game for unsportsmanlike conduct may result in a minimum one-game suspension (based on severity of actions and this will be reviewed by the staff).
2. If a player is ejected from a game, he or she is required to vacate city property immediately.
3. On the third ejection for unsportsmanlike behavior of the season, a player will be suspended from the league for the balance of the season.
4. If two players from the same team are ejected during the same game, the team receiving ejections will be assessed a 15-0 forfeited loss. If the forfeiting team is losing by more than 15 runs, the game shall be called a forfeited loss with the score present.
5. Any player ejected for drinking alcohol during a game will be suspended for a minimum of four games.
6. Any player that violates **City Ordinance #3793, Section 9-20.050** by smoking or vaporizing any substance within City Parks is subject to possible ejection. Repeated offenses may incur additional suspensions.
7. Any player that strikes or otherwise assaults another individual will be removed from **ALL** League play indefinitely.

ARTICLE XII - City Regulations

1. City Rules:

- 1.1. Prohibition of Glass Beverage Containers: **Ordinance #2204, Section 3-17.24**, forbids the possession of glass beverage containers in any City park or playground.
- 1.2. No smoking in City of Santa Rosa Parks: **Ordinance #3793, Section 9-20.050**. This include the use of e-cigs and vaporizers. Failure to comply will be a 1 game suspension.
- 1.3. No abusive or profane language by players or spectators.
- 1.4. Possession and consumption of illegal drugs is prohibited. Alcohol may be consumed off the playing field and outside the dugout before or after the game, **but not during the game**. Alcohol is not allowed in the dugout, spectator area, or on the field of play at any time. Failure to comply will result in a minimum 4-game suspension. If a second player is caught drinking, it will be a 7-0 loss.
- 1.5. The Santa Rosa Sports Department can confiscate any bat to have tested that we believe to be shaved, rolled, or augmented in any fashion.

PLEASE NOTE:

For the safety and enjoyment of all players, the bylaws were created by the City of Santa Rosa Recreation & Parks Department as a guide for it's adult recreational league. All rules and guidance in these bylaws will be strictly enforced to keep players safe. Interpretation of the bylaws will be made by the umpires (North Coast Officials Association) and the Recreation & Parks Department. All decisions will be final. Appeals or situations not covered by the bylaws will be reviewed by the Recreation & Parks Department. The City of Santa Rosa Recreation & Parks Department reserves the right to amend all bylaws, schedules, and league operations at will.