



ADULT SOFTBALL RULE PACKET

Schedules, Standings, and League information is all available at www.teamsideline.com/chico

Updates for the next adult sports season are highlighted in yellow.

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to know the rules and abide by them. Every player's responsible for respecting and cooperating with the officials. The team manager's responsible for ensuring proper behavior on the part of his/her team's fans. The team manager is ultimately responsible for all the above to the CARD staff. All infractions will be governed by the Players' Code of Conduct.

The objective of CARD Sports Leagues is to provide the opportunity for participants to benefit from quality leisure time activities that encourage fitness, healthy competition, fun, and fellowship in the form of organized sports. Friendly competition and good-spirited rivalry are expected. However, Officials and Facility Supervisors are CARD employees and will not tolerate verbal abuse or physical threats from or amongst players, coaches, or spectators. Managers are responsible for their team and spectators. Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. The Official or Facility Supervisor may forfeit games if either team's participants or supporters interfere with proper game conduct.

GENERAL

CARD SPORTS EJECTION CRITERIA

1. RESPECT OUR STAFF

Questions regarding the officials' calls must be directed to gym/field supervisors only by the coaches or team managers.

Team managers and coaches must ensure their players and spectators are respectful to the staff.

2. SPORTSMANSHIP

CARD staff can eject any player, manager, coach, or spectator for creating an unsafe or unsportsmanlike environment.

Any use of profanity directed towards CARD staff, other players, managers, coaches, or spectators may result in ejection from the game and suspension from future CARD programming.

We are here to help people play.

No jewelry (rings, watches, necklaces, earrings, etc.) may be worn during the games (safety). Length of fingernails, if deemed dangerous, will be cause for removal of a player from that game.

BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered, or the uniform is changed.



LEAGUES

1. The Chico Area Recreation and Park District (CARD) will determine the number, variety, and type of leagues.
2. Teams must play at the time, place, and date specified on their schedule. No team shall be given special concessions on fields, game times, or nights of play.

ELIGIBILITY OF TEAMS

1. Team Roster: The maximum number of players allowed on a roster is 25. (This includes the manager, providing they are a playing manager)
2. Team Roster: The minimum number of players on the roster is 10.
3. Only players who meet league requirements and have signed up as a player on their team roster via team sideline and/or player addition form and have it on file at the CARD office are eligible to play. **Penalty: The player will be removed from the game, possible forfeiture of the game, and there possible suspension of the manager.**

Player Eligibility

1. Players may not play on two teams in the same division. Penalties for playing with an ineligible player include forfeiture from the game being played at the time the issue is brought to CARD staff attention (i.e. the game official or Adult Sports Director) and suspension of the team manager for the team's next game.
2. Scorebooks/line-ups MUST include the player's **FIRST** and **LAST** name.
 - a. Games are subject to delay if this information is not complete.
 - i. This information is crucial for playoff eligibility tracking.
3. Rostered D Players
 - a. A maximum of **(2)** Rostered D players will be allowed on an **E-2** Division Roster
 - b. D players must be identified on the E-2 Roster
 - c. Requests to "replace" D-rostered players mid-season will NOT be approved.
 - d. Requests to "add" D rostered players past the 4-week change deadline will NOT be approved.
 - e. Rostered D players may NOT play on a REC Division Team
4. All teams must have at least ten players on their roster by their first game of a new season. Player information must be completed with first and last names.
5. Youth Players:
 - a. The minimum age for adult sports is 16. A parent must sign a youth player's add form and waiver, and the form must be submitted to the on-site staff or to the CARD office with some form of age verification (ID, Birth certificate, etc.).
6. ALL PLAYERS MUST BE PREPARED TO SHOW ID
 - a. Players must have a picture ID with their date of birth.
 - i. If another manager questions a player's age or name, an ID check will be made.
 - ii. Failure to present a valid ID with first and last name will result in the player not being eligible to participate.
7. A team manager or representative who uses an ineligible player or non-rostered player in a



game will be suspended from the current game and the following game.

- a. Game will result in a forfeit.

Playoff Eligibility

1. A player is considered "playoff eligible" if they are a rostered player that has participated in at least **3** regular season games as recorded by CARD staff. Team managers can uphold or waive the playoff eligibility rule to allow a player on the opposing team to participate in a playoff game.
 - a. Players must be present and check in with the officiating CARD staff member before participating in each playoff game.
 - i. Playoff eligibility being waived in a single playoff game does **not** guarantee the waived status in subsequent playoff/championship games.

Late arrivals are NOT eligible to participate in Championship games once the game has begun.

ROSTERS

1. Rosters are due via the team sideline before the start of the first game. The team manager cannot make changes after week 4.
 - a. All individuals in the team area and on the field of play must be on the roster.
 - b. Staff will do roster checks during the regular season and before playoff games.
 - c. Managers and base coaches must be listed on the roster for liability reasons.
 - i. No pick-up players (subs)
 - d. Changes needed after week 4 of the regular season must be requested with an "Add/Drop" form to the CARD office.
2. Players must be a minimum of 16 years of age to play. Players aged 16 and 17 must have a youth participation form signed by a parent /guardian. Must show age verification to a CARD staff member prior to playing in any CARD Adult Sports program.

Uniforms

1. Uniforms or matching shirts are recommended for players in all leagues but are not required. CARD requires all shirts to be made of appropriate, family-safe material. CARD reserves the right to ask any team to change shirts or jerseys. Teams refusing to remove offensive clothing during league play are subject to removal from the league and forfeiture of fees.

Equipment

1. A player shall not wear anything that can be dangerous to another player.
 - a. Metal cleats/spikes are not allowed.
 - i. Any player wearing metal cleats/spikes will be ejected from the game and is recorded as an out if at bat or on base.
 - b. Pitchers are encouraged to wear protective masks to help prevent major injuries.
2. Bats:



- a. Must have ASA Certification or USA Softball Certification Stamps and may not be listed on Non-Approved Bat List
 - i. Penalty
 1. Observed before use:
 - a. Bat is documented and removed from the field/dugout.
 - b. Manager is warned re: Illegal Equipment
 2. Observed during use:
 - a. The batter is out and warned.
 - b. Batter is ejected if the offense is repeated.
 - c. If identified before the next pitch: Runner's return.
 - d. If a runner was retired on the play, the out stands and the runner does not return
 3. Observed following the next pitch:
 - a. Bat is documented and removed from the field/dugout.
 - b. Manager is warned: Illegal Equipment.
 - c. The game may be played under protest.

Game Times/Lengths:

1. Men's and Women's divisions will play seven (7) innings, or the time limit, whichever comes first.
 - a. Once an inning has started, it must be finished regardless of the time limit.
 - b. No new inning will be started after the 60-minute mark.
 - c. "Called" games are official after three full innings of gameplay. (weather, darkness, etc.)
2. COED divisions will play nine (9) innings or the time limit, whichever comes first.
 - a. Once an inning has started, it must be finished regardless of the time limit.
 - b. No new inning will be started after the 60-minute mark.
 - c. "Called" games are official after three full innings of gameplay. (weather, darkness, etc.)

Championship games only,

- a. The time limit will be extended to 80 minutes.

Game Play: Current USA softball rules govern play with modifications as stated herein.

Scorekeeping:

The visiting team is responsible for keeping the official scorebook. The home team plays on the third base side, and the visiting team plays on the first base side.

If the visiting team does not have enough players or lacks the knowledge to accurately keep the scorebook, it can be assigned to a different person if both team managers and the CARD staff members officiating the game are in agreement.

Men's and Women's League Play:

1. Official USA Softball rules will be used except where CARD rules take precedence.
2. Batting order



- a. If a player is ejected from the game, the team will be credited with an out every time that player's batting position comes up.
 - b. If a player leaves due to injury and there is no player to replace that person, the team will be credited with an out one time and no further penalty thereafter.
3. Courtesy Runners
 - a. Men's leagues may use **1** courtesy runner per inning through the cycle throughout the game. Women's leagues may use **2** courtesy runners for a through the cycle, and they can use a different runner each time. Coed leagues may use **1** courtesy runner for each gender per inning through the cycle.
 - b. Since the teams are choosing the courtesy runners, the batter is out if they are on base when their spot comes up to bat.
 - c. Teams may not replace one courtesy runner for another courtesy runner.
4. Lineup Substitution
 - a. Teams may choose to bat their entire lineup, and late players must be added to the end of the batting lineup when they arrive. Please inform the umpire and the opposing team manager when players are added late.
 - b. Teams must bat with at least as many players as they have playing on the field.
5. Men's and Women's pitch leagues will use a pitching mat behind home plate.
 - a. A strike is any ball hitting the mat and/or home plate.
 - b. Pitch height must be between 6' and 12'
 - c. Count starts as 1 and 1. No extra foul ball for men. Women get 1 extra foul ball.
6. Home Run Rule
 - a. 4 home runs per team will be allowed for each game.
 - b. Excessive home runs are counted as an out.
 - c. On Hooker Oak Field:
 - Men's home run must clear both the fence and net.
 - Women's home run must clear the fence only.
7. No bunting or stealing is allowed.
 - a. Penalty – The batter bunting is out.
 - b. Stealing – Dead ball is called; runners return to bases, and the pitch stands as called.
8. Runners may touch home plate or the strike zone mat. The defense may tag home plate or the strike zone mat on force outs.
9. Teams must have at least seven players to start and end the game.
10. No infielder may play inside the baselines between first, second, and third base.
 - a. Penalty: Delayed dead ball call on any batted ball - all runners must advance at least one base, or no pitch is declared and the batter bats again.

Coed Division Play:

All rules previously stated in these rules and regulations pertaining to COED softball leagues except where men's or women's leagues are explicitly stated.



Listed below are the additional rules that pertain only to the COED divisions.

1. Softballs:
 - a. Men will hit a 12-inch "Softie" (squishy) ball. Women will hit an 11" traditional softball.
 - b. Players may not hit the wrong ball. Penalty: The batter is out if a man hits the wrong ball, fair or foul. If a woman hits the Softie ball, the play stands. If not hit, it counts as one of their 3 pitches.
2. Player Requirements:
 - a. Teams can play an equal number of men and women, but men cannot outnumber women at any time on the defensive field.
 - b. No more than five men can play defense at any time in the game. If a team is short on players, more women can play than men. For example, four men and six women.
 - a. Teams must have at least seven players to start and end the game. At least four of those seven must be women.
 - b. Courtesy runners must be the same sex as the runner they are replacing. All other courtesy runner rules mentioned previously still apply.
3. Batting Order
 - a. Teams must bat players in alternate order. Teams batting more women than men have the discretion of how men and women alternate.
 - b. Managers may freely substitute if points C through H below are followed:
 - c. At no time may two men bat back-to-back. This may result in a forfeit should it not be corrected immediately.
 - d. If a player is ejected from the game, the team will be credited with an out every time that player's batting position comes up. If a player leaves due to injury and there is no player to replace that person, the team will be credited with an out when that player is up to bat and no penalty thereafter. Teams must notify the official scorekeeper, the opposing team, and the umpire.
 - i. If the ejected player is female, the team should remove the subsequent male player in the batting order and have them rotate into the lineup with another male player.
 - e. Teams cannot bat with more men than women. A team with more men than women must substitute/adjust their batting lineup accordingly. Example: substitute a male player in the batting lineup with another male player each time around the lineup.
 - f. Players being substituted for may not bat any earlier than their original spot in the batting order when they return to the lineup.
 - g. Teams may choose to bat their entire lineup. Late players must be added to the end of the batting lineup or substituted into the batting lineup when they arrive. Please inform the umpire and the opposing team manager of late arrivals.
 - h. All players playing on the field must bat. Players may not take an out.



- i. Teams are allowed 1 courtesy runner per inning per gender.

4. Defensive Rules

- a. Assuming a team is playing with 5 men and 5 women, 2 men will play in the infield, 2 men in the outfield, and 1 man at pitcher or catcher.
 - i. Exception: If a team has more women playing than men, there must be one man in the infield and one man in the outfield, if numerically possible. The pitcher and catcher can be a man and a woman or two women.
 - ii. Shorthanded rule: (Less than 10 players) If a team plays shorthanded with either two or three players in the infield or outfield, at least one must be a man and at least one must be a woman, if numerically possible. A team may elect not to have a defensive pitcher.
- b. No infielder may play any batter inside the baselines between first, second, and third base. All male infielders must play on the infield dirt and be able to play their defensive position until the ball is hit.
 - i. Penalty: A delayed dead ball call on any batted ball means all runners must advance at least one base, or no pitch is declared, and the batter bats again.

a. Home Plate

- i. Any player can take the throw at the plate.
- ii. On all plays at home plate, the defensive player will tag home plate and not the runner. The offensive runner should run to the scoring line, not through the batter's box or home plate.
- iii. Any runner touching home plate or going through the batter's box at any time will be declared an **out**.
- iv. The umpire will declare the runner out or safe, such as on a force play, depending on the defensive player's home plate/strike zone tag or the offensive player's crossing of the "scoring line."
- v. A play at the plate is defined as any play that occurs once the runner crosses the commitment line toward home plate. Once the runner has crossed the line, the catcher can only record an out on the play by stepping on home plate before the runner crosses the scoring line at the right side of the batter's box. If the runner is between the commitment line and third base, an out may be recorded by tag or the force at home plate.

b. Third Base Commitment line.

- i. A line 20 feet from the back of home plate is marked. No runner may cross this line and return to third base.
- ii. "Tagging Up" – Once committed, always committed. If, in a "tag-up" situation, a runner passes the commitment line before he/she tags up, they must tag up at third base and try to score.



- c. Collision Rule:
 - i. Offensive players must attempt to avoid contact with the defensive player.
 - 1. The runner is out if an effort to avoid contact is not made. Ejection from the game if the umpire decides the collision was flagrant.
- d. A batted ball hitting the offensive pitcher is a dead ball and an out. The offensive pitcher must attempt to move from the path of the ball and/or the path of the defensive player.
 - i. Penalty: If flagrant in the umpire's eyes, the batter is out, and no runners can advance.
- e. Teams will have a defensive pitcher who must play three feet to one side or behind the offensive pitcher and may not move until the ball is released.
 - i. Penalty: Delayed dead ball call on any batted ball: all runners must advance at least one base, or no pitch is declared, and the batter bats again.

5. Game Play

- a. Teams will pitch to their own batter, who must bat. The pitch may be any height and speed, and the pitcher must pitch from the proper pitching rubber.
- b. All leagues will play three pitches per batter. The third pitch must be a fair-batted ball, or the batter is out by strikeout. Any pitched ball striking the ground is dead.
- c. Sliding is acceptable.
- d. At Community Park when fences are up on Booth, Barile & Mertz, any ball hit from home plate that clears those fences on a fly will be considered a home run.

REC Division Play:

1. 10-Run Rule

- a. A 10-run rule will be instituted to keep the pace of play for games where teams may potentially be mismatched in skill level.
- b. Teams will be limited to a total of 10 runs possible per inning.
- c. Upon the 10th run being scored in an inning, the teams will switch roles. The team that was currently batting would go out on defense regardless of the number of outs they had while batting.

Misconduct:

- 1. If any player is ejected for any reason, they must participate in an Ejection Review with the Recreation Supervisor before the next scheduled contest.
 - a. Players are ineligible to play in any CARD Adult Sports while serving a suspension.

Miscellaneous Information:

- 1. All regular season games will have one umpire.



2. If a batted ball hits trees/branches in the field of play, it is dead, but the pitch will count.
3. Bats shall be kept inside the dugout or on the bat racks. Should bats left on the field obstruct the path of a live ball, the umpire will call the appropriate USA Softball obstruction rule.
4. Any player witnessed throwing their bat will result in a team warning by the umpire for the first offense. The second offense by any player on that team will result in that player being ejected from the game.

REMINDER

This is a recreational program. Players are not professionals, and while we encourage competition, the win-loss aspect is not a matter of life and death.

Stay under control.

The referees and other officials/staff are not professionals either, and errors may be made. All efforts are made to limit and correct errors but they are not all correctable.