

RANCHO SIMI RECREATION AND PARK DISTRICT

(805) 584-4400

SLOW-PITCH SOFTBALL RULES

1. LEAGUE

- A. All leagues are governed by the current years S.C.M.A.F. rule book except as specified herein:
NOTE: Rancho Simi Recreation and Park District reserves the right to make any changes deemed necessary to insure safe and efficient operation of the league.

2. GAME

- A. Games will be seven (7) innings and every batter will begin with a 1-1 count. No new inning may be started after seventy (70) minutes.
- B. All games are to be played at the time, date and place specified on the schedule.
- C. **Game time is forfeit time. Teams forfeiting the game must pay a \$30 Forfeit Fee in the District Sports Office (1692 Sycamore Drive, C-2) within 72 hours of the forfeit.** Teams failing to make payment will receive double forfeit.
- D. RAIN OUTS - The procedure for possible rain outs shall be to call the sports line, 584-4413, after 3:30 pm on weekdays and 1:00 pm on Sundays for game and field update.
- E. The League Director must be informed and approve any pre-game date forfeits with 24 hour notice. Teams not following this procedure will result in double forfeit. Forfeiting teams are responsible for a \$30 Forfeit Fee.
- F. Teams forfeiting two league games are dropped from the league. Furthermore, that team will not be allowed to play in the next RSRPD season and loses all priority in future leagues.
- G. No show umpires - Teams have a choice to request the scorekeeper to umpire or teams must mutually agree upon an umpire (team member or spectator). ***Games will not be rescheduled. Game will count as official game.***
- H. Home Run Rule (fenced fields) - will play One-Up homerun rule for all leagues. The rule is as follows: If Team 1 hits a homerun (over the fence) they cannot hit another homerun until Team 2 hits a homerun. Each time Team 1 hits a homerun prior to Team 2 hitting homerun will be an out. Team 2 has the opportunity to hit 2 homeruns (1 to even homeruns and an additional to go 1 up) before an out is called.

3. TEAMS

- A. A team must have eight (8) players to officially begin a game.

- B. Rosters are due at time team registers for league. **NO EXCEPTIONS!!!** A team may add a player(s) before the first game of the second half. All additions and deletions of players **must** be submitted on the official District form and returned to the sports office. With league director's prior approval, a copy may be faxed to the sports office and original must be taken to game and delivered to Ball Diamond Attendant prior to game time.
- C. All rosters, add forms and minor consent forms must be returned to the sports office.
- D. Roster size will be limited to sixteen (16) players. A non-roster player may not play before being added to the team on the proper district add form.
- E. Players must be sixteen (16) years of age. Participants 16-18 years old must submit a minor consent form. ***Church teams must have roster and any add sheets approved by Church Official.***
- F. Courtesy runner shall be the last recorded out made by a player. If no out has been recorded, the player last in the batting order shall be the courtesy runner. Teams may be allowed to have additional courtesy runners with approval of opposing team representative.
- G. Home Team is listed second on the league schedule, has option of batting first.
- H. As described in the SCMAF Rule Book, after the first inning the pitcher will have one minute following the third out of each half inning to deliver no more than 1 warmup pitch.
- I. **Once an individual player begins a season with one team on a particular night, they may not switch to a different team on that same night. NO EXCEPTIONS!!**
- J. Team players can only play on **ONE TEAM PER NIGHT**. If players are found playing for more than one team per night, the player will be suspended from the league and the managers are subject to league discipline (i.e. ALL LEAGUES).
- K. Each player must be able to show a valid picture I.D. at every game.
- L. Team may bat their entire roster. Any batter failing to bat for any reason will be called out if no legal substitute is available. Thereafter, his spot in the line up will be skipped for the remainder of the game with no further penalty.
- M. Team/Team Managers
 - 1. Team Manager will submit a completed original roster (no fax, photocopy).
- N. If a manager suspects an opposing team of using an illegal player, they must bring it to the attention of the umpire and notify them that they are protesting a player prior to the end of the game. Within 24 hours, the manager must submit a written protest of the player and a \$20 protest fee to the Sports Office. If the protest is researched and upheld, the \$20 will be refunded and the game will be forfeited by the team using the illegal player (a \$30 forfeit fee

will be assessed). The player will be suspended from league play determined by League Director.

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- O. A team found to be playing suspended, illegal, ineligible or non-roster players, will forfeit all games in which said player(s) participated. Team Manager will be suspended from league for two games.
- P. Any player ejected from a game is automatically suspended from the team's next scheduled game. Additional games may be added on to the suspension.

4. **EQUIPMENT**

- A. Game balls will be supplied. All other personal equipment will be supplied by the team and individuals. Bats shall be on a list of approved bats, as published by the Amateur Softball Association (ASA). Please refer to the SCMAF Slow Pitch Softball Rules for bat requirements.
- B. No metal spikes allowed.

5. **PROTESTS**

- A. Protests may be made on only two (2) items:
 - 1. Ineligible players
 - 2. Rule Interpretations
- B. Protests on rule interpretations must be registered with the official and scorer before the next pitch.
- C. Protests on ineligible players must be filed before the last out of the game. Maximum of two players can be challenged.
- D. All protests must be filed with the sports office in writing with a \$20.00 protest fee within 24 hours.
- E. Protest fees returned only if protest is upheld.

6. **LEAGUE FORMAT - SEE ADDITIONAL FORMAT SHEET**

7. **MISCELLANEOUS**

- A. Players Code of Conduct (distributed to the manager) will be strictly enforced before, during,

and after each game. Your team's presence at any game is your acknowledgment of all penalties.

B. The second foul ball after two (2) strikes is an out.

C. SCMAF Blood Rule

A player, coach, or official, who is bleeding, or who has an open wound, or has blood on his body or clothing, shall be prohibited from participating further in the game, until appropriate treatment has been administered.

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If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach or official will not be allowed to participate unless:

- 1) All bleeding has stopped.
- 2) Any exposed cut/scrape, which has bled, is completely covered.
- 3) Bloody clothing is removed.

Teams are recommended to have spare clothing/jerseys available at the game site to be used, if necessary.

D. The District employs rangers who have police authority. Two of the laws they enforce are: **NO ALCOHOL and NO SMOKING in the park**, which is a fineable offense. Inform your players not to bring alcohol in or smoke in the park.

E. **PMBF ACCIDENT COVERAGE**

1. NO player is insured through the District. All managers are urged to purchase secondary accident coverage available through S.C.M.A.F. The program is a benefit fund which will reimburse qualifying individuals for medical expenses incurred when injured during participation in a league game. PMBF is available to all teams for only \$44 per team through the district.