



MEN'S AND WOMEN'S MUNICIPAL SOFTBALL LEAGUES

RULES AND REGULATIONS

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MANAGER RESPONSIBILITY - the team manager is responsible for his/her players knowing these rules. It is assumed that all players will be so informed. Any questions regarding these rules should be directed to the Community Services Program Coordinator or the Recreation Supervisor in charge of Athletic Leagues.



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RULES AND REGULATIONS

1. League Participants

- 1-1 All players participating in any City organized league game must be registered on the appropriate team roster form prior to that player's first game. All information must be filled out for a roster to be valid. If a player is caught playing without signing a roster, that player and the team's manager will be suspended for one (1) full week from all City of Davis softball.
- 1-2 ***A player shall be eligible to play on only ONE (1) men's or women's team PER night. The League Directors have the authority to ban player(s) from certain leagues if that player is deemed inappropriate for that level of play.*** Once a player signs a roster and plays for a team, he/she is bound to that team for the season. An individual player who wishes to change teams within the same league may do so if he/she sits out one (1) game from that league and then signs the new team's roster prior to playing with that team the following week. Players must be released from their old manager in writing before playing with their new team. Any player found to be playing on more than one (1) team per night or in a league they have been banned from will be suspended for a minimum of two (2) weeks from all City of Davis league play and placed on probation for the remainder of the season or for a minimum of four (4) weeks. The game that player played in illegally will also be forfeited.
- 1-3 After the start of league play, new players may be added to team rosters. The new player must submit a signed roster form to a Community Services Department employee (at the P & CS office or to a scorekeeper at the field) prior to or on the day he/she desires to play. Roster forms are available from the scorekeepers at all fields or from the P & CS office.
- 1-4 Any player using false information in order to play will be suspended from all league play for the remainder of the season or a minimum of four (4) weeks. In addition, the team whose roster he/she appears on will forfeit priority sign up privileges for the next league season. Any player found playing after being suspended will be suspended for one (1) calendar year from the date of the infraction.
- 1-5 Players must be at least sixteen (16) years of age to participate in the adult men's/women's softball leagues.
- 1-6 For safety and legal reasons no person other than registered players, managers, coaches, or officials will be allowed on the playing field or in the dugouts during any game. All batboys and batgirls under the age of 16 MUST wear a helmet when on the field. Also, umpires may require animals or bicycles to be removed from the dugouts if necessary.
- 1-7 Parking in Community Park is prohibited. Violators will be cited.



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- 1-8 No player shall bat a ball against any fencing at any field. Violators are subject to a warning and then possible suspension and/or written citations.
- 1-9 Alcohol is permitted in most City of Davis parks, however, players may NOT consume alcohol while playing. Open alcoholic beverage containers are not allowed within 20 feet of any dugout. Any player who drinks alcohol during a game will be ejected and is subject to suspension. His/her place in the line up will be called an out unless the team has a legal substitute. Any umpire on site, the Sports Coordinator and/or the Sports Coordinator's appointee may eject any player from any game if that player is caught drinking alcohol during their game.
- 1-10 Dugout gates at Playfields must be closed at all times. If a gate is left open and a live ball goes into a dugout, the team in that dugout will be penalized. A dead ball will be called and if the offending team is on defense, all runners will be awarded one (1) base; if the offending team is on offense, no runners will advance and the runner closest to home will be called out.
- 1-11 Only one (1) on deck batter may be on the field of play at any time. Keep all players other than the on deck batter and the base coach in the dugout.

2. Team League Organization

- 2-1 An official team shall have no less than eight (8) players to start or continue any league game. Teams may bat as many players as they wish as long as the original batting order is not changed. Exceptions to this rule: A player arriving late may enter the batting order at the end; a player leaving a game early must notify the scorekeeper he/she is leaving and their spot in the order will be vacated - NO penalty will be assessed (i.e., no out will be recorded when their batting position comes up); if a player is ejected, an out will be recorded when their batting position comes up unless a legal substitute is available.
- 2-2 Game clock will begin after the umpire announces "Play ball". If either team has less than eight (8) players at the **scheduled game time**, a five (5) minute grace period will be allotted but the following penalties will be assessed: The team with the legal number of players will be awarded four (4) runs; the game clock will continue to run. If the eighth player does not arrive within the 5-minute grace, the game will be declared a forfeit.
- 2-3 Any team that forfeits 2 or more games in one season will lose their priority for registration in the next season.
- 2-4 In each league game, one team will be declared the home team and one team will be declared the visiting team. The home team is the team listed first (in the left-hand column) and the visiting team is the team listed second (in the right-hand column).
- 2-5 Each team manager shall notify the official scorekeeper ten (10) minutes prior to game time and give the name and batting order of players who will be participating in the game that evening. Any team that is late



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turning in their line-up will be assessed a two (2) run penalty. Infield practice will be permitted only if there is sufficient time before the scheduled starting time of the game and only if the batting order has already been submitted to the scorekeeper.

2-6 Priority registration for subsequent leagues will be taken from teams who meet the following two (2) prerequisites:

2-6a. Must have participated in the previous Softball League.

2-6b. Team must include: a) at least 7 players from the previous league's team if total roster was 13 players or less; b) at least 51% of players from the previous league's team if total roster was 14 or more.

3. Protests

3-1 Protests that arise during the game based on rule interpretation shall be announced by the manager of the protesting team to the umpire immediately and before the next pitch is made. The umpire shall in turn notify the opposing manager and official scorekeeper. The protesting manager shall submit a formal written protest to the Community Services Office during the first working day following the protested game. A \$25.00 protest fee must accompany the written protest, which will be refunded if the protest is upheld. The written protest should include:

4-1a . The date, time, place of game, and names of the teams involved.

4-1b. Names of umpires and scorekeeper.

4-1c. A description of the rules and procedures involved.

4-1d. All essential facts involved in the matter of protest.

3-2 Protest based on an umpire's judgment in calling play will not be accepted.

3-3 Protest based on the misinterpretation or misapplication of playing rule or on the eligibility of any player will be reviewed and ruled upon by the CS staff in charge of Athletic Leagues.

3-4 When a protest based on interpretation or application of a rule is upheld, the game shall be replayed from the point of the protest with the decision corrected only if the outcome would affect the league championship.

3-5 Protest over illegal players:

3-5a. If the player is in the starting lineup or enters the game either on the field or at bat, he/she must be protested before the end of the game. The protesting manager shall notify the umpire and the



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scorekeeper of his/her protest and must submit all appropriate paperwork (see rule 4-1) along with the \$25.00 protest fee during the first working day following the protested game.

- 3-6 When a protest based on the use of an ineligible/illegal player is upheld, the game shall be forfeited to the protesting team. Appropriate action will be taken against the ineligible/illegal player (see rule 1-4 &/or 1-5).

4. Appeals

- 4-1 The following decisions may be appealed:

4-1a. The placement of a team in a league (e.g. the league the team is placed in and the make-up of the team.)

4-1b. The prohibition of a player on a team.

4-1c. The suspension of a player.

Any team or player is eligible to appeal. A written appeal and a \$25.00 fee (per appeal) must be submitted within 7 calendar days of being notified of the decision. The fee will be refunded if the appeal is approved. The appeal will be brought before the Dispute Resolution Board (a local board made up of one umpire and two team managers). In very rare instances, the appeal may be brought before the local ASA Appeals Board. This is solely at the discretion of the Recreation Supervisor in charge of Adult Sports.

5. Equipment

- 5-1 All players must wear shoes and shirt or tank top in all league games. (No sandals)

- 5-2 No metal spikes or cleats will be allowed. Rubber or plastic cleats are acceptable.

- 5-3 For safety and injury prevention, no jewelry such as watches, bracelets, earrings, or necklaces may be worn by any player.

- 5-4 No electronic equipment including cell phones pagers, radios, etc. is allowed to be worn or carried on the playing field by any player, umpire, base coach, etc.

- 5-5 Any player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered (i.e., bandage/cover the wound or remove/change the bloodied clothing)

- 5-6 **All bats must be ASA approved (all bats must have the ASA stamp).** Titanium and composite bats are not allowed in any league. See the "2011 Softball Leagues Bat Restrictions" list for specific information about legal and non-legal bats for each league. Additional bats may be added to this list at any time as the



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discretion of the League Coordinator.

- 5-7 Any player caught using an illegal bat will be immediately ejected. Any player using an illegal bat a second time, any time during the season, will be ejected from that game and be suspended for a minimum of four additional games. Umpires may remove a bat from a game, even if it is not on the list, if they feel the bat is inappropriate for that league.

6. Local Game Rules

- 6-1 All games will be seven (7) innings in length or no new inning shall be started fifty-five (55) minutes after the official start of the game unless there is a tie. A new inning officially starts when the third out is made in the bottom half of the previous inning.
- 6-2 All ties will be broken by a tiebreaker. The visiting team will place a runner (the last batter of the previous inning) at second base. One (1) out will be declared. The visiting team will continue to bat in the original batting order until the third out is made. The home team will then be put in the same situation (runner on second with one out). This process will be continued until the tie is broken. Each inning must be completed.
- 6-3 One courtesy runner may be used, with the opposing manager's permission, per inning per team. The runner MUST be the last batter to make an out. If a courtesy runner is on base when his/her place in the batting order comes up, he/she will be called out.
- 6-4 A legally pitched ball must reach a height of 6 feet and not more than 12 feet from the ground.
- 6-5 Pitchers are allowed 5 warm-up pitches before the start of the game and 3 pitches between innings (time permitting). No overhand warm-up pitches will be allowed between the pitcher and anyone at the home plate area. No infield or outfield practice will be allowed after the first inning.
- 6-6 All batters will start with a one (1) ball - one (1) strike count. Batters are allowed one extra foul ball (i.e., if a batter fouls off what would have been the third strike, they have one more strike – the next ball hit must be fair). A mat will be used behind home plate to determine balls and strikes. A ball pitched with a legal arc and hits the mat is a called strike. A ball pitched with a legal arc and does not hit the mat or hits the home plate is a called ball. A pitched ball that hits the mat and any part of the plate (except the black) is called a ball.
- 6-7 The mat is not an extension of the home plate. A base-runner must tag the home plate on plays at the plate and when a run is scored.
- 6-8 In the event of rain or other field problems, a game will be considered official if five (5) full innings have been played (4½ innings if home team is ahead); otherwise, the game shall be replayed at a later date determined by the League Coordinator.



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- 6-9 If the home team is batting and is ahead when the 55-minute time limit is reached, the game is called and the home team is declared the winner.
- 6-10 The 10 run rule will be enforced to end the game as follows: If, at any time after the 55 minute time limit, either team is ahead by 10 or more runs, the game will be called and the inning will not be completed.
- 6-11 If a team is playing with 8 players and is losing by 15 or more runs ANYTIME after three (3) full innings, the game will be called.
- 6-12 Teams may bat an unlimited number of batters but may only have 10 players in the field. Extra batters must be listed on the official line up and be given to the scorekeeper before the start of the game. The batting order is then set and may not be rearranged except for the situations listed above in #2-1. All players who play defense must bat.
- 6-13 Ground Rules: Community Field: All areas are live except the dugout areas. Balls hits into the trees in right field are live as well as any ball that is hit or thrown past either the left field line fence or the right field line fence.
- 6-14 Any vulgarity or language an umpire finds inappropriate shall warrant a one time, team warning. After the warning, any audible profanity shall be subject to immediate ejection. **NOTE:** An umpire may eject a player for profanity without a warning. Any post ejection demonstrations of profanity or other un-sportsmanlike conduct may result in game forfeiture and possible player suspension.
- 6-15 Homerun rules: See individual league schedules. Any additional over-the-fence homeruns in any league will be ruled an out.
- 6-16 In Men's League Play, the Worth Gold Dot 12" softball will be used. The Worth Green Dot 11" softball will be used in Women's League Play.
- 6-17 All rules not covered here shall be governed by the current A.S.A. Rulebook.

7. PLAYER CODE OF CONDUCT

- 7-1 NO PLAYER SHALL: At any time lay a hand upon, shove, strike, threaten, or physically attack any player, umpire or spectator. Officials are required to immediately suspend player from further play and report such player to League Coordinator. Such player shall remain suspended until the League Coordinator has considered his case.

MINIMUM PENALTY: Suspension from all league play for two weeks and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.



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7-2 NO PLAYER SHALL: Refuse to abide by official's decision. Officials are required to immediately suspend player from further play and report such player to the League Coordinator. Such player shall remain suspended until the League Coordinator has considered his case.

MINIMUM PENALTY: Suspension from all league play for one week and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension from all league play for one year and placed on probation for additional one year.

7-3 NO PLAYER SHALL: Be guilty of objectionable demonstrations of dissent at official's decision.

MINIMUM PENALTY: Warning by the official and possible ejection from game.

MAXIMUM PENALTY: Suspension from all league play for one year and placed on probation for additional one year.

7-4 NO PLAYER SHALL: Discuss with an official in any manner the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official and possible ejection from game.

MAXIMUM PENALTY: Suspension from all league play for two weeks and placed on probation for remainder of season.

7-5 NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player. Officials are required to immediately suspend players from further play and report such player to League Coordinator.

MINIMUM PENALTY: Suspension from all league play for two weeks and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension from all league play for one year and placed on probation for additional one year.

7-6 NO PLAYER SHALL: Be guilty of an abusive verbal attack upon any player, official, or spectator. Officials are required to immediately suspend from further play and report such player to the League Coordinator. Such player shall remain suspended until the League Coordinator has considered his/her case.

MINIMUM PENALTY: Suspension from all league play for one week and placed on probation the remainder of season.

MAXIMUM PENALTY: Suspension from all league play for one year and placed on probation for additional one year.

7-7 NO PLAYER SHALL: Appear upon the field of play at any time in an intoxicated condition. Officials are



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required to immediately suspend player from play and report same to League Coordinator for further consideration.

MINIMUM PENALTY: Suspension from all league play for one week and placed on probation for the remainder of season.

MAXIMUM PENALTY: Suspension from all league play for four weeks and placed on probation for one year.

7-8 NO PLAYER SHALL: Smoke or chew tobacco while coming off or going on the field of play or while on the field of play.

MINIMUM PENALTY: Warning from official.

MAXIMUM PENALTY: Ejection from game.

7-9 NO PLAYER SHALL: Drink alcoholic beverages during their game.

MINIMUM PENALTY: Immediate ejection from game

MAXIMUM PENALTY: Suspension up to one (1) year from all league play depending on number of violations or severity of infraction.

SPECIAL NOTE:

1. Any player who is suspended will automatically be placed on probation for the remainder of the season or a minimum of four (4) weeks.
2. Any player being placed on probation for the remainder of the season and reported again for violating the "Code of Conduct" will be suspended for the remainder of the season or a minimum of four (4) weeks.
3. Any player removed from a game will have two (2) minutes to leave the playing field. Such player may also be directed by the official to leave the park immediately. Failure to do so can result in a forfeiture of the game and the suspension of said player for the remainder of the season or a minimum of four (4) weeks.
4. A player who has been suspended from play may be barred by the League Coordinator from attending the game(s) from which he/she has been suspended.
5. Any infraction and subsequent penalty given by the City of Davis will be transmitted to all Greater Sacramento Softball Association (GSSA) directors, as well as other municipal league directors in the area. Any/all players suspended from City of Davis league play may be subject to suspension from all GSSA leagues and tournaments.