

City of Whittier

Parks, Recreation and Community Services Department

Adult Softball Rules & Regulations *(Updated 2025)*

Staff, spectator, and player safety is of primary concern in any recreation softball league. Because of the wide variety of abilities and experiences of players in this league, the rules of safety and sportsmanship must be emphasized.

The following rules shall govern all teams and leagues playing under the jurisdiction of the Parks, Recreation and Community Services Department for the City of Whittier.

I. GENERAL INFORMATION

- A. The City of Whittier needs to be notified if any player has a medical condition that may be harmful to themselves or others. A doctor's note may be required for participation in our league.
- B. Persons or players participating in any activity sponsored by City of Whittier, Parks, Recreation and Community Services Department are not covered by insurance, and City will not assume responsibility for personal injury or property damage.
- C. The City of Whittier has the right to penalize a team for using a player that owes the City of Whittier money from a previous season. The manager and player will be notified as soon as it is realized that a player on the roster owes the City of Whittier money.
- D. The City of Whittier has the right to find a team's name inappropriate and ask the team to change the name before participating in the City of Whittier league.
- E. In interest of league, the City of Whittier has the right to refuse a team for in any given division because of their playing ability. Teams may be asked to switch nights and or take a season off until competition is found for them.
- F. A team may be required to play a game on a different scheduled night due to acts of God (weather).
- G. The City of Whittier has right to ask any manager, player, and spectator to leave park if they are guilty of heaping personal, verbal abuse upon any official, staff or spectator. The spectator may also be suspended for "x" number of games determined by the Parks, Recreation and Community Services Department. Managers are responsible not only for their players but also their spectators.
- H. A team may be punished for their players and/or spectators consuming alcohol, smoking and or having a dog in facility. All City of Whittier ordinances are enforced. Forfeiture of a game and or player suspension may be warranted.

II. RULES OF PLAY

All games shall be played under the current Southern California Municipal Athletic Federation (SCMAF) rules **except** where local (City of Whittier) softball rules and regulations supersede SCMAF Rules.

***NOTE: League Director reserves the right to adjust rules and schedules at any time if they are in the best interest or safety of the city, league, and or participants. Field Supervisors enforce all rules and regulations on and off field. Field Supervisors promote decisions made by City of Whittier. ***

III. UMPIRES

- A. It shall be the duty of the umpire to administer decisions of the game in accordance with the SCMAF rules of play and those adopted by the City of Whittier Parks, Recreation and Community Services Department.
- B. All games are under control of umpire and only manager may discuss decisions with umpire during game.
- C. The umpires are SCMAF certified, independent contractors with the City, and as such, are authorized and required to enforce each section of these rules. They shall have the power to order a player, coach, captain, manager, or spectator to do, or not to do, anything deemed to be in the best interest of the game.

IV. ROSTERS AND ELIGIBILITY

- A. The Parks, Recreation and Community Services Department's policy on acceptance of teams in league is on a first come, first serve basis. Returning teams from immediate past season will be offered a one-week priority registration period. There is no resident discount, but teams who have eight (8) or more players on their roster who reside within the City of Whittier will be allowed to participate in our priority registration period.
- B. The minimum age for all players is 18 years old. Players 16 or 17 years of age may play with guardian approval.
- C. No player allowed to play in game if they appear to be safety hazard to themselves and or others. Ex: Excessive blood on player, clothing or equipment, hard casts due to broken bones and anything that could cause injury.
- D. Teams are allowed unlimited number of players on Official Team Roster and at any one game. A player may not participate in game unless he/she is included on Official Team Roster or added to the roster by signing the day of game scorecard. No roster changes that will change classification of team are allowed.
- E. A player can only play on ONE team in division on any given day. Any player who is not on team's official roster and or plays under an assumed name, that team will forfeit any game in which individual participates.
- F. All participating team members must have appeared in line-up for certain amount of regular season games to be playoff eligible: 3 of 8; 3 of 9; 4 of 10. Managers are responsible for tracking games played. Scorecards are on site the day/night of playoffs to verify number of games played throughout the season
- G. Team managers are responsible for the enforcement of, and adherence to all eligibility rules and informing the League Coordinator of any manager changes.

V. PROTESTS

- A. All protests first must be filed verbally with the Umpire and opposing Manager prior to the next pitch.
- B. Protest will not be received or considered if they are based solely on decision involving judgment of umpire. Protests, which could have little or no effect on subsequent play or final result of game, will not be considered.
- C. All protests must be submitted in writing to Parks, Recreation and Community Services Department by 5:00 p.m. next day. A protest-filing fee of \$25 must accompany all protests. If protest is upheld, fee is returned. If protest denied, city will retain protest fee. For additional information on protest, check SCMAF Rule Book.
- D. Eligibility protests must be made during game prior to last out. A total of three (3) players may be challenged. Challenged players must produce adequate identification. A \$25 fee must be submitted at time of eligibility protest. If players are legal, City retains \$25 protest fee. If identification cannot be produced for each player challenged, they must produce I.D. before next scheduled game, or previous game will be declared forfeit.
- E. Protesting illegal bats must follow the criteria as stated in Appendix A.

VI. TEAM CLASSIFICATION

- A. Teams may be required to play a classification game to assist in team classification. League classification is solely the responsibility of the League Coordinator.
- B. Teams moved to new classification level will be determined before mid-season at discretion of League. Teams that are moved up or down will keep their win/loss records throughout the transition.

VII. PLAYING REGULATIONS

Equipment

Bats: The City of Whittier uses ASA Bat list for all leagues. This list can be obtained at www.ASAsoftball.com
See Appendix A

Game Ball: The Parks, Recreation and Community Services Department will provide one new ball per game.
No practice balls provided. Teams required to bring extra back-up balls in case extra balls are needed during game.
SCMAF Softball - Dudley Thunder - SY12 RF 40Y - Max 300LBS .52COR

Cleats: Metal cleats are not permitted. Shoes with multi-purpose rubber cleats or tennis shoes are permitted.

Helmets: Helmets/Face masks may be worn for protection.

Scheduling

League Coordinator determines game times each season. Game times published on playing schedule.

Game Manager's Meeting

At game time or before, both managers shall meet at home plate in the presence of the Umpires(s) to cover ground rules, player conduct, or other rules for that game.

Game Times

Managers shall check time with official before game time at pregame manager's meeting. Official's watch is official time. Game time begins at conclusion of meeting. A regulation game shall consist of seven (7) innings or one hour (1) and five minutes (5) past starting time for ALL LEAGUES. No new inning starts after one (1) hour time passes.

Grace Period

There will be a (10) minute grace period for the **first game only**. The ten (10) minutes will be deducted from the one-hour, five-minute game time. The flip-flop rule will be in effect for all games.

Ties

Both teams will be credited with one-half (1/2) game won and one-half (1/2) game lost in the final standings.

Forfeiture

Forfeits result in \$40 forfeit fee due before team's next scheduled game. Failure to pay forfeit fee results in additional forfeits until payment received. If team forfeits three (3) games, they will be dropped from the playing schedule, and league fee not refunded. The score of forfeited game shall be seven to nothing (7 – 0) in favor of the offended team.

Postponed Games

All postponed games, due to rain, fog, dysfunctional lights, etc., will be played at the end of the regular schedule in the order of their first cancellation. If time does not permit a replay of games missed, only games affecting first place, or second place will be played. Team managers will be given notification of exact make up dates and times.

If a game is postponed while in progress due to weather, it shall be resumed as left the previous week before.

Playoffs

- A. Champions will be decided by a playoff system. Playoff formats subject based on amount of teams in league.
- B. Playoffs will be played after the regular season has ended. Traditionally, the top 4 teams in a 6-team division will advance to playoffs. The team with the best overall record will be automatically placed in the Championship game. Playoff fees are \$20 per team per game.
 - 1. All players in the playoffs must bring a photo ID.
 - 2. Players must have played in 4 League games to be eligible.
 - 3. There will be a 1 hour and 15-minute time limit for the Championship game.
 - 4. Mercy Rule for playoffs are as follows: 20 runs after four innings and 15 runs after five innings.
- C. Individual awards will be given to the first and second place teams in all leagues consisting of five (5) or more teams. In 4 team leagues, only the 1st place team receives awards.

VIII. LOCAL PLAYING RULES

Players At Bat/Batted Balls

- A. All batters will start with 1-1 count. After having two strikes, if batter hits foul ball, the batter is declared out.
- B. Players must maintain both feet in batter's box before pitch is delivered and after swing is completed.
- C. Batter is not awarded base when hit by pitched ball. Umpire may award intentional walk to batter upon request.
- D. All fair balls hit out of the field of play on the fly OR roll shall be ruled upon by the umpire.
- E. No chop hits or bunts allowed. If batter chop, hits or bunts, batter is declared out, ball is dead, and runners must return to base occupied prior to pitch. NOTE: THE ACT MUST BE DELIBERATE TO BE CALLED OUT BY THE UMPIRE.

Home Run Rule

A "one-up" policy is in effect. Ex: Team A cannot hit their second home run, until Team B has hit their first home run. Violations result in out. Runners return to their bases at time of pitch. **In addition to 'one-up' policy no team can hit more than three homeruns in any game. After third homerun is hit, balls hit over fence are dead ball out.**

*** FIELD #3 RULE: Any ball hit over right field into the lot is an inning ending out. ***

Base Running

- A. Stealing is not permitted in any league.
- B. In all leagues, an unlimited number of courtesy runners will be allowed every inning. The Courtesy runner cannot appear twice in inning unless it is for the same batter runner the second time through lineup in inning.
- C. In COED leagues, courtesy runners must be the same sex.

*In case of injury and player must be removed from game and all courtesy runners have already been used the last out of the inning will take place of the runner on base. The injured player will be removed from game and will be charged an out the next time they come up to bat.

Safety Bag

See Appendix B

Mercy Rule

If team is ahead by 15 runs, and team who is behind has had five (5) complete innings at-bat, game completed.
If team is ahead by 20 runs, and team who is behind has had four (4) complete innings at-bat, game completed.

Pitching Rules

- A. Legal Delivery** – the pitcher shall conform to all SCMAF slow pitch regulations and all of the following:
- The pitcher shall deliver the ball to the batter at a moderate speed.
 - The ball must be pitched underhand in a lob-motion. A windmill wind-up is illegal.
 - The ball must arc higher than the batter's head but no higher than 16 feet.
 - The pitcher shall pitch between 50 feet (pitching rubber) and 56 feet (marked by umpire).
 - Legal delivery is solely the judgment of the umpire and is NOT the subject to protest.
- B. Illegal Delivery**
- If any of the pitching regulations are violated, or any of the above speed, arc, or height rules are violated, the pitch shall be called an illegal pitch. Baserunners **do not** advance.
 - If the batter attempts to hit an illegal delivery, the pitched ball will be considered legal.
- C. A pitched ball not struck at, that touches ground before crossing home plate, shall be called ball, and declared dead. If, after ball touches ground, batter swings and hits or misses it, batter called out and ball declared dead.**
NOTE: This rule is included as safety precaution to protect catcher and to penalize batter when swinging unnecessarily at dead ball.
- D. The slow pitch strike zone shall extend 17" from the rear of the plate, making a 17" X 34" rectangle. A legally pitched ball not struck and that lands in the strike zone box, will be ruled a strike by the umpire. (Baserunners must touch the home plate itself, not the strike zone extension to score.)**

IX. SUBSTITUTIONS AND LINE-UPS

- A. A slow pitch team shall consist of ten (10) players on the field of play. However, a game may be played with eight (8) players. Games started but discontinued due to a lack of players, will not be charged a forfeit fee.**
- B. All teams use free substitution rule, unlimited defensive substitutions. Although all players do not have to play defense, all players listed on game's lineup card must bat. When players shuffled freely on defense, they remain in original batting order. Any player arriving late will immediately be added to end of batting order.**
- C. If a player must leave the game before it is completed, an out will be recorded for the FIRST at bat missed. However, this player must be substituted for to avoid penalty.**
- D. When the tenth player arrives after game time, he or she will be required to fill the tenth position in the batting order, which will be his/her place for his/her turn at bat. (OPTION: THE TENTH PLAYER THAT ARRIVES LATE MAY BE USED AS A SUBSTITUTE AND THE TEAM MAY CONTINUE PLAYING WITH ONLY NINE (9) PLAYERS.) Additional late players will be added to the end of the batting order.**

Any time player in unlimited batting order leaves line-up (due to injury, ejection, etc.), the following rule is applied:

1. The ejected or injured player is out of game and no further participation is allowed. The next time ejected player is due to bat, it is an automatic out; thereafter, their position in the order is skipped with no further penalty.
2. Blood Rule: Any player bleeding, with open wound, or excessive amount of blood on uniform shall be directed to leave game. After proper treatment is rendered to injured player and/or uniform, player may re-enter at next substitution opportunity. It is not automatic out the first time injured person's spot comes up in batting order.
3. If player ejected or injured during first inning and no outs recorded, designated runner selected by umpire.

X. CODE OF CONDUCT

SCMAF

All players, managers, and coaches must conform to the SCMAF "Players Code of Conduct."

League Director

All player actions subject to review by League Director and may result in further disciplinary actions. Field supervisors and umpires required to report circumstances regarding ejections or unsportsmanlike conduct to League Director.

Managers

Managers are responsible for the behavior of their player and fans. The team manager shall present all grievances to the League Director. Any unusual tactics, profanity, or derogatory remarks by a player or manager may result in ejection from the game and/or park. Ejection may occur without a previous warning.

Ejections/Suspensions

Ejected players not eligible to participate in next scheduled league game and or any games within a weeks' time. Managers may automatically be suspended following game if any of their players are ejected from game. All time limits for leaving park after ejection are at discretion of umpire. If ejected player participates, game will be forfeited.

City of Whittier, Parks, Recreation and Community Services Department reserves right to suspend any player from competition for any period of time it deems appropriate for unsportsmanlike conduct of any type, actions before, during, and after game anywhere on facility, or any actions that result due to participation in City program.

There must be no physical contact with Field Supervisor or Umpire or Opposing Player. NO PLAYER, MANAGER, OR SPECTATOR may hit, touch, bump, brush, or swipe at staff member or umpire or opposing player with their body, glove, ball, bat, clipboard, or any object. Anyone who makes contact with staff member or umpire or opposing player will be suspended from program and facility for a period of time to be determined by the League Coordinator.

Second Offense

If player is ejected or disciplined twice in any season, they may be eliminated from further competition for remainder of that season. If, in opinion of League Coordinator, stronger action is warranted, both manager and player of that team will be notified of the action taken. Suspended players shall not be permitted on the facility during league play.

XI. COED LEAGUES

- A. Team shall consist of ten (10) players. However, game may be played without forfeit with eight (8) players.
 - 1. A game may be played without forfeit with eight (8) rostered players with no more than five (5) of either sex. (Specifically: 4 women-5 men; or 5 women-4 men; or 4 women-4 men.) 5/3 is not permissible distribution of men/women or women/men.
 - 2. BATTING ORDER: Players must bat in alternation order by sex.
- B. A male batter, who is walked on four consecutive balls with no strikes thrown during his time at bat, shall be awarded second base. Baserunners advance only if ordered to vacate their bases.

XII. COLLISIONS

It is the City of Whittier's intent to avoid collisions whenever possible to prevent injury. **AT NO TIME DOES THE CITY OF WHITTIER INSIST OR MAKE IT MANDATORY FOR ANYONE TO SLIDE, ONLY TO AVOID INTERFERENCE WITH A FIELDER. RUNNERS SHOULD ATTEMPT TO AVOID CONTACT WITHOUT INTERFERENCE.**

XIII. SOFTBALL TELEPHONE

For information regarding game schedules, please call the Whittier Community Center at (562) 567-9430.

APPENDIX A

BAT RULE

The City of Whittier Adult Softball program enforces a bat rule to create a “balanced playing field” so that no team gains a distinct advantage over another. The goal is to create as safe an environment as possible with the new and improved equipment particularly the recent technologies in bat and ball manufacturing. Our **BAT RULE** is:

1. ASA Bat list located at www.ASASoftball.com
2. All legal and illegal bats are published on this list.
3. All bats used in the league should have an ASA stamp on the bat.
4. ASA stamp does not guarantee bat is still within current regulations.

Managers & Players

It is RESPONSIBILITY OF EACH INDIVIDUAL to ensure that his/her equipment conforms to the standards of league play AS LEGAL EQUIPMENT. This burden, whether real or implied, IS NOT THE RESPONSIBILITY OF THE LEAGUE COORDINATOR, HIS/HER STAFF, AN UMPIRE, OR DESIGNATED REPRESENTATIVE OF THE CITY OF WHITTIER.

Umpires & League Director

The umpire has the authority to remove any bat that he/she suspects has been altered in any way. This judgment is left entirely to the discretion of the umpire in any given game.

Suspected & Suspended Bats

If any bat is in question, please report to Umpire or League Director immediately. Staff will have current ASA Bat List on site at York Field.

A bat that has been removed from any game can no longer be used at York Field, unless approved by the City of Whittier Parks, Recreation and Community Services Department.

The game shall be immediately forfeited by any team whose player takes a position in the batter’s box with any bat that has been previously removed by the umpire in accordance with this rule.

OFFICIAL BAT PROTESTS

UPON PROTEST ABOUT BAT, THE FOLLOWING PROCEDURE WILL BE ADOPTED AND WILL BE ENFORCED IMMEDIATELY.

1. In the event a bat (that does not appear on the bat list) is in question, either team may lodge a protest. Both managers will be informed of the protest, and the Umpire will record and document the circumstances at the time of the protest. The protesting manager must file a written statement and a \$25 payment.
2. IF THE PROTEST IS DECLINED (the equipment is legal and meets the specifications outlined in the City of Whittier rules), the RESULT of the game will stand.
3. IF THE PROTEST IS UPHOLD (and the equipment fails to meet the specifications outlined in the City of Whittier rules), a FORFEIT will be awarded against the team using the illegal equipment and that team.
4. If protest for using an illegal bat is against your team, YOUR PLAYER WILL HAVE 24 HOURS (ONE WORKING DAY) to obtain manufacturer’s specification sheet on piece of equipment in question. FAILURE TO PRODUCE MANUFACTURER’S SPECIFICATION SHEET ON PIECE OF EQUIPMENT WILL RESULT IN AUTOMATIC FORFEIT.

RECOMMENDATIONS:

If you plan to purchase a softball bat, it is recommended that PRIOR TO PURCHASE you obtain a manufacturer’s specification sheet on the equipment and have City Staff review those specifications to make sure that the equipment conforms to City standards.

NOTES:

MANY COMPANIES CALL PRODUCT “DOUBLE WALL,” DUAL SHELL,” “OVERLAPPING WALLS,” or “SLEEVED WRAPPED.” Please note the term “Double Wall” is synonymous with “Dual Shell” or “Sleeved Core” and fails to meet the parameters established for recreation adult softball programs operated by municipalities and organizations that do not allow multiple wall bats. For approval of single wall bat, it is recommended you submit manufacturer’s specification sheet prior to purchase of any bat. Stores should be able to supply necessary manufacturer’s specification sheet so that established standards are met.

APPENDIX B

SAFETY BAG

The City of Whittier implemented an orange safety bag at first base in the Spring 2015 season.

The safety base is designed to prevent collisions and other contact incidents at first base. If you have any questions regarding this, please ask our umpires or league director. Our house rules regarding this matter supersede any rules used in other leagues, so please make sure to ask if you are unsure about these important details.

NOTE: ALL APPEAL PLAYS MUST BE ISSUED TO UMPIRE.

WHILE TEAM IS ON DEFENSE:

- A. First baseman, other defensive players must touch white portion of safety base during play on throws from fielders to first base when attempting to get batter runner out.
- B. If defensive players touch orange portion of base, umpire will call obstruction and award batter runner first base. This is umpire's judgment call.
- C. If errant throw from fielder occurs/first baseman pulled into baseline and impedes batter runner progress towards first base... SEE BELOW FOR RULING.

DEFENSIVE OBSTRUCTION

Play is dead/Delayed dead ball. Base runners will be awarded their next base. Batter runner occupies first.

NOTE: Play is judgement of umpire.

WHILE TEAM IS ON OFFENSE:

- A. Batter runner may only touch orange portion of base during progress towards first base.
- B. Because batter runner is allowed to run through first base, they may run straight through orange half, remaining in foul territory.
- C. If errant throw occurs/fielder impedes batter runner's progress towards safety bag...
SEE ABOVE - DEFENSIVE OBSTRUCTION
- D. If there is no play to be made at first base, such as batted ball that will result in a double, batter-runner may touch white half of base while advancing toward second base.
- E. If batter runner touches white half on play at first... SEE BELOW FOR RULING.
RUNNER INTERFERENCE: Defensive team may appeal play. If umpire noticed batter runner's foot placement, runner will be called out. Play is dead/Delayed dead ball.
- F. Batted balls that hit white portion of base are fair, while balls that hit orange half are foul.

ONCE BATTER RUNNER HAS REACHED BASE SAFELY

- A. Base runner may lead off from either bag. Base no longer has separation into halves.
- B. Fielder and base runner are now both entitled to either bag, involving plays such as:
 - 1. A batted ball that is caught for an out, runner may advance from or return to either bag.
 - 2. Fielder may tag either bag while attempting to get the runner out.

City of Whittier

Parks, Recreation & Community Services Department



By my signature below, I acknowledge that I have read, understand, and agree to policies and procedures of the Adult Softball League as defined in the rules packet that I have received.

Team Name

Team Manager's Signature

Date