

ADULT SOFTBALL HANDBOOK



ADULT SPORTS OFFICE

STRIBLEY COMMUNITY CENTER

1760 E. SONORA STREET

STOCKTON, CA 95205

(209) 937-5544

OFFICE HOURS

MON - FRI 9 AM - 6 PM

City of Stockton

Adult Sports

Slow Pitch & Fast Pitch Softball Rules



USA Softball rules apply to all games, except any of the following adaptations. For questions regarding general Adult Sports regulations, call us at (209) 937-5544

REGISTRATION, PLAYERS, ROSTERS, EQUIPMENT, OFFICIALS, TIME, PLAYING FIELD

REGISTRATION PROCEDURES

1. All fees are due with the completed registration form during the designated registration period. Postdated checks will not be accepted. We accept company checks, cashier's checks, money orders and cash at the Softball Complex. Credit or debit card transactions can only be taken at the Community Services office, during business hours. (See hours listed on front cover.)
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. 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.
5. It is the team manager's responsibility to notify the Adult Sports Office regarding changes of address, email, or phone number.

DIVISIONS & GAME SCHEDULES

1. The Adult Sports Office shall determine the number and variety of leagues. Teams will request league preference and night when they register; however, the Adult Sports Office will finalize the placement of teams.
2. Division selections at the time of registration are a request. The Adult Sports Office will place teams in divisions depending on total number of teams registered.
3. The teams that played in the championship game in the previous season will be moved up to the next higher division unless that team is already in the highest division. The bottom 2 teams in the previous season will be moved down to the next lower division unless the team requests to stay in the higher division or are already in the lowest division.
4. The league reserves the right to supersede division placement rules.
5. Special requests for game times and bye dates are encouraged, but requests cannot always be granted. Requests for later game times or "no 6pm games" are unlikely to be granted.

PLAYERS AND TEAM ROSTERS

1. Players must be 18 years or older at the start of the first game.
2. A player can play on another team within the same league; however, the player may only play on one team when their teams are playing at the same time. Players can only play on one team during the playoffs.
3. No more than 20 players are allowed on a team roster. Players must have played in at least two regular season games to be eligible to play in playoffs.
4. 12 of the 20 roster spots must be filled prior to the end of the first week of the season.
5. A maximum of 10 players are allowed on the field at one time.
6. A batting order has a maximum of 12 batters.
7. The team manager shall give the Umpire or Scorekeeper the team lineup at least ten minutes before the scheduled start time. 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
8. Coed teams must have a minimum of four men on a roster
9. Teams must have 7 players on the field or within sight to start a game. An 8th player must enter the game before the start of the 3rd inning to avoid a forfeit.
10. If a player is discovered to be illegal at any point, prior or during, the game will result as a forfeit and be continued as an illegal game.
11. Players may be required to present government issued identification to prove eligibility.
12. Children must always be supervised. In the event 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. No children are allowed in the dugout.

Additional Fast Pitch Eligibility

1. Pitchers will be classified prior to each year. Pitchers can only play within their classification.

SUBSTITUTIONS:

1. Substitutions may only be made during stoppage of play/timeout situations only.
2. A courtesy runner can be used at any time during a stoppage of play. One courtesy runner will be allowed per inning. The courtesy runner must be the last official batted out. Team Managers must notify umpire prior.

PLAYERS' EQUIPMENT

Illegal Equipment

1. Metal spike cleats
2. Exposed jewelry
3. Uniforms or other articles of clothing with inappropriate logos.
4. Illegal Bats
 - Bats shall be free of burrs, dents and visible cracks. If not, the bat will be removed from competition. (USA rule 3, Section 1 F).
 - Illegal bat chart can be seen on the USA Softball website or out at the ball fields. Wooden bats may be used if it is a USA approved softball bat.
 - If a batter enters the batter's box with an illegal bat or uses an illegal bat during a game, the batter will be called out and ejected from the game. 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 result in suspension for the remainder of that season. Third offense by the same player during a season will result in suspension for an entire year from the date of the third offense.

THE OFFICIALS

1. Umpires will conduct a pre-game meeting with both team managers prior to the game.
2. The officials' authority and jurisdiction begin when they are in or directly around the playing area directly before, during and directly after a match.
3. The umpire shall have the authority to penalize rule breaking during play and during stoppages of play.
4. The umpire's decision shall be final (not appealable) so far as the result of the game is concerned.
5. The umpire has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The umpire's decisions are final in all matters pertaining to the game.
6. Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators, and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of the officials assigned to the game.

PROTESTS

1. Protest cannot be made once game is completed.
2. Protest fee is \$20.00.
3. Only those protests based on an official USA or league rule interpretation, ground rule, or player eligibility will be considered. Protests on umpire judgment will not be considered.
4. When a matter of protest arises during the game, the protesting manager shall immediately notify the umpire, Games Manager, and opposing team manager.
5. 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.
6. 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.
7. On rule interpretations, managers must file a formal protest and pay a \$20 protest fee within 48 hours at the Adult Sports office. In the case of a Friday league, protest must be filed by 5 p.m. the following Monday.
8. On player protests, the \$20 fee is collected immediately by the Games Manager. The protest must be made before the end of the game. Multiple protests will not be accepted.
9. The Adult Sports Office will decide after hearing and receiving all facts and information.
10. 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.

THE LENGTH OF THE MATCH

1. Slow Pitch Games will consist of 7 innings or a 55-minute time limit. No new inning shall begin 55 minutes after the game begins, but the current inning will be finished, unless the score is tied.
2. Fast Pitch Games will consist of 7 innings or a 90-minute time limit. No new inning shall begin 90 minutes after the game begins, but the current inning will be finished, unless the score is tied. This also applies to playoffs.
3. An inning has officially started when the last batter is put out of the previous inning.

4. A game can be considered final after 5 completed innings are played.
5. Incomplete games stopped due to weather or light failure will be rescheduled or teams will be reimbursed game fees.
6. The length of the game may be shortened at the discretion of the officials with approval by the supervisor
7. A game may start early if both managers agree, and then no protest will be accepted on the starting time.

THE FIELD OF PLAY

The games shall be played on a full softball diamond at the Louis Park Softball Complex.

Bases

- Bases will be set at 70 feet.
- First base will be a double first base (USA Rule 8 Section 2N).
- Home plate will use a strike mat.

Pitching Rubber

- The pitching rubber will be set at 50 feet.
- A pitcher's box will be chalked out from the 50' rubber to the 56' rubber.

Fair and Foul

- The foul lines shall extend indefinitely from the outer edge of home plate to the outer edges of 1st and 3rd base and into the outfield. Any ball touching the foul line shall be considered fair and in play.

Dugouts

- Only team members are allowed in the dugouts.
- The batter, the batter on deck, and the base coaches are allowed on the field. All other players must remain in the dugout.
- No bat boys/girls allowed

THE BALL

Games will be played with balls provided by the Adult Sports Office. The umpire shall decide the legality of any ball. The teams are responsible for retrieving the ball and having it ready for each play.

PLAYING RULES

TIES

At the end of seven innings or if time expires, the International Rule will apply; if a tie is not broken after one inning, game will stay tied. Playoffs must determine a winner so game will continue.

PITCHING

1. Pitchers will have the option of using the 50' rubber, 56' rubber, or anywhere in between staying between the white lines.
2. A legal pitch has a pitch arc of 6' to 12'.
3. Both the plate and strike mat are considered strikes.

HITTING

1. All batters will start with one ball and one strike.
2. Intentional bunting is not allowed and will result in an out.
3. It is up to the discretion of the umpire whether a hit was an intentional bunt.
4. The batter must hit the ball a minimum of three feet above the pitcher's head. If a ball is hit behind the 40' rubber and through the white box on the pitcher's mound, whether on a ground ball or a line drive, or 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.

HOMERUNS

All divisions are allowed 3 homeruns. Every homerun hit after the 3rd homerun (if allowed) is equalizer rule. Teams cannot hit a 4th homerun until the other team hits their 3rd homerun. Homeruns hit before the equalizer will result in an out. Homeruns hit after the max per division will result in an end of inning.

Maximum Homeruns Allowed Per Division:

E1 gets up to 7 homeruns
 E2 gets up to 5 homeruns
 E3 and lower gets up to 3 homeruns
 Fast pitch gets unlimited homeruns

RUN AHEAD RULE

1. If a team is up by 20 runs after four innings, or 12 runs after five innings the game will be over.

FIELDING

1. Fielders that interfere with or obstruct a runner shall be called for obstruction, awarding the base to that runner.

2. Any player faking a tag and making a player slide into a base unnecessarily may be ejected at the umpire's discretion.

RUNNING

1. Neither leading off a base, nor stealing a base is allowed. A runner may advance once the ball is hit. A runner off the base, when the ball is pitched, is out.
2. If a defensive player has the ball and the runner, on his feet, crashes into a defensive player with great force, the player may be ejected for unsportsmanlike conduct.
3. Runners may not advance past the base they are trying for once the ball is in the infield and the defensive players are attempting to return the ball to the pitcher.
4. Runners may tag-up on caught fly balls. That is, runners must retouch or stay on a base until a hit ball is caught or the ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is an out.
5. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base. Runners cannot overrun 2nd or 3rd base.
6. If the ball is overthrown into foul territory by the fielding team, runners may only advance 1 base. Runners can be put out attempting to advance to this base.
7. Running past or touching another runner is not allowed. The passing runner is out.

BLOOD RULE

1. 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.

ADDITIONAL FAST PITCH RULES

1. C Division may only use 9 field players with the option of a (Flex), one extra hitter (EH) may be used.
2. Teams that play in more than one league may only drop one division.
3. Metal cleats are not allowed, except for C division fast pitch pitchers, and only while pitching. All players must wear all-purpose shoes. Sandals, open-toed shoes, and boots are prohibited.
4. Pitchers may pitch only in the highest division that they are on the roster for, however they can play in another division at a different position.
5. There will be no illegal pitches called for crow-hopping. However, pitchers still must adhere to other USA pitching requirements.
6. Catcher's mask with a throat protector is required.
7. A pitcher shall not wear anything on the pitching hand, wrist, forearm, elbow or thigh, which may, in the umpire's judgment, be distracting to the batter. Pitcher can wear skin color tape on finger, or a skin color wristband/rap on wrist, thigh, elbow or forearm.
8. Batters must wear helmets. Caps must be worn in the forward direction. Bandanas or head covers are not allowed.

ADDITIONAL WOMEN'S RULES

1. Teams may go five runs ahead if team is losing. The 7th or last inning will be an open run inning.

ADDITIONAL COED RULES

1. If a team has more females than males, the team must alternate batting order until all males bat. Late male arrivals must be inserted in the line up to follow this pattern. Team may never play more males than females.
2. 2 females must play in the infield, not counting the pitcher or the catcher.
3. Male players cannot field a ball from a female when playing an outfield position. If a ball is caught by a male in a female teammate's area, it is a delay dead ball situation at the umpire's discretion. The offensive team has the option of the play or the award of all runners advancing one base.
4. If a female is in the catcher's position, no male can come from any other position to take a throw on a potential runner. If a male makes an out by taking a throw from the female catcher, a delayed dead ball will be called, and all runners advance one base or take the result of the play. This pertains to the first throw to home plate on a play. Dropped or passed balls, a male can cover home plate.
5. All infielders must remain on the infield until the ball is hit.
6. Short center and outfielders must remain behind 160' line until the ball is hit.
7. Defensive players may not change positions once the inning has started except the pitcher's position.
8. Pitchers may be substituted at any time. Pitching changes are limited to 2 per inning.
9. Courtesy runners are the last batted male/female batted out. Courtesy runners are limited to one per inning, per gender.
10. Any walk to a male batter will result in a two-base award. (Runners advance when forced). With two outs, female batter has the option of walking or hitting.

11. Sliding is permitted at 2nd and 3rd base only. No sliding at home plate or 1st base.
12. Teams may go five runs ahead if team is losing. The 7th or last inning will be an open run inning.
13. A safety line will be marked near home plate. All incoming runners must run through the line to avoid collision at home plate; thus, all plays at home are force outs. Also, commitment line on third base line will be used. Ruling will be if you pass the commitment line, you are obligated to come all the way home. He/She cannot touch home plate or the strike mat. Violation is an out. Tagging the runner is not permitted. If tagged, the runner will be ruled safe.

PLAYOFFS

The top 4 teams will be eligible for playoffs. To make playoffs, teams will need to have an average sportsmanship rating of 3.3 or higher. Playoff tie breakers occur in this order: Win percentage, Head-to-head wins, Average sportsmanship rating, Points scored, Points allowed.

Players are required to play in at least 2 regular season games to be eligible for playoffs.

Players are required to present government issued identification to prove roster and playoff eligibility.

DEFAULTS & FORFEITS

1. Game time is forfeit time. The clock will start at game time. Teams will have a 10-minute grace period before it is a forfeit, but the clock will not restart.
2. In case of a double forfeit, both teams will receive a loss.
3. Teams should notify the Adult Sports Office 24 hours before their game if they know they cannot play. They can email the Adult Sports program at crystal.mclaughlin@stocktonca.gov stating their situation. They will receive a loss, but it won't be recorded as a forfeit. If a team forfeits with notice (default), the team will not receive a sportsmanship rating for that game. The team that does not forfeit will receive a sportsmanship rating of 4.0.
4. Teams that fail to provide 24-hour notice if they know they cannot play, will receive a forfeit and a sportsmanship rating of 2.0.

CONDUCT OF PLAYERS

1. **Captains are responsible for the conduct of their players and fans.** Each team's players and spectators will be held accountable for acts including abusive language, threatening remarks before, during or after any intramural contest.
2. Any participant or spectator who physically strikes another individual will be automatically suspended from further Adult Sports participation and face disciplinary action.

SPORTSMANSHIP RATING SYSTEM

1. All participants, coaches and fans that choose to participate in the Adult Sports program with the City of Stockton are expected to display good sportsmanship and comply with the spirit and rules for each sport. The City of Stockton Adult Sports program will not tolerate profanity or any other unsportsmanlike conduct. Officials and supervisors shall make decisions on whether to warn, penalize, or eject players and/or teams for poor sportsmanship. These decisions are final.
 - Each team's players and spectators will be held accountable for acts including abusive language, threatening remarks before, during or after any Adult Sports contest.
 - Each team will receive a sportsmanship rating for each game. Team sportsmanship ratings apply to behavior before, during and after a contest.
 - After every contest, the game official will record a sportsmanship score for each team. The scoring breakdown is as follows:

5	Team members participate with outstanding sportsmanship within the established rules of the contest. No trash talking, name calling or foul language occurs. Game officials have zero issues with team.
4	Team or individual team members play with expected sportsmanship and may occasionally voice a concern with the officials. Sportsmanship and understanding of the rules is acceptable, but could be improved.
3	Team competes without incident, but display some poor sportsmanship. Spectators may have influenced their team's sportsmanship with their comments/behavior.
2	Team consistently displays poor sportsmanship, even after being warned by City of Stockton staff. Spectators may have influenced their team's sportsmanship with their comments/behavior. A forfeit also warrants a 2.0 sportsmanship rating.
1	Team had player(s) ejected from the game and/or displayed consistent poor sportsmanship throughout the contest.

2. If a team receives a sportsmanship rating of 2.0 or lower during playoffs, they will be disqualified and will not advance to the next round. All sportsmanship ratings will be reviewed during playoffs and may be changed by the Adult Sports Office.

ALCOHOL AND DRUG USE

Alcohol and other drug use is not permitted during any City of Stockton Adults Sports activity or event. No player can 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. A second offense will result in player and manager suspension for a minimum of eight days. Any player that has been asked to leave the contest for any reason will officially be ejected from the contest. Any incident may be referred to City of Stockton Police. No outside alcoholic cans or bottles is allowed inside the Louis Park Softball Complex.

SMOKING

There is NO SMOKING of any kind. Smoking and vaping are prohibited inside any City of Stockton athletic complex.

EJECTIONS

Any participant, coach, or fan that is ejected from a City of Stockton Adult Sports program is immediately ineligible from play and/or spectating further competition in all City of Stockton Adult Sports events until the Adult Sports Coordinator reinstates that player. Any person ejected from a game must gather their belongings and leave the playing area within 3 minutes, talk to the supervisor on duty and not cause any further disruptions to the game or approach any game officials for any reason. If the player fails to comply, the game will be forfeited.

All ejections, for any reason, result in an 8-game suspension. It is the responsibility of the individual ejected to actively pursue reinstatement. If no attempt is made, that individual will remain suspended from that season and subsequent seasons. Suspensions are indefinite unless otherwise notified by the Coordinator.

Participants in our city wide 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 areas of concern 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. These behavioral issues are some areas where the City of Stockton is concerned. 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 USA Disciplinary Committee. Written notice of an appeal must be received within 2 weeks of issuance of the suspension to the USA Commissioner. After written notice is received, you 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 help control the observance of our rules. Should you have respectful comments or suggestions on the improvement of this document, please contact office staff.