CITY OF MOORPARK

PARKS, RECREATION, & COMMUNITY SERVICES DEPARTMENT



ADULT SOFTBALL

Softball

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Preface

This handbook is designed to acquaint softball managers, players, and spectators with league rules and conditions of play set forth by the City of Moorpark Recreation Division.

It is imperative that all participants become familiar with the information contained in this handbook. Ignorance of rules and regulations is not cause for reduction of penalties.

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ADULT SOFTBALL LEAGUE RULES AND CONDITIONS OF PLAY

The current Southern California Municipal Athletic Federation (S.C.M.A.F.) Rule Book will govern all play, with certain exceptions noted herein.

Section I: Registration

A. Registrations must be received during the registration period, and are taken on a first-come, first-served basis by division. Offered divisions may not run each season as play is dependent upon the number of teams registered in each division (minimum 4). Full payment is due at time of registration. Registration paperwork received via email will not be considered officially received until payment is made in person or by phone.

B. All team names must be approved by the City before the start of the season. No profanity, sexual connotations, or alcohol/drugs references will be allowed in team names.

C. Requests for refunds must be received prior to the posting of the game schedule or five business days before the first scheduled game, whichever occurs first. No refunds or credits can be issued after this time.

D. A deposit form must be turned in at the time of registration unless a current fiscal year form has already been submitted.

E. Upon filing and acceptance of the roster, each manager agrees that they have read all the rules and regulations, and further agrees that they will conduct themselves and control their team and spectators in accordance with all policies, rules and regulations. The manager shall report all players' change of contact information to the league director.

F. Rosters must have a minimum of 10 and allowed a maximum of 22 players.

Section II: Eligibility

A. Players must be 18 years of age or older by the first scheduled game to participate in adult sports leagues.

B. Each player must **legibly** complete and sign the official roster for their team prior to the first game they play in. Players must provide their own signatures on the roster. **If information is illegible, and/or missing, a player will not be placed on the official roster and thus deemed ineligible.** At no time shall a manager or other person sign a roster/waiver for another person. Managers are responsible for all information submitted to the City.

C. Officials and city staff have the authority to request a valid photo ID from any player

at any time. Players must have a current photo ID and be able to present it immediately upon request. Individuals unable to provide identification will not be permitted to play.

D. Managers are responsible for ensuring their players are correctly signed into the scorecard prior to the beginning of each game. If a person plays under another person's name, all games in which that person played will be forfeited.

E. Players whose names do not appear on the official team roster, are considered ineligible. Lineups and rosters are checked throughout the season, and games played with ineligible players will be forfeited.

F. A player may play on more than one team in the league provided he/she plays on only one team each division. Any team whose player(s) found in violation of this rule will forfeit all games won in which the player(s) participated. If a player is playing for two teams that are both eligible for playoffs, they can play on both teams up to the point they meet in the playoffs. At that juncture they must choose one team and must move forward with that team, no matter the outcome of the game.

G. ADD/DELETE FORMS: Managers may add or delete players using the designated form until the third week of play for men's divisions, and up to the 5th week of play for coed divisions (with the exception of 8-week seasons when the deadline will be week 3 for all divisions). Add/delete forms may be submitted to field staff (game monitors) up until the listed deadlines. After this time, all add/delete forms must be turned into the Recreation Office at least 1 business day prior to a team's next game to allow time for approval. Adds and deletes will only be approved under the following conditions:

1. A player may be added to replace an injured or ill player. The replaced player may not return for the remainder of the season, including playoff and championship games. The injured player must have played in at least one game.

2. A player may be added to replace a player who has: a) had a change of a work schedule that prohibits them from participating in the league, b) is transferred to another geographical area, or c) has experienced a personal tragedy, such as a death in the family. The player being replaced may not return for the remainder of the season, including playoff and championship games. Any player being replaced must have played in at least one game.

3. A player may not be added to the roster to replace a player once the team enters playoffs UNLESS the team would not have enough players to participate in the game.

H. Playoff Eligibility: Players must participate in one-quarter (1/4) of league games to be eligible to play in playoff games (3 games for a 10-week season, 2 games for an 8-week season). Added players will be eligible for playoffs if they or the player they are replacing have participated in one quarter (1/4) of the league games (may be combined).

I. A player who has been formally suspended by another city, county, district, or agency for discipline problems in leagues outside the City shall not participate in a City of Moorpark league or tournament if said suspension is in effect

Section III. Forfeits

A. Officials Fees: A team who forfeits is responsible for payment of **all** officials' fees for the forfeited game. The team will have one week to pay the officials fees. If fees remain unpaid after one week, the fees will be deducted from the team's forfeit deposit or charged to the credit card listed on the forfeit fee form. If a team exceeds the amount needed in their forfeit deposit, or if a credit card charge is denied or reversed, the team will be expelled from the league. The team (including manager and all players) will be barred from further participation in City programs until all fees are paid. A team may avoid being charged the officials fees for a forfeit if the team manager notifies the main office and League Director they will not be able to play the game at least 1 business days in advance. Forfeited games will not be rescheduled.

B. Game Schedules: All games must be played as scheduled.

C. Automatic Forfeits: Any team found to be playing suspended or ineligible player shall forfeit all games in which said player participated. For forfeited playoff games, the League Director will have the discretion of how the playoffs will be concluded.

D. Practice Games: Following a declared forfeit, the teams may play a practice game if they wish. Practice games must conclude at least 10 minutes before the scheduled starting time for the next game. The assigned umpire will not officiate the practice game and the score will not be kept.

Section IV. Protests

A. Protests shall not be received or considered if they are based on a complaint involving the accuracy of an official's judgment.

B. Notification of intent to protest the interpretation of a rule by the official must be made with the official and/or City staff immediately after the incident/call took place, or the protest will not be received.

C. Protests involving the eligibility of a player:

Once a formal protest has been made by a manager against a player, the player in question will be required to sign the official protest form as was required on the original roster or submitted and approved add/delete form. The player in question must also include the contact information provided on the original roster or add/delete form. Finally, the player in question must show a valid form of identification, such as a driver's license, to the official. It is the manager's responsibility to assist with this process. Protests involving eligibility of a player may be lodged at any time prior to the last full inning of play.

D. Use of protest to delay or hasten the game may result in forfeiture. *(S.C.M.A.F. Rules, Section II.)*

E. All protests must be received, in writing, on an official protest form, by 6:00 p.m. the following business day at the Arroyo Vista Recreation Center, 4550 Tierra Rejada Road in Moorpark.

1. All protests must be accompanied with a $20 protest fee which is returned if the protest is granted; retained if invalid.
2. Protests filed late and/or without the protest fee shall not be accepted.

F. When a protest is accepted, the protested game may be concluded or replayed at the discretion of the League Director. The decision will be made within 7 business days. Games forfeited due to use of an ineligible player will not be replayed.

G. The final score, as approved by the official at the end of the game, is official. Protests about the accuracy of the final score shall not be considered.

H. Procedure regarding alleged discrepancy in official score keeping during the game: The official suspends play until he or she rules on the official score.

I. If after receiving an unfavorable decision from the League Director as to their protest, a team may request to have the decision reviewed by the following (in order):
1. Recreation Services Manager and/or the Parks & Recreation Director
2. Assistant City Manager

The decision of the Assistant City Manager shall be final and binding. No further review of the protest will be allowed.

Section V: Code of Conduct

To provide a fun, family friendly atmosphere of fun and sportsmanship, certain regulations are necessary and apply to all individuals affiliated with the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted.

Officials reserve the right to immediately eject any player or spectator from a game for any violation of the following. Additionally, at League Director's sole discretion, players may receive a minimum of a one game suspension, and up to a 5-year suspension, depending upon the nature and severity of the incident. League Director's decision is final; no appeals of decisions shall be considered.

It is the team manager's responsibility to promote good sportsmanship within their team and spectators and ensure everyone adheres to the Code of Conduct.

This list of actions and subsequent penalties is not exhaustive, and other actions/penalties may be added to this list. Penalties may be modified by the League

Director on a case-by-case basis.

PLAYERS AND/OR SPECTATORS MAY BE EJECTED OR SUSPENDED FOR:

A. Intimidating or aggressive action towards an official, spectator or other player.
    a. PENALTY: Minimum one (1) game suspension and up to a one (1) year suspension and/or probation of one (1) year depending on severity of infraction.

B. A physical attack on an official, spectator or other player.
    a. PENALTY: Minimum three (3) game suspension and up to a five (5) year suspension and/or probation of one (1) year depending on severity of the infraction.

C. Profane, obscene, derogatory, or racial remarks to an official, spectator or other player, or any unsportsmanlike remarks causing an undue disturbance to play.
    a. PENALTY: Ejection from the game and/or a minimum one (1) game suspension and up to one (1) year suspension, and/or one (1) year probation depending on severity of infraction.
    b. Officials may eject player(s) the instant profanity occurs without warning to the team or players.

D. Consuming alcohol before participating or while participating in an athletic contest. Any Official on site, the League Director and/or the Field Monitor may eject any player from any game if the player is observed drinking or in possession of alcohol during or after the game. No player may appear on the field at any time under the influence of drugs or alcohol, or bring alcohol or drugs onto the park property, including parking lots.
    a. PENALTY: Four (4) game suspension up to season suspension and/or one (1) year of probation depending on severity of infraction.

E. Smoking anywhere in the building or park, including parking lots.
    a. PENALTY: One (1) game suspension to season suspension and/or one (1) year of probation depending on severity of infraction.

F. Participants shall not use flagrant rough tactics in the play of the game against an opposing player.
    a. PENALTY: Minimum (1) game suspension up to season suspension and/or one (1) year of probation depending upon severity of infraction.

G. There shall be no unnecessary throwing of equipment, or other objects.
    a. PENALTY: Ejection from the game and up to a season suspension and/or one (1) year of probation depending on severity of infraction.

H. Defacement or destruction to any public facility or equipment.
    a. PENALTY: Minimum one (1) game suspension up to one (1) year suspension and/or payment to replace damaged facility or equipment.

Section VI: Ejections

A. Any person ejected from a game is suspended from further participation in the City of Moorpark programs until the League Director determines disciplinary action (if any) based on the events surrounding the ejection.

B. Any individual ejected from the game must leave the facility within 60 seconds or a forfeit will be declared. The official may also declare a forfeit if the individual fails to comply with league rules.

C. Any player ejected from two games during the season shall be suspended for the remainder of the season and additional penalties may be assessed at the discretion of the League Director.

D. If a player continually gets suspended each season but does not meet the two-ejection minimum for a season-long suspension, the player's history and/or pattern of behavior may be taken into consideration when determining the length of a suspension.

Section VII: Manager's Responsibilities

A. The manager is responsible for instructing their team members on the contents of the Softball Manager's Handbook, S.C.M.A.F. Softball Rules, and City park rules.

B. The manager is responsible for informing their players of game times and locations, including rescheduled/relocated games and playoff games.

C. The manager is responsible for submitting the team lineup on the scorecard and initialing the scorecard at the end of the game to ensure accuracy.

D. The manager is responsible for the conduct of their team and spectators before, during, and after games. They are further responsible for assisting game officials when necessary in controlling their players and spectators.

E. The manager is responsible for notifying the League Director of contact information changes for team players.

F. The manager is responsible for ensuring only players, managers, or coaches are in the dugout, on the bench, or on the playing field during the game.

G. The assistant manager assumes all manager responsibilities in their absence.

Section VIII: The Game

A. All regular season games (coed & men's) will last a maximum of seven innings. No new inning may start after one (1) hour and 5 minutes of play, even if the score

is tied. The only exception where a tie will be allowed is during playoff/championship games.

B. A team must have a minimum of eight (8) players to officially begin a game. There will be a five (5) minute grace period to allow for the minimum number of players to be on the field and prepared to play. After the grace period, if the team still does not have the minimum number of players, a forfeit will be called.

C. Fifteen-run mercy rule after the fifth inning is in effect.

D. The home team is listed first on the schedule and will sit in the third base dugout.

E. The "flip flop" rule will be put into effect when there is less than ten to fifteen minutes remaining in the game and the home team is down by twelve to fourteen runs. In this instance the home team will bat again, thus having back-to-back at bats, and in turn become the visiting team. If the team which batted twice does not take the lead, then the game is over. If the team which batted twice takes the lead, the bottom half of the inning will be played.

F. Due to City Ordinance, the lights at Arroyo Vista Park must be turned off at 10:00 p.m. If a game is not completed by the 10:00 p.m. the game will be completed at the teams next scheduled meeting ***ONLY*** if the game has an impact on playoff standings.

G. Out of play balls shall be handled as follows:

1. Both teams are responsible for seeing that foul balls are returned.

2. Home team retrieves balls hit down the right field line, and visiting teams return balls hit down the left field line. The team batting is responsible to return the balls.

H. Pre-game warmups:

1. All participants are asked to use caution when throwing and/or hitting softballs to avoid injuring other park patrons. Warm-ups are prohibited near spectators.

2. No pepper or hitting balls against the fence is allowed.

3. No warmups beyond the ball field foul lines.

Section IX: Tie Breaking Procedures*

1. Head-to-head record in games played between teams tied.
2. Run Differential in games played between teams tied.
3. Win percentage amongst teams which are tied (tie games count as ½ a win).

i. For example: Team A is 5-2-3 and Team B is 5-4-1. Team A's win percentage would be 65% (5 + 1.5 = 6.5/10). Team B's win percentage would be 55% (5 + .5 = 5.5/10). Thus, team A would be a higher seed than team B.

*If a winner if not determined via step #1 then will move forward with step #2 to determine a winner and so on.

Section X: Postponed, Protested, or Suspended Game Procedures

A. Postponed Games: Games not defined as regulation (see S.C.M.A.F. Rule 1, Sections 5 to 10) that are postponed by the League Director or called by the official, may be rescheduled on the first available date of the season; such games shall be replayed in their entirety.

B. Protested Games: When a protest is upheld for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected. The lineup and batting order of both teams are exactly the same as the lineup and batting order at the moment of protest. A player who was not in the game prior to the protest may replace a player not able to attend the rescheduled game. No player removed prior to the protest may be returned to the lineup. All players listed on both teams' current league rosters are eligible to play for the scheduled replay subject to City of Moorpark and S.C.M.A.F. rules governing substitution.

C. SPECIAL NOTE: On all postponed, protested, suspended, or tie breaking games, the league reserves the right to reschedule only those games which effect trophy and/or playoff positions in the league standings. Games may be scheduled on different nights than which a team plays.

Section XI: Officials

A. It is the duty of the official to administer decisions of the game in accordance with the S.C.M.A.F. and league rules adopted.

B. The official is responsible for keeping score as well as officiating.

C. All league games are under the direction of the official. Only the team manager or assistant manager may discuss decisions with the official during the game.

D. Official's Fees: Each team is required to pay the official before the start of each game. Failure to pay official's fee may result in team forfeit at the official's discretion.

Section XII: Equipment

A. Personal equipment (including bats, gloves, uniforms, etc.) must be furnished by teams or participants and is subject to inspection by the official.

B. Teams are requested to have uniforms consisting of at least jerseys or matching shirts. Clothing with inappropriate or obscene language or graphics is not permitted. Metal spikes/cleats are not permitted.

C. Only safety glasses may be worn on the field.

D. Shirts must be worn during all games.

E. All visible jewelry is prohibited on the field of play. Any exposed jewelry, such as wrist watches, bracelets, earrings and neck chains may not be worn by any player to prevent potential injuries.

F. BATS

1. Bat barrels shall be made of wood or aluminum.
2. NO composite bats will be allowed while playing at Arroyo Vista Community Park.
3. All bat handles must be taped or have approved grips.
4. Bats must not exceed a Bat Performance Factor (BPF) of 1.2 or exceed the 98-mph limit.
5. All bats must be ASA approved and have an ASA stamp on the barrel. Older bats that have worn labels from longtime usage will be left to the discretion of game officials.
6. **All bats banned on the ASA/SCMAF list may not be used.**
7. The official will remove any bat during the game that does not meet the above-mentioned requirements.

    i. **Effect for 1st offense**: the penalty for use of an illegal bat is the batter is declared out, the ball is declared dead, runners return to the last base occupied, the bat is removed from the game and the manager is warned.

    ii. **Effect for subsequent offenses:** If any batter enters the batter's box for the duration of the game with any illegal bat or is discovered using a non-approved, illegal, or altered bat, whether previously identified by the umpire during the game or not, the game will be determined a forfeit for the offending team.

In the event the player does not agree with the official's decision, the League Director will make a determination for future games regarding the bat in question.

Section XIII: Field Conditions

Fields are closed in the event of rainy or wet conditions. Team managers may obtain

field condition information online at www.moorparkca.gov/fields or by calling the main office at (805) 517-6300 between 2:00 and 5:00 p.m. No report will be available before 2:00 p.m.

In the event of inclement weather, the fields will be closed. The city does not contact managers with field conditions unless games will be canceled.

Section XIV: League Director

A. Recreation Coordinator assigned to adult sports programs shall serve as the League Director. In the absence of the Recreation Coordinator, the Recreation Supervisor shall serve as the League Director.
B. The League Director reserves the right to rule on any situation not specifically mentioned in the league rules and reserves the right to interpret league rules in a manner they deem fair and equitable in accordance with the goals and objectives of the City of Moorpark.
C. The League Director reserves the right to suspend an individual or team from league play whose conduct is detrimental to the safety and success of the program.

Section XV: Rules

Batting:

A. A batter may not bunt or chop with a downward motion at the ball. It will be declared a dead ball and the batter will be called out.

B. All batters will start with a 1-1 count (1 ball and 1 strike). When after having two strikes, the batter hits a foul ball, said batter shall be declared out.

C. If a pitcher desires to walk a batter intentionally, the pitcher shall notify the plate umpire, who shall award the batter first base. (Coed rule: See page 14, Coed Ed Teams Rule D).

D. If the batter swings at the ball after it bounces on the ground, plate, or plate extension; the ball is dead and the batter is out.

Pitching:

A. The pitcher shall take a position with one or both feet in contact with but not off the side of the pitcher's plate. The ball must be delivered at a moderate speed with an underhand motion.

B. A legally pitched ball must arc higher than a batter's head, yet not to exceed a height of more than 16 feet above the ground. First offense, the pitcher will receive a warning. On any subsequent offense the pitch will be called a ball.

C. All leagues will use a home plate extension mat with dimensions of 3' x 2'. A

pitched ball that hits any part of the home plate, including the back edge, or the extension mat is a strike.

D. Pitchers shall not wear a sweatband, bracelet, or wristwatch on their forearm.

E. Pitchers shall be allowed to have five warmup pitches in the first inning and each half inning thereafter they will be allowed three warm up pitches. When a pitcher relieves another, not more than one minute may be used to deliver not more than 5 warm up pitches. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter. A pitcher returning to pitch in the same half inning will not receive warm-up pitches.

Base Running:

A. Base distance is sixty (60) feet. If using a double first base bag, the batter-runner must touch the orange side and the defense uses the white portion when a play is being made at first. On hits to the outfield, the batter-runner may use either side of the base.

B. Base runner must remain in contact with the base until the ball is pitched (e.g., ball leaves the pitchers hand). Runners leaving the base to soon shall be declared "out". The ball is dead and no pitch, ball or strike, will be called against the batter.

C. As a base runner you are allowed but not required to slide. The base runner is however required to avoid contact with a defensive player. As base runner you have the right to a given base path. If a runner where to be hit with a ball on a throw, it would be at no fault of the baseman who threw the ball because they were trying to make a play at first base.

D. A defensive player may not "block" a base in attempting to prevent a runner from getting to a particular base. The runner will be declared safe. An offensive runner may not "RUN- OVER", or "TAKE-OUT" a defensive player in order to knock the ball loose. **Effect:** the runner will be ejected from the game. The umpire's judgment shall be final and an "out" will be declared and the ball will be dead.

E. When there is a play at home plate, the runner has the right of passage. If the catcher is standing on the plate and the runner slides into them it is deemed a legal play. If the catcher is not making a play they should not be standing on the plate.

F. Courtesy runners must be of the same gender, so long as the runner is used only once per inning, even if the lineup bats trough the order.

Additional Rules:

A. Teams may provide a "courtesy" catcher if their opponent has only 8 players.

The catcher does not make plays. Once a "courtesy" catcher is installed he/she must play the entire game until the team's 9th player arrives. The team's 9th player will take the "courtesy" catchers position in the batting order.

B. Teams with players, not in the dugout, but on the field not including the batter's box, will be warned two (2) times by the umpire. The third infraction will result in the batter assuming a 1-2 count.

C. Field #2: A ball in flight that goes over the trail is a homerun. A ball hit fair to the left of the left/left-center light standard that: (1) bounces on the trail, or (2) bounces/rolls past the trail, is a ground-rule double. A ball hit fair to the right of the left/left-center light standard that: (1) bounces on the trail, or (2) bounces/rolls past the trail, is considered a live ball with some official discretion.

D. Field #4: A ball hit over the fence is a homerun. A ball hit fair to the left of the left/left-center light standard that passes the fence is a ground-rule double. A ball hit fair to the right of the left/left-center light standard, and that passes the fence, rewards the **BATTER** runner one additional base from their position at the time the ball passes the fence.

Coed Slow Pitch Rules

A. A team shall consist of ten (10) players. However, a game may be played without forfeit with eight (8) or nine (9) rostered players. A MINIMUM of four women and four men must be in the game defensively when a team plays with eight (8) players. When nine (9) players are present, there may be no more than five (5) or less than four (4) of an individual sex on the field. **With ten (10) players, a team may field five and five or six (6) males and four (4) females.**
    i. Special Amendment: A team with 10 players may play with only four (4) female players if they do not have a fifth female player available. In this case, the opposing team may choose to play with only four (4) female players in the field no matter how many female players they have available.

B. Players MUST bat in alternating order by gender (woman, man, woman, man, etc.). The manager must declare a batting order before the start of the game. Two batters of the same sex may never bat consecutively.
    a. Special Amendment: Teams with 9 or 10 players and only four (4) female players available, shall bat in alternating order by gender as describe above; NO EXCEPTIONS

C. If a female player is removed from the game **due to injury confirmed only by the umpire,** and no legal substitute is available, and a male batter is scheduled to bat prior to and following her position, an out will be recorded each time that position is scheduled to bat.

D. A male batter who is walked on four consecutive balls with no strikes thrown during his time at bat shall be awarded second base. Base runners advance only if forced

to vacate their base. The following female must bat. An intentional walk after one strike does not apply to this rule.

E. In the coed league when a female is up to bat a minimum of three (3) outfielders must remain behind an outfield restriction line (160-foot arc from home plate) until the batter hits the ball. The rover position (outfielder playing inside the restriction line) can only be played by a female. If this rule is not followed, and one of the three outfielders is inside the restriction zone before the ball is hit 1) if the batter hits the ball and all runners have advanced one base safely there is no penalty 2) If the batter does not hit the ball or advance one (1) base safely, the batter and all runners will advance one (1) base.

F. There are no restrictions on a player (man or woman) as to which defensive position he or she may play, except for the rover position.

Best of luck this season!