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Always exhibit sportsmanship and honesty. And have some fun.

I. GENERAL INFORMATION

1. The following rules shall govern all teams and leagues of the adult softball program under the jurisdiction of the Solvang Recreation Department. With the exception only to local guidelines, all rules will be administered in accordance with the SCMAF 2016 rulebook.

2. The City of Solvang, any school, school grounds, public and/or private parks, public and/or private property being utilized in conjunction with this league will not assume responsibility for personal injury or property damages to persons participating in this adult sport activity. **The participant recognizes there is a risk of injury by participating in this program.**

3. The Recreation Staff shall serve as League Director and has final authority to make decisions regarding all league rules and regulations.

4. The team manager(s) has full responsibility for assuming all financial obligations to the city regardless of cause.

5. **Damage incurred to self, other persons, vehicles, homes, or other public and/or private property is the sole financial responsibility of the player(s) responsible for causing the damage.**

II. GENERAL PLAYING RULES / FIELD RULES

1. The League Director will determine placement of teams within the various divisions of the league.

2. A fifteen (15) run rule after five (5) innings of play will apply all season. After a complete inning if one team is ahead by more than fifteen (15) runs the game will be stopped.

3. The games start promptly at the scheduled time. Game time is forfeit time. (If both managers agree the 5:45 game may have a 10-minute leeway to begin but the length of the game will be reduced from 60 min. to 50 min.). If no official is present at game time, team managers may jointly agree to play the game and if so, the final score from that game **will stand**. If team managers agree not to play the league director will reschedule the game at the earliest time available.

4. Sliding is permissible, however, players who flagrantly slide or dive into a base/player with the intent of hurting/intimidating a defensive player is subject to being ruled out and/or ejected from the game.

5. On a double play, the runner who was called "out" must get out of the way of the fielder attempting to make the next out. If runner fails to get out of the way, the batter will also be called "out."

6. *Please note that field rules are designed with your safety as our primary concern.*

SOLVANG ELKS 1) The backstop fence extends down the first and third baseline and any ball that passes that "imaginary" line is ruled dead.

2) Any player who hits a homerun/foul ball/any ball over the fence in left field will be "out."

SUNNY FIELDS 1) The backstop fence extends down the first and third baseline and any ball that passes those "imaginary" lines is ruled dead.

7. A double base is for the safety of both the offensive and defensive players. The 1st baseperson is supposed to use the part of the base in fair territory while the base runner is to use the part in foul territory. This does not apply to the case where an errant throw causes a fielder to move into foul territory.

III. PLAYER ELIGIBILITY / TEAM ROSTERS / LATE ROSTER ADDS

1. A roster of players is to include names, addresses, zip codes, phone numbers, and signatures of **ALL** players. Roster limits maximum of eighteen (18) players for the Men's League and eighteen (18) players for the Coed League. The minimum number of players on a team roster is twelve (12) players. **The completed team roster is due PRIOR to the start of the first game. NO EXCEPTIONS.**

2. A player must be eighteen (18) years of age or older and out of high school to participate. A seventeen-(17) year old may be listed on a team roster but is not eligible to participate until his/her eighteenth (18th) birthday.

3. Each Team Manager ASSUMES THE RESPONSIBILITY of assuring that each of his/her players is legally rostered. A player found to be "illegal" for whatever reason is subjecting his/her team to a forfeit, his/her Team Manager to a suspension, and himself/herself to a suspension.

4. A player whose name appears on one or more rosters will have to "legally" participate on the team he/she plays for first in league play.

5. Players may be added throughout the "Late Add" process during the first three (3) weeks of play only. No one residing outside of the Santa Ynez Valley may be added through the "Late Add" process without the consent of the League Director and all managers in the league to which the player is being added.

6. If a team has been "officially" dissolved, players from that team may be added to another team roster using the late add process.

7. A Team Manager may petition the league to add players to his/her league roster following the first three (3) weeks if exceptional justification is given to the League Director to support this action. *Suggestion: Fill up your roster before the season begins.

*TEAMS WISHING TO ADD PLAYERS THROUGH THIS "LATE ADD" PROCESS NEED THE VERBAL APPROVAL OF THE CAPTAINS OF THE OTHER TEAMS AND THE LEAGUE DIRECTOR WITHIN THE DIVISION BEFORE THE PLAYER(S) MAY PARTICIPATE.

IV. PRE-GAME PROCEDURES

1. The first team listed on the league schedule will be considered the visiting team. The home team shall utilize the first base dugout.

2. The home team manager shall furnish a scorekeeper for each game played. It is the manager's responsibility to supply the scorekeepers with the game line-up, including first and last names of all players, prior to pre-game infield practice. The manager will forfeit infield practice until the line-up is turned in. Players who are not present when the line-up is turned in may be added at the END of the line-up. Please cooperate in seeing that games start on time. Scorekeepers must be of appropriate age, minimum 14 years. Both teams are responsible for the game score and must take it upon themselves to verify the score with the umpire at each half inning. **Both winning and losing teams must call in the score to the Recreation Department AFTER the game. 688-7529 x 225**

3. Each team will receive a MAXIMUM of five (5) minutes infield practice. Visiting teams will assume practice time first, followed by the home team.

Infield time will be in five (5) minute increments per team beginning ten (10) minutes prior to game time.

4. If your game is delayed by an earlier game, or by the umpire, then the game time limit starts when play begins.

5. Pitchers will be allowed five (5) warm-up pitches before the start of the first inning and one (1) warm-up pitch for each inning thereafter.

6. Any inning beginning within fifty-five (55) minutes of the initial start time will be completed. No new innings will begin after 55-minute mark. *All games ending in a tie will be counted as a tie.*

7. The Recreation Department will furnish the official game ball that becomes the property of the "home" team once the game begins. The visiting team will supply one (1) "back-up ball" considered in "good" condition by the umpire and home team manager prior to the start of the game.

8. Each team will be allowed two (2) courtesy runners per inning. If a team wishes to have additional courtesy runners, then the request must be presented to the umpire before the start of the game and agreed upon by the other team. Without such agreement the courtesy runner limit remains at two (2) per inning.

9. Players injured during game play are allowed a courtesy runner at any time during the game without penalty. However, after an injured player leaves the game that player cannot return, if it is the third courtesy runner of the inning.

V. BATTING LINE-UP OPTIONS

1. The manager MUST list ALL registered players in attendance at the game. The manager can list the players in any order he/she chooses and substitute players freely on defense BUT cannot change the batting order once submitted. Defensive changes do not have to be reported to the scorekeeper. The following are exceptions to the altering of the batting line-up:

- If a player is ejected, they are dropped from the line-up and cannot return. An out is recorded for the first time yet thereafter, the batter's turn is skipped.
- If a player is injured and misses their turn at bat, they are dropped from the line-up and cannot return. An out is recorded for the first time yet thereafter, the batter's turn is skipped.
- If a player leaves in the case of an emergency, they are dropped from the line-up and cannot return. An out is recorded for the first time yet thereafter, the batter's turn is skipped.
- If a player arrives late to the game, they may be added to the END of the line-up only.

VI. FORFEITS

1. Forfeit time is game time, as listed on all league schedules. Failure of a team to START and FINISH a game with at least eight (8) legally rostered players will constitute an automatic loss. The games start promptly at the scheduled time. Game time is forfeit time. If no official is present at game time, team managers may jointly agree to play the game and if so, the final score from that

game **will stand**. If team managers agree not to play the league director will reschedule the game at the earliest time available. (If both managers agree the 5:45 game may have a 10-minute leeway to begin but the length of the game will be reduced from 60 min. to 50 min.).

2. A double forfeit will count as a loss for both teams.

3. A team is allowed one forfeit in league play without penalty. **After league forfeit number one, a team will be REQUIRED to pay a fee of \$25.**

FAILURE to pay the fee within fourteen (14) days will result in all players on the team being suspended for the remainder of the season, including any possible post-season play. No forfeits please, teams wish to play. **If a team must forfeit an upcoming game please notify the league director by 4:30pm game day (or sooner) so all necessary teams, players, and officials may be notified prior to the game.**

VII. PITCHING RULES

1. Any legally pitched ball (meeting any league requirements) striking ANY part of home plate or an extension of home plate, which is 17" wide by 34" long, shall be considered a strike.

2. A 50' pitching distance is used for all divisions of play.

3. The extension plate is only for calling strikes; players must tag the regular home plate to score.

4. In the Men's League, a foul ball hit after two (2) strikes will result in a strikeout. In the Coed League, two (2) foul balls hit after two (2) strikes will result in a strikeout.

5. Pitching arch is limited. The minimum pitching height is over the batter's head and the maximum is sixteen (16) feet. These numbers are used only as a guide. It is to the umpire's judgment to determine if ball pitched is legal.

6. The umpire will call any pitch an automatic ball that is too low or too high, but if the batter swings at it, the ball becomes live.

VIII. AWARDS

1. Individual awards will be given to the first (1st) place team along with a team trophy.

2. Awards must be picked up within 30 days of the season's end or will become property of the city.

IX. PROTESTS

1. Protests shall not be received nor considered if they are based solely on a decision involving the accuracy or judgment on the part of the official.

2. Protests that could have little or no effect on the outcome of the game will not be considered.

3. Protests involving the misinterpretation of a playing rule shall be received and considered providing all applicable steps are taken as outlined in the SCMAF rulebook.

4. All protests must be in writing, and turned into the Recreation Department within two (2) working days.

5. If umpire does not arrive at game time, or shortly thereafter, the game will be cancelled and rescheduled by league director. However, if **both** team captains agree to play the game and "call their own," the game **will** count in league standings and **cannot** be petitioned or argued at a later time.

X. COED LEAGUE "SPECIAL" RULES

1. The defensive team may have up to ten (10) players on the field. However, a game may be played without forfeit with a minimum of eight (8) players. The following are the **ONLY** combination of players that are legal:

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|-----------------------------|-----------------------------|
| a. 4 men; 4 women; 8 total | b. 3 men; 5 women; 8 total |
| c. 5 men; 4 women; 9 total | d. 4 men; 5 women; 9 total |
| e. 3 men; 6 women; 9 total | f. 5 men; 5 women; 10 total |
| g. 4 men; 6 women; 10 total | h. 3 men; 7 women; 10 total |

2. Batting order: players must bat in alternating order by sex, i.e.: man, woman, man, woman, etc. Either a male or female may lead off in the official batting line-up.

3. The pitching distance is 50' for both male and female pitchers.

4. A minimum of three (3) outfielders, [two (2) in the case of eight (8) or nine (9) defensive players], must remain behind an outfield restriction line of 160' from the point of home plate until the batter swings at the pitch. While a female is batting, the rover must be female.

5. A male batter who is walked on four (4) consecutive balls with no strikes thrown during his time at bat or intentionally walked shall be awarded second base. Base runners advance only if forced to vacate their bases.

XI. SPECIAL CIRCUMSTANCES/CONDUCT

1. **UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.** Players ejected from a game will receive, at minimum, an additional one (1) game suspension. The department will review each case to determine if a more severe penalty is warranted. A suspension may range from one (1) game to permanent disqualification. If a suspension causes a team to have less than eight (8) players, the game shall count as a forfeit.

2. Consuming alcohol prior to, or during games, is not permitted. A team or player may be subjecting themselves to a forfeit and/or a suspension if caught violating this SCMAF, City of Solvang and California schools rule. Consuming alcohol on school property is a violation of state law. Minimum penalty: suspension from two league games, placed on probation for the remainder of the season. Maximum penalty: suspension for the remainder of the season.

3. Any physical contact or threat thereof upon an official, player or spectator meant to do harm will mean automatic removal from a game, and the offender(s) will be placed on suspension until action is taken. Minimum penalty: suspension from two league games, placed on probation for the remainder of the season. Maximum penalty: suspension for life and/or assault charges filed.

4. No player shall refuse to abide by official's decision. Minimum penalty: placed on probation for the remainder of the season. Maximum penalty: suspension from two league games, placed on probation for remainder of the season.

5. No player shall be guilty of objectionable demonstrations of dissent at official's decision. Penalty: the degree of infraction of this tenet of good sportsmanship shall in the official's judgment draw - minimum penalty: warning from the official; maximum penalty: removal from the game.

6. No player shall be guilty of using unnecessarily rough tactics in the course of the game against the body and person of an opposing player. Officials are required to immediately suspend players from further play and report to the League Director. Minimum penalty: placed on probation for the remainder of the season. Maximum penalty: suspension for two league games and placed on probation for the remainder of the season.

7. No player shall be guilty of an abusive verbal attack upon any player, official, or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Minimum penalty: placed on probation for the remainder of the season.

Maximum penalty: suspension from two league games and placed on probation for the remainder of the season.

8. No player shall be guilty of discussing publicly with spectators in a derogatory or abusive manner any play decisions of his/her personal opinion of other players during the game. Penalty: officials are required to warn players guilty of infraction of this rule, and failure of such player to comply will result in removal from the game.

9. No players or manager shall be guilty of using, playing, or having knowledge of an illegal player, or player using an assumed name. Minimum penalty: two-game suspension. Maximum penalty: suspension for the remainder of the season.

Please note: a) suspensions have no boundaries. I.e. If a player gets suspended or put on probation during one season, it may carry onto the next season and/or other sports; b) any player being placed on probation for the remainder of the season and reported again for violation of the "Code of Conduct" will be suspended for the remainder of the season; c) any player removed from the game may be required to leave the field immediately, failure to do so will carry the maximum penalty of suspension for the remainder of the season.

10. Teams (including players, coaches, and spectators) participating in sport leagues that are sponsored by the Recreation Department, or where officials and umpires are furnished by the City, shall be expected to exhibit proper sportsmanship before, during and after all games. Teams are responsible for the conduct of their team's spectators. Teams repeatedly abusing the sportsmanship rules as deemed by the official(s) and/or League Director may be unable to participate in any playoffs, nor may they receive any awards due for winning a given league. They may also lose priority for registering in further leagues. A team manager is the ultimate official representative for a team and is therefore responsible for informing all players of conduct rules.

11. The game official is allowed to give each team one- (1) warning per game for using profane language. Any further infractions will result in, at minimum, a forfeit of the game or ejection of the offending player.

12. Officials assigned to games shall have complete charge of the game, and have the power to banish players, managers, sponsors, spectators, or any other person from the players bench or from the field for misconduct, delaying the game, or any other reason deemed necessary for the good of the game. Officials' decisions shall be final, with the exception of misinterpretation of the rules.

13. Families and friends are welcome to come and watch, however, **CHILDREN MUST BE SUPERVISED AT ALL TIMES** by an individual not playing. If play must be stopped due to a child coming on or coming too close to the field a time-out may be charged to the offending team. If there are no time-outs available, the official can require a player to be pulled from the game to supervise the children. Infractions of these rules by any individual related to a team directly/indirectly will result in possible forfeit(s). Repeated infractions will lead to severe action taken by League Director.

14. Please use common courtesy when practicing while other teams are playing. If necessary, officials can require non-players to stop practicing if it is causing distractions.

15. League rules will be evaluated after two (2) weeks of play. If necessary, rules may be adjusted at that time. Players with suggested rule changes should call the recreation department.

16. Home Plate: Base runners must avoid collision and make all attempts possible to avoid contact with defensive player. If no attempt is made, umpire will call base runner out, regardless of outcome. Defensive player cannot block home plate, thereby "creating" contact. Sliding is permissible, refer to X. SPECIAL RULES # 4.

XII. PLAYOFFS (does not apply to Coed B League)

1. Based on time, the amount of teams in each league and budget, the Recreation Coordinator will determine the amount of teams to make playoff games.

2. Players must play in at least five (5) league games in order to be eligible to play in playoff games. Managers must keep records of scorecards/batting line ups for qualification purposes.

3. Playoff Positioning may be determined through tie breakers. Tie breaker 1: Head to head competition. 2: Head to head point spread/total. 3: Head to head competition vs. playoff teams. 4: Head to head point spread/total with playoff teams. Ties are considered better than a loss.

XIII. EQUIPMENT

1. The league will provide game balls. Home team supplies game ball, visiting team supplies back-up balls.

2. All bats approved by ASA are permitted for play. Refer to current Banned Bat List for bats that are **not** approved for league play.

3. The official bat may not be altered in any manner. The umpire has the authority to remove any bat he suspects to have been altered.

NOTE: An altered bat is considered altered when the physical structure of the legal bat has been changed in any way. Or, when an illegal or non-approved bat has been made up in such a way as to appear to be a legal bat.

4. Use of an illegal or altered bat that is not permitted will result in an out called against the batter and bat removed from the game. If illegal or altered bat continues to be used in future games, the batter's team will be given a **LOSS** for game.