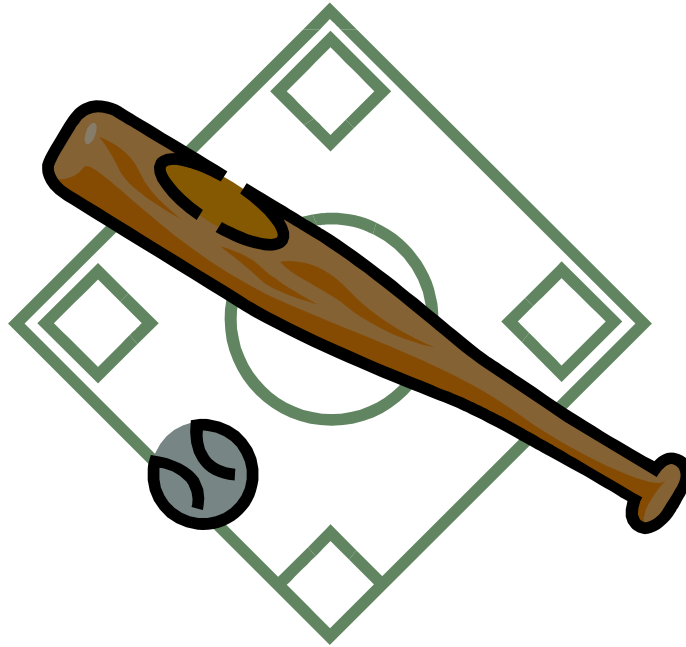


City of Stockton
Community Services Department
Adult Sports

Adult Softball Rule Book

Men's Slow Pitch, Women's Slow Pitch & Church League



ADULT SPORTS LEAGUE OFFICE

Van Buskirk Community Center

734 Houston Avenue

Stockton, CA 95206

Phone# (209)937-5544

OFFICE HOURS

Tuesday -Friday 9A-1P and 2P-6P

ADULT SOFTBALL SLOW PITCH League Rules

I. LEAGUES

1. The Recreation Supervisor of the Adult Sports Program at the Community Services Department will be the **League Director** for all adult sports leagues.
2. The **League Director** shall determine the number and variety of leagues. Teams will request league preference and night when they register; however the league director will finalize placement of teams.

II. REGISTRATION PROCEDURES

1. All fees are due with the completed registration form during the designated time period. Postdated checks will not be accepted. We accept company checks, cashiers checks, money orders and cash at the park. Credit or debit card transactions can only be taken at the Community Services office, during business hours. (8 a.m. - 5 p.m., Closed 12-1 p.m.)
2. Full payment, including twelve player fees per team, is due before team will be added to schedule.
3. Player registration fees are \$20 per player, per team, per year.
4. Team Managers are required to submit a roster, signed by all players, for each league.

III. ELIGIBILITY OF TEAMS & PLAYERS

1. **Minimum eligibility requirements:**
 - **18 years of age at start of season. (Anyone under the age of 18 cannot be on the field.)**
 - **Twelve players must be paid for at the time of registration.**
 - **Additional players must complete a Player Contract Form and pay the fee to be added to a team after league starts. Forms and fees will be accepted at the game site.**
 - **Players must carry a valid picture ID to all league games. Player verification will be made through I.D. and/or staff recognition.**
2. Teams may carry a maximum of 20 players including the manager, providing he/she is a player manager, but only sixteen T-shirts will be given out to the champions.
3. Players must present Games Manager with a copy of their receipt if they add after the season has begun.
4. League and game staff will prohibit illegal players from playing if discovered at any point prior and during the game. **The game will result in a forfeit and continue as an illegal game.**
5. A player is allowed to play on another team within the same league. However, player may play on one team only when his/her teams face each other and can play on one team only during the playoffs. Players can only play on one diamond at a time.
6. An Ineligible Player is any player not on the roster, not on an add/drop list, playing under an assumed name, or playing underage.
7. Teams may bat 12 players only.

IV. MANAGER/PLAYER/SPECTATOR CONDUCT

1. Umpires will conduct a pre-game meeting with both team managers prior to the game.
2. The team manager is the official team representative. All communication will be with the team manager.
3. It is the team manager's responsibility to notify the League Office of change of address or phone number.

4. The team manager shall give the Games Manager the team lineup at least ten minutes before the scheduled start time and cooperate with game officials. If the lineup is not turned in on time, the clock will be started but the game will not be played unless lineup is turned in.
5. Team managers are responsible for informing their players & spectators of the City of Stockton **Code of Conduct** violations & penalties. Managers are responsible for the conduct of their players and spectators.
6. If a player is ejected by the umpire, he/she must gather their belongings and leave the park premises within three minutes. The game will automatically be forfeited if the player fails to comply. Any ejection will also result in a minimum eight day suspension; the suspension begins the day following the ejection. Any suspended players are not allowed on the park premises, and players may not play on any city field while under suspension including other city league softball teams or city league sports.
7. Participants play at own risk. The City of Stockton is not responsible for personal or property damage.

V. PROTESTS

Protest cannot be made once game is completed. Protest fee is \$20.00. Only those protests based on an official ASA or league rule interpretation, ground rule, or player eligibility will be considered. Protests on umpire judgment will not be considered.

1. When a matter of protest arises during the game, the protesting manager shall immediately notify the umpire, Games Manager, and opposing team manager.
2. When a player eligibility protest arises during the game, the protesting manager shall immediately notify the umpire, Games Manager and opposing team manager. Protest fee will be \$20 which will be refunded if player is found ineligible. The Games Manager will determine if the player meets the minimum eligibility requirements. Upon confirmation of an ineligible player the protesting team will receive the automatic forfeit win, the player and manager will be suspended and the game will continue. Managers will be suspended for 14 days for using non-registered players; the suspension begins the day following the ejection. Managers are responsible for submitting legal rosters.
3. If a player's eligibility is formally questioned, they must produce a photo I.D. Failure to provide a photo I.D. at the time of request will result in ineligibility and appropriate sanctions.
4. On rule interpretations, managers must file a formal protest and pay a \$20 protest fee within 48 hours in the League office. In the case of a Friday league, protest must be filed by 5 p.m. the following Tuesday.
5. On player protests, the \$20 fee is collected immediately by the Games Manager. The protest must be made before the end of the game, and multiple protests will not be accepted.
6. The League Director will make a decision after hearing and receiving all facts and information.
7. During the game if a manager wants to protest a rule and an umpire refuses to notify the Games Manager it is the managers responsibility to call time out and request the assistance of the Games Manager.

VI. GAMES

1. Game time will be designated on the schedule. Games will be limited to 65 minutes. Games shall be played to either seven innings or full allotment of time. No new inning will begin after the time limit has expired. This applies during playoffs also.
2. Tie games: at the end of seven innings or if time expires, the International Rule will apply; if a tie is not broken after two innings, game will stay tied. Playoffs must determine a winner so game will continue.
3. Game time is forfeit time: There is a ten minute grace period for the first game only.
4. Forfeit Time: If a team does not have at least seven registered players on or within sight of the field at the scheduled game time, the clock will start. Teams may begin with seven players, but an eighth player must enter the game prior to the start of the third inning or the team must forfeit.
5. In case of double forfeit, both teams will receive a loss and consequences by League Director.
6. The umpire will keep the **Official Clock** for all games, unless a City scorekeeper is provided.
7. A game may start early if both managers agree, and then no protest will be accepted on the starting time.
8. If a team leads by 20 runs after four innings, or leads by 12 after five innings, game will be officially over.
9. Incomplete games stopped due to weather or light failure will be rescheduled or team will be reimbursed game fees. Five completed innings will constitute an official game.

VII. GENERAL RULES

Current Official Amateur Softball Association Rules govern all games with these exceptions and modifications:

1. **TEN PLAYERS:** Ten players shall constitute a team; a team may use ten field players and maximum of twelve batters.

2. **BATTING ORDER:** If a team begins a game with less than ten players, late arriving players must bat at the bottom of the batting order. Extra Players, or EP's, will be allowed in the game after the start.
3. **ILLEGAL BAT RULE:** Bat shall be free of burrs, dents and visible cracks. If not, the bat will be removed from competition. **(ASA rule 3, Section 1 F)** Illegal bat chart can be seen on the ASA website or out at the ball fields. www.asasoftball.com Wooden bats may be used if it is an ASA approval softball bat.
4. **NEW BAT RULE:** If a batter enters the batters box with an illegal bat or uses an illegal bat during a game, the batter will be penalized. **Penalty:** batter is called out and ejected from the game. The ejection carries an automatic eight day suspension. Once the penalty has been enforced, all base runners will return to their original bases and any runs scored will return to original score prior to the penalty. If it's the third out of the inning, any runs scored due to the ejected batter's at bat will not be counted. **Second offense** by the same player during a season will be result in suspension for the remainder of that season. **Third offense** by the same player during a season will be result in suspension for an entire year from the date of the third offense. Protests must be made before next illegal or legal pitch.
5. **COURTESY RUNNER:** One courtesy runner will be allowed per inning, but it must be last official batter.
6. **DOUBLE FIRST BASE:** A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul. If the throw makes the defensive player stand on the orange, the offensive player can use the white. **(ASA Rule 8 Section 2 M)**
7. **ARGUING BALLS AND STRIKES:** Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offense shall result in the ejection of that team member.
8. **UNSPORTSMANLIKE CONDUCT:** Any player faking a tag and making a player slide into a base unnecessarily may be ejected at umpire's discretion. This unsportsmanlike act can cause serious injury.
9. **RUNNING INTO A DEFENSIVE PLAYER:** If a defensive player has the ball and a runner, on his feet and crashes into the defensive player with great force, the player may be ejected for Unsportsmanlike Act
10. **DUGOUTS:** Only team members are allowed in the dugouts. The batter on deck batter and base coaches must be on the field, all other players must be in the dugout. **No bat boys/girls allowed.**
11. **WARNING REGARDING ALCOHOLIC BEVERAGE:** No player is allowed to consume any alcoholic beverage once your team has taken the dugout. If any **player or manager** leaves the area to drink alcohol or consumes alcohol in the dugout, **both teams** will be **warned one time**. No cans or bottles allowed in Oak, Louis, Grupe, Sandman softball diamonds and/or Regional Sports Complex. **A second offense will result in player and manager suspension for a minimum of eight days. Repeat offenders can be suspended for more than eight days by the League Director.**
12. **BLOOD RULE:** A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required.
13. **CHILDREN MUST BE SUPERVISED AT ALL TIMES:** Do not leave children unattended. In the event that a child is left unattended, the Games Manager will stop the game and the player will be asked to leave the game to care for the child. Children are not allowed in the dugout.
14. **PROFANITY:** Players may be ejected on the first offense depending on severity. Umpire's discretion will determine consequences.
15. **APPAREL:** Numbered Uniforms are recommended. Inappropriate logos will not be tolerated.
16. **JEWELRY:** Exposed jewelry may not be worn during the game. If a player comes into the batter's box with jewelry, it will be an automatic strike, and jewelry must be removed. No game can end nor a third out declared on this rule. If player bats again with jewelry in the same game, player will be ejected.
17. **HEADWARE:** Caps must be worn in the forward direction. Bandanas or head covers are not allowed.

ADDITIONAL SLOW PITCH RULES

1. **NEW 2009 ASA RULE:** All Batters will start with a one ball, one strike count. **(ASA Rule 7 Section 3 B.)** Batter will be allowed one foul ball when batter has two strikes in the count.
2. **CATCHERS MASKS:** Catcher's masks are highly recommended.
3. **WOMEN'S RULE ONLY:** Women's E Division five run rule applies. If a D Division team plays in an E Division, the five run rule applies as well.
4. **FOOTWEAR:** NO metal cleats allowed. Sandals, open- toed shoes, and boots are strictly prohibited.
5. **PITCHER BOX RULE:** There will be a new pitching rubber on the mound (56') with two white lines on both sides. The pitcher has the option of using the 50' or 56' or anywhere in between staying between the white lines. This new pitching distance is for the safety of the pitcher.
6. **PITCH ARC:** will be 6ft. – 15ft. We will be using a mat at home plate.
7. **HOMERUN RULE:** Each team is allowed three over the fence homeruns per game at Louis Park and Oak Park. Any homerun over the limit will end the inning.
8. **NEW RULE FOR THE SAFETY OF THE PITCHER:** The batter must hit the ball a minimum of three feet above the pitcher's head and if a ball is hit behind the 40 foot rubber and through the white box on the

pitcher's mound whether on a ground ball or a line drive, whether it hits the pitcher or not that batter is out. If the same batter repeats this action a second time, that batter will be suspended for eight days.

VIII. PLAY-OFFS

1. The top four teams will advance to the post season:
Game 1: 3rd place vs 2nd place/home team, time limit and run rules apply
Game 2: 4th place vs 1st place/home team, time limit and run rules apply
Championship: winners of games 1 & 2, higher seed/home team, time limit and run rules apply.
2. Playoff information will be posted on the website @ www.etrockton.com/sports
3. Tiebreaker will be determined by head-to-head record and runs scored against differential versus common opponents to decide placement of play-off teams.
4. All players participating in the post season must have played in two league games during that league on that team and will be required to have a valid pictured ID in his/her possession or risk forfeiting the game.
5. Illegal players will result in a forfeit and the discontinuation of the team in the playoffs.

City of Stockton
Community Services Department
Adult Sports Division

ADULT SPORTS CODE OF CONDUCT

Participants in the adult sports program are held to a standard of behavior. The games managers and league directors are responsible for administering these standards. A no-tolerance policy has been instituted for unsportsmanlike behavior in our programs. Below is a list of offenses and the penalties that accompany them. This is to be used as a guideline, however under special circumstances, the league director has the right to change, modify or adapt any of these offenses or penalties as needed.

OFFENSE	MINIMUM PENALTY	MAXIMUM PENALTY	ACTION TO RECTIFY	PROBATION
Fighting, or any physical abuse of another player, spectator, coach or city employee	Suspension from remainder of league, No less than five games.	Lifetime suspension from City sponsored Adult sports leagues.	Serve suspension. Provide league director with written explanation of actions, promising future compliance with city rules.	1 year to lifetime at Director's discretion
Leaving dugout during an altercation	Player ejection, Team and player 8 day suspension.	1 year suspension	Sign "Code of Conduct" letter with League Director	1 year
Damaging City Property	24 day suspension and financial institution	Lifetime suspension from City programs	Sign "Code of Conduct" letter with League Director	Lifetime
Verbal abuse or trash talking	Ejection from game, 8 day suspension.	Remainder of League, minimum 3 games.	Sign "Code of Conduct" letter with League Director	Remainder of league
Rough Tactics	Ejection from game, 8 day suspension.	Remainder of season.	Sign "Code of Conduct" letter with League Director	1 year
Refusal to obey official's decision	Ejection from game, 8 day suspension.	Remainder of season.	Sign "Code of Conduct" letter with League Director	1 year
Throwing equipment	Team warning	Lifetime suspension and possible criminal charges.	Sign "Code of Conduct" letter with League Director	Remainder of league to Lifetime at Directors Discretion
Alcohol or substance abuse	Forfeiture of game, 8 day suspension for player and coach.	1 year suspension from City programs.	Sign "Code of Conduct" letter with League Director	1 year from time of suspension
Illegal Players	Forfeiture of game, 16 day suspension to coach and 8 day suspension to player.	Forfeiture of game, 16 day suspension to player and coach.	Sign "Code of Conduct" letter with League Director	Remainder of league
Gambling during game	Probation	Remainder of League	Serve suspension. Provide league director with written explanation of actions, promising future compliance with city rules.	1 year

Managers are responsible for actions of their participants and spectators at all times during a City of Stockton program and will be disciplined accordingly. The term participant shall include players, coaches and fans where appropriate. Offenders will be reviewed by the league director and a city disciplinary committee, and written notice of the penalties issued will be forwarded in a timely manner. **All suspensions will comprise of all City facilities and programs, including weekend tournaments and other sports.** Matters concerning all penalties other than lifetime suspension cannot be appealed. Lifetime suspended offenders have an appeal process before the ASA Disciplinary Committee. Written notice of an appeal must be received within two weeks of issuance of the suspension to the ASA Commissioner. After written notice is received, player will be contacted for a hearing date. The City of Stockton is committed to running a safe, supervised, and enjoyable program for their participants. This Code of Conduct is meant to assist in the observance of rules. Submit respectful comments or suggestions on the improvement of this document to office staff.