

RANCHO SIMI RECREATION AND PARK DISTRICT

(805) 584-4400

COED 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 defensive team shall consist of ten (10) players, with a maximum of five (5) men and five (5) women in the game defensively at all times. However, a game may be played without forfeit with eight (8) rostered players with no less than four (4) of either sex. (Example: 4 women-4 men.) Substitutes must be listed at the bottom. Substitutions or courtesy runners must be of the same sex as the individual being replaced.
- B. Batting order - A batting order must be submitted prior to the game and followed during the game. The batting order may not exceed sixteen (16) players and must list men and women separately and followed alternately such that two batters of the same sex may never bat consecutively.
- C. Courtesy runners shall be the last recorded out made by the player of the same sex. If no player of the same sex has recorded an out, the player of the same sex listed last in the batting order shall be the courtesy runner. Team is allowed one courtesy runner per sex per half inning. Additional courtesy runners may be allowed with approval from opposing team representative.
- D. A minimum of three (3) outfielders must be behind an outfield restriction line (180 foot arc from home plate) when the batter hits the pitch. While a female is batting, the rover can only be a female. Penalty: The batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.
- E. There will be no restrictions on a player (man or woman) as to which defensive position he or she may play except for rover position when female's at bat.
- F. 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.
- G. A male batter who is walked on three consecutive balls with no strikes thrown during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their bases. NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.
- H. Rosters are due, in the sports office, at the time team registers. **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.
- I. Roster size will be limited to sixteen (16) players.
- J. Players must be sixteen (16) years of age. Participants 16-18 years old must submit a minor permission slip.
- K. Home Team is listed second on the league schedule, has option of batting first.

- L. **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!!**

- M. Team members 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).
- N. Each player must be able to show a valid picture I.D. at every game.
- O. Team/Team Managers
 - 1. Team Manager will submit a completed original roster (no fax, photocopy).
- P. 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.
- Q. 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.
- R. 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.

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D. All protests must be filed in writing with a \$20 protest fee within 24 hours.

E. Protest fees returned only if protest is upheld.

6. **LEAGUE STRUCTURE - 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.

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**

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.