

**City of Seaside Recreation
ADULT CO-ED & MEN'S ONLY
SLOW PITCH SOFTBALL LEAGUE RULES**

GENERAL INFORMATION

League Coordinator: Gianna Stagnaro (831) 899-6806 or gstagnaro@ci.seaside.ca.us

Field Locations: David Cutino Park, Seaside

It is the responsibility of each team manager to thoroughly cover all Rules & Regulations with their team members before league play begins.

The following rules shall govern all adult teams and leagues playing under the jurisdiction of the City of Seaside Recreation Department (SRD).

SECTION I – ROSTERS/PLAYERS

1. Team rosters will consist of a maximum of sixteen (16). This includes the manager if he/she plays. Players may be added or dropped from rosters through the third game of league play. After which, roster changes must be submitted in writing to the SRD Sports Coordinator at least 48 hours prior to the next scheduled game for disposition. Only the SRD staff can approve/disapprove roster changes after the third game of the season.
2. After the third game, any player who has not yet signed the roster must show their Photo I.D. in order to sign the roster and be eligible to play. Regular players being replaced by reserve players will be unable to play during the game in progress. 3. Players may play on one Co-ed team and/or one Men's team only during league and tournament play. Players will be dropped from all other teams other than the one in which they can legally play. Once dropped, their roster spot can become available for another eligible player to occupy. Any player violating this rule will be immediately suspended with all games being forfeited by the team in which the illegal player participated.
3. All players in the SRD must be listed on the roster of the team they are playing for. Failure to do so will result in a forfeiture of all games played in by the illegal player.
4. All players must sign the roster before playing their first game of the season. Players who have not signed the roster may not play until doing so. Any player who has not signed the roster will not be eligible for the playoffs.
5. Any player playing under an assumed name or AKA is illegal. Any player violating this rule will be immediately suspended for the remainder of the season and all games being forfeited in which the illegal player participated in.
6. Teams can have a maximum of ten (10) but not less than eight (8) players on the field at any one time.

7. **(Co-ed Only)** A minimum of four (4) female players must be on the field at all times. A maximum of six (6) males may be on the field at any one time. The only exception to this rule is when playing with 8 players. A minimum of three (3) female players must be on the field at all times.
8. Players must be 18 years old on the day league play begins.
9. Individuals participating in the activities sponsored by the SRD do so at their own risk. The SRD cannot be held liable for any personal injury or property loss/damage.

SECTION II – OFFICIALS

1. The SRD will provide an official umpire and scorekeeper for each scheduled game.
2. Umpires and scorekeepers are representatives of the SRD, as such they are authorized and required to enforce all applicable rules and regulations without contestation.

SECTION III – GAMES

1. The manager or his/her designee must give the scorekeeper the team's line-up no later than ten minutes prior to game time. Line-up cards must include the player's first names, and be neat and legible. The manager or his/her designee will cooperate in every way with the umpires and scorekeeper in order to start games on time.
2. Any team attempting to deliberately stall the start of a game will be given one warning. If, in the judgment of the official, the team continues to stall, the official may call the game a forfeit.
3. The manager or his/her designee is the official representative of the team. As such, they are responsible for the eligibility, conduct, and sportsmanship of all players on the roster.
4. Teams must have at least eight (8) players ready to play five (5) minutes after the official start of the game. If games are running late, then players must be ready to play five (5) minutes following the end of the previous game. Failure to comply with these provisions will result in a forfeit. Should a team forfeit two (2) games, they may be dropped from league play depending upon the circumstances surrounding the forfeiture. Teams with two forfeitures who continue to play will be ineligible for the playoffs.
5. A regulation game is seven (7) innings or 50 minutes.
6. A 20 run rule will be in effect after 4 innings and 15-run rule after five (5) innings is in effect for all games including playoffs and championship games.
7. If there is a tie at the end of regulation play, the game will continue until a winner is decided or 50 minutes is up. Tie games at the end of the time limit will be recorded as 1/2 win and 1/2 loss for each team.

SECTION IV – CANCELLATIONS

1. Only the SRD may make changes to the league schedule. Any team that foresees a conflict with their schedule is to notify the SRD seventy-two (72) hours prior to the start of the game so that the SRD can notify the scheduled opponent. Failure to notify within the specified time will result in a forfeit.
2. In a suspended game, if less than 5 complete innings have been played, the game will be rescheduled and continue from the point in which it was suspended. If more than 5 complete innings have been played, the score will stand as is and will not be made up.

SECTION V – RULES

Official rules for this league are the same as those published in the ASA. ASA rules can be found at www.asasoftball.com. The SRD reserves the right to modify, delete, or otherwise change any rules of the game which the department deems necessary.

1. Smoking is prohibited on all City parks and playgrounds.
2. Alcoholic beverages are prohibited at all times on City owned facilities. Failure to comply with this provision will result in forfeiture of the game and possible suspension from the league.
3. For the protection of players, metal cleats are not allowed. Players must wear shoes with either rubber cleats or other appropriate nonmetallic shoe. Players failing to comply with this provision face possible suspension from further league play.
4. All players, excluding the on deck batter, must remain in the dugout or behind the playing line. Only one coach is permitted in the coach's box.
5. Teams may substitute fielders freely in between innings when using a continuous batting line-up.
6. Teams with eight or nine players must provide their own catcher.
7. All base runners must stay in contact with the base until the ball makes contact with the batters bat. Runners failing to do so will be called out.
8. A SAFETY (scoring) LINE will be placed on the third base side of home plate. This line is for runners only. Runners must cross the line instead of touching home plate when there is a potential play at home. It is the judgment of the official whether to call out the runner for touching home plate.
9. All plays at home plate will be force outs.
10. On a play at home when the runner has not passed the "scoring line" and the defensive player is in possession of the ball and touching home plate, the runner will be called out.
11. A double safety base will be used for first base. The orange portion of the base rests in foul territory. Runners must make every reasonable effort to touch the orange portion of the base. Failure to touch the portion of the orange base may result in an out. The orange portion of first base is not to be used for the fielding team to record an out.

12. Base Running – Courtesy runner may be used in all games but only once per inning. Men may not run for women. Base runners must attempt to slide or veer to either side of the base and must make all attempts to avoid contact with the fielder. **Base runners who initiate collisions with the fielder will be called out and may be ejected depending on the umpire's judgement.** Fake tags will not be permitted. If a fielder makes a fake tag and the runner slides, the fielder will automatically be ejected from the game.
13. All defensive infielders must play in line or behind the first and third base, and behind the baseline when a player is batting; as to prevent teams from crowding the home plate. Playing in front of these parameters will result in a free base for the batter.
14. Players not present at game time must be dropped from the lineup. Players not removed from the lineup will be called out each time their turn at bat comes up. Players arriving late may be added to the bottom of the line-up including players not dropped from the original line up. Players not dropped from the line up but show up late will still have an automatic out recorded each time their original spot in the batting order comes up.
15. Users of the field are responsible for any damage that occurs from objects that leave the field of play.

16. (Co-ed RULES)

- a. The batting order must alternate male-female or female-male. Females may bat continuously in the line up to adjust for the male to female ratio. Defensive positioning does not matter. If there's extra men, then 2 share a spot and have to rotate their at bats in their batting position. Any player in the batting order can take a position anywhere on defense. The pitcher and catcher do not have to be a female or male combination.
- b. Co-ed teams must always play with a minimum of three (3) females and five (5) males. Any number less than eight at any time is a forfeit.
NOTE: If you play with 6 males and 3 females, you must play with 3 outfielders and no rover.
- c. When a male receives a base-on-balls or intentional walk, he will be awarded first and second base. **The female batter MUST bat with less than two outs. If there are two outs, the female batter has the option to bat or take the walk to first base.**
- d. Bunting, chopping, or half swings are prohibited. Any attempt to do so will result in the batter being called out.
- e. Batters may not bat on or directly in front of home plate. Batters doing so will be called out.
- f. All players on the batting line-up must make an attempt to hit. Skipping a batter on the lineup will result in an out.

- g. All bats must bear an ASA approved 2000, 2004 or 2014 certification.
- h. Bats in question by the opposing team must be brought to the attention of the official before, during or immediately following an at bat in progress. Any bat in question that is deemed illegal must be removed from the game and the batter will be called out.
- i. **(Co-ed ONLY)** Male fielders may not interfere with plays being made by females. In the event that this occurs, all runners will be declared safe and awarded one additional base. It is up to the judgment of the umpire as to whether interference occurred.
- j. Any player ejected from a game for unsportsmanlike conduct will automatically be suspended from their next scheduled game and placed on probation for the remainder of the season in progress.
- k. The SRD reserves the right to add or delete any rules of the game, which the department deems necessary for the good of the program, before, during or after the completion of the season.

17. Home Run Rule (CO-ED & MEN'S)

- a. The Home Run Equalizer will be in effect for all Leagues. Once a team hits a home run, the team cannot hit another home run until the opposing team hits a home run. For excess home runs, the ball is dead and the batter is out. No runners can advance. Example) If Team A hits a home run, then Team B hits a home run. Now it is equal home runs. Team B can now hit another home run. So when home runs are equal, either team can hit a home run.
- b. Inside the park home runs will not be count towards the Home Run Equalizer. If the ball hits the netting on left field – it is **PLAYABLE**.
- c. Any fair fly ball touched by a defensive player that goes over the fence in fair territory, should be declared a four-base award (error) and will not count toward the Home Run Equalizer.

18. Pitching Rule (CO-ED & MEN'S)

- a. The pitched ball must have an arc of at least 6 feet from release and no higher than 12 feet from the ground. A pitch that hits the home plate or home plate extension will be called a 'strike'. A home plate extension will be used for both Leagues. The pitcher's mound is set at 50'.
- b. A "3 balls, 2 strike" count will be in effect in all leagues as opposed to the tradition "4 ball, 3 strike" count. Basically, means that once you step into the batter's box, you start with "1 ball and 1 strike" count. Once the batter has two strikes, the batter will be given one 'Courtesy Foul'. After the 'Courtesy Foul', any foul ball by the batter and the batter will be called out.

SECTION VI – PLAYOFFS/AWARDS

1. Each team will play a minimum of eleven (11) games.

2. League games and playoff formats will be determined before league play begins and will be stated on the league schedule. League games and playoffs will be in the interest of all teams.
3. Championship games will play a full 7 innings without a time limit. The 20 run rule after 4 innings and 15-run rule after 5 innings will remain in effect.
4. Players on the roster who have not played at least one (1) game; and signed the waiver, will not be eligible for the playoffs.
5. Each Division winner will receive individual awards.
6. In the event a winner is not declared by overall record, the following will be used to decide all ties;
 - a. Head to head competition during league play;
 - b. Total runs GIVEN UP during season;
 - c. Total runs SCORED during season;
 - d. Team run differential. Home team will be determined by the higher seeded team during the playoffs.

SECTION VII – MANAGER’S RESPONSIBILITIES

1. Managers are responsible to see that all their players know and abide by the league rules and regulations.
2. Managers are responsible to communicate all schedules and schedule changes to their players.
3. Managers are responsible to inform all players of proper behavior conduct, league and game rules.
4. Managers are responsible to demonstrate cooperation with umpires, scorekeepers and other league officials.
5. Managers are responsible for the actions of their players both on and off the field, as well as any actions of spectators affiliated with their team.

SECTION VIII – PLAYER’S CODE OF CONDUCT

1. **No alcohol or other drugs are permitted** anywhere on the Sports Grounds or parking lot. No exceptions. Forfeiture of game and player(s) suspension will result in the event that alcohol is used. Anyone in possession of an alcoholic beverage will be automatically suspended for one game and the whole team will be placed on probation. ***No warning needed.***
2. **No Smoking.** There is no smoking allowed on the field level at David Cutino Park. Smoking is only allowed at the parking lot outside of David Cutino Park.
3. **Children are not allowed** on the field. Supervision must be provided for children at all times.
4. **PETS:** Are not allowed inside David Cutino Park.
5. **Appropriate Sportsmanlike behavior** is expected of all players and spectators at all times. Anyone displaying or threatening violence against a person or property will be automatically suspended from further play.

6. **Ejected Manager:** An Ejected Manager must sit out a minimum of one game. The minimum one game suspension will begin after the manager has met with League Coordinator. The manager may not coach, manage or play during the suspension.
7. **Ejected Player: An ejected player must leave the field following the ejection. Failure to do so will cause the player's team to forfeit the game. Any player ejected from a game will be suspended for minimum of 1 game, and he/she must meet with League Coordinator to compete in any subsequent games in ANY league or other Seaside Recreation programs. The ejected player MUST call 899-6806 to make an appointment. Should an ejected player attempt to play before meeting with the League Coordinator, his/her team will forfeit the game in which he/she played.**
8. Players, Coaches, Managers, Umpires or Spectators will not make disparaging or insulting remarks to or about opposing players, coaches, managers, officials, spectators, or Seaside Recreation Staff- use expletives or negative comments that may be heard by those in the stands and surrounding area of the playing field, or commit other acts that should be considered unsportsmanlike. The game umpire will have discretion to warn teams or the umpires will assess penalties against the offending team or eject players. **The league coordinator may also issue suspensions for negative remarks or unsportsmanlike comments directed towards players, Umpires, spectators or Seaside Recreation staff.**