

City of Pleasanton

Community Services Department

Adult Softball Rules

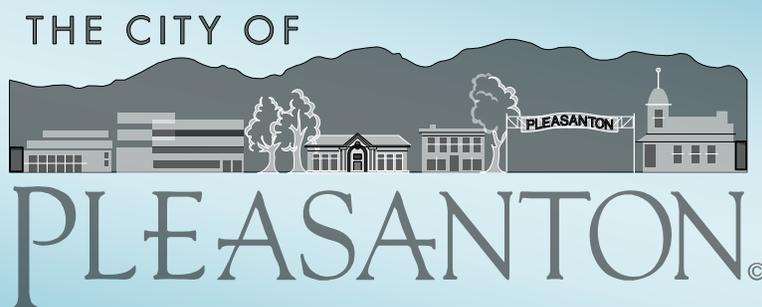
2013



Joelle Goodman
(925) 931-3480
jgoodman@cityofpleasantonca.gov

Nilo Velazquez
(925) 931-3439
nvelazquez@cityofpleasantonca.gov

For field conditions, please visit www.pleasantonsports.org or call (925) 931-5360.



This publication provides standard softball regulations for all Adult Softball Leagues conducted by the City of Pleasanton Community Services Department. The Adult Softball Leagues will be played according to official United States Specialty Sports Association (USSSA) rules and regulations except for the following local rules and regulations.

TEAM ROSTERS

A. The roster is the petition and application into the league.

B. The roster must be an original; a previous season roster, a photocopy of the original, an illegible, or an incomplete roster will not be accepted.

C. Rosters must contain a minimum of twelve (12) players.

D. All roster information must be complete with the Team Name, League and Night, and Manager's information. All players (including manager) must provide name, address, and signature to be considered eligible for league play. Managers must also sign the back portion for the roster to be considered complete. All information must be legible or it will not be accepted.

E. To Add/Drop players to your original roster:

- Players may be added or dropped from a team's roster until the date specified on your league schedule and must be turned in before your game begins to be eligible. This can be done with the field monitor or scorekeeper.
- All player adds or drops must be done on an official City of Pleasanton add/drop request form. Forms are available at the softball complex or online at: www.pleasantonsports.org.
- A player is not considered eligible until he/she and the manager have signed the official add/drop form.
- **HARDSHIP RULE:** The League Director can authorize the addition of players under a "hardship ruling" at any time during the season. Factors affecting the league director's ruling will be if a team has played two (2) games with nine players or less or has forfeited at least one (1) game or has eleven (11) players or less available to play on the roster. The purpose of the hardship rule is to reduce the potential for league forfeits. Note: A team using the hardship rule must drop below the minimum roster number allowed.
- Any player added incorrectly will be considered illegal for league play.

F. Any player participating without being on the league roster, under an assumed name, or false address will be considered an ineligible player. The player shall be suspended from league play for a minimum of two (2) weeks and also applies to any other teams that player might be playing on.

G. Minimum age for all adult leagues is eighteen (18) except for the Co-ed Church league which is sixteen (16). To be eligible for the Men's Master League a player must be at least 35 years old by December 31st of that current year. For the Men's Legend League a player must be at least 50 years old by December 31st of that current year.

H. All players must be able to produce a valid picture ID upon request.

LEAGUE AWARDS

All Leagues: 1st place individual awards (maximum of 15) for league winners and individual awards for the playoff winners who participated in the playoffs. No awards will provided in the Coed Church League.

PLAYOFFS

A. All Leagues will have a single game elimination tournament at the end of league play. All regular league rules shall be enforced except that the championship game will not have a time limit.

B. If a league has seven or fewer teams the top three teams will compete in the playoffs.

C. If a league has eight or more teams the top four teams will compete in the playoffs.

D. For the Business Leagues the first place and second place teams from each division will play in a single elimination format versus other business league teams.

E. Photo ID's will be required to participate in all playoff games and will be checked by City of Pleasanton staff.

PROTESTS

A. Game protests are accepted as part of the game, provided that the proper procedures are followed at the appropriate time and sequence.

- The team manager must calmly ask for time-out. Upon being granted time-out, the manager (manager only), may approach the home plate umpire and ask for a clarification on the field ruling. If the manager feels the ruling is incorrect, the manager must state his or her intention to protest before the next pitch. The umpire (along with the score keeper and field monitor) will ensure the proper information about the game/situation is noted on the score sheet. Play will resume. Unprofessional attitudes and actions on the part of any team involved will not be tolerated and are grounds for dismissal of the protest.
- Upon completion of a protested game, the manager must submit a written explanation of the protest, citing the specific improper ruling, to the League Director within 24 hours of the game. A check for \$50 must accompany the protest(refunded if the protest is deemed valid, forfeited if not). The League Director will then investigate the matter further and alert the team manager with the final ruling within 3 business days(or sooner if future games are impacted).
- Playoff game protests will be handled on the spot by City of Pleasanton staff, if necessary.

B. Protests on player eligibility:

- Protests must be stated on a player's eligibility at the time when the manager is aware of the ineligible player and must be done with the home plate umpire and the scorekeeper. The game should be stopped and both managers need to be notified of the intent to protest. If a player is found to be illegal/ineligible and they have played in the game, the game will be automatically forfeited with one exception. If a player has been in the game for more than three innings the eligibility can no longer be protested, however if the player is not a legal player they will be ejected from the game and the game will continue. Failure to acknowledge an ineligible player at the proper time will void the protest. On player eligibility, it is the responsibility of the opposing manager and/or the field monitor. Note: This does not pertain to a player batting out of order or a wrongful substitution. This type of protest must be done before the next pitch or before all infielders have left fair territory.

C. Withdraw with prejudice:

- All teams must abide by the League Director's or protest board rulings. If they do not and withdraw from the league, the team "withdraws with prejudice" and will forfeit any refund of money, league awards, league standings, and returning team status.

FORFEITS

A. A forfeit will be declared by the home plate umpire if a team does not have enough players (8) to begin the game and after the ten minute grace period (see grace period rule, pg. 10). Note: The scorekeeper has the official game time, not the umpire.

B. In the event of a forfeit, due to lack of players the team who had enough players is declared the winner with a score of 7 – 0. In the event of a double forfeit, where both teams do not have enough players, both teams receive a - 7 loss.

C. A game may be declared a forfeit by an official in favor of the team not at fault in cases where a player or spectator physically attacks an official. In cases where both teams are at fault a double forfeit will be declared and both teams will receive a -7 loss.

D. A team cannot gain a playoff berth by benefiting from a forfeited game. This rule is in effect only in situations where playoff contenders in a league standing must be determined on run differences between teams that are tied, (see final league standings, pg. 5).

E. Penalties for forfeits:

- Teams who forfeit a game will be placed on probation for the remainder of the season.
- If a team forfeits a second game, that team shall be removed from the league. Appeals for reinstatement must be done in writing before their next scheduled game. The letter must state the manager's plan of action that will ensure that there team will have no more forfeits for the remainder of the season. Should there be a third forfeit, the team will be dropped from the league and will forfeit all league fees, and awards.

F. In games forfeited after they have started, the score for the team at fault will be zero (0) and the score for the team not at fault will be seven (7), or the run differential at the time of forfeit, whichever is greater.

G. In the event of a forfeit, teams may use field for practice as long as:

- All players are officially on a roster.
- Teams must vacate the field fifteen (15) minutes prior to the next scheduled game.
- Umpires are not permitted to umpire unofficial games.

H. Intentionally making an out at the end of the game to extend the game is not considered a travesty of the game and should not be grounds for calling a forfeit.

SCHEDULE CHANGES

A. Teams must play when games are scheduled.

B. Games that are to be made up due to weather or other circumstances will be re-scheduled at the conclusion of regular season play, or sooner if field space allows. If the games cannot be played, the won-loss records will be computed on games actually played. Note: In the event all make-up games cannot be played prior to the leagues being complete, games having a direct bearing on first or second place or a

playoff position will be rescheduled first.

C. Games that are stopped in the middle due to inclement weather will be ruled as follows:

- If teams have not played four (4) complete innings, the game will be rescheduled at the end of the season, and will start as a new game (score: 0-0, inning: 1, and time limit: 70 minutes).
If four (4) innings have been completed, the game will be declared a full game and the score will stand as is.

D. In the event that a league schedule cannot be completed, the League Director can declare the league completed. The league standings will be based on the team's records at the time of the declaration. Teams will be credited refunded for games not played.

LEAGUE STANDINGS

A. League standings are calculated as follows:

- Winning team-two points
- Tied game-one point each team
- Losing team-zero points
- The team with the most points at the end of the regular season shall be declared the regular season champion. Forfeited games are scored as a 7-0 victory for the non-forfeiting team.

B. The tie breaker for determining final league standings is as follows until the tie is broken:

- Head to head competition between the tied teams
- Run differential between the tied teams
- Run differential between the tied teams versus the entire league
- Team with the least amount of forfeits
- Coin toss

PLAYER MANAGER/CONDUCT

A. There is no place in athletic sports for the unethical or disrespectful player. Unsportsmanlike conduct is contrary to the basic principles of City of Pleasanton sports programs.

B. The player code of conduct is established for the protection of participants, umpires, and spectators.

PLAYER CODE OF CONDUCT

SPORTS ASSOCIATION OF NORTHERN CALIFORNIA RECREATION AGENCIES SANCRA EAST BAY

The following "Player Code of Conduct" has been adopted by all Municipal Agencies within S.A.N.C.R.A. and will be strictly enforced by League Directors in the Bay Area. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, managers, coaches, and spectators.

Special Note: A player suspended in one program will result in a suspension for all other City of Pleasanton Sports Leagues.

A. NO PLAYER SHALL: Be guilty of objectionable demonstrations of dissent at an official's decision.

MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.

- B. 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.
MAXIMUM PENALTY: Removal from the game.

- C. NO PLAYER SHALL:** Refuse to abide by an official's decision. Officials are required to immediately suspend player from further play and report such player to the League Director. Such person shall remain suspended until his/her case has been reviewed by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for two league games (or weeks) and placed on probation for remainder of the season.

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

MINIMUM PENALTY: Suspension for one game (week) and placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension from one calendar year and placed on probation upon returning to league action for one season.

- E. NO PLAYER SHALL:** Be guilty of gambling upon any play or the outcome of games with any spectator, player, or opponent. Officials are required to report violation of this rule to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for the remainder of the season.

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

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for one calendar year.

- G. NO PLAYER SHALL:** Appear upon the field of at any time in an impaired condition. Officials are required to immediately suspend player from play and report them to the League Director for further consideration.

MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.
MAXIMUM PENALTY: Suspension for the remainder of the season.

H. NO PLAYER SHALL: At any time lay a hand upon, shove, expectorate, strike, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player will remain suspended until his/her case has been considered by the League Director.

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

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

I. NO PLAYER SHALL: Be guilty of a physical attack as the aggressor upon any player, official, spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player will remain suspended until his/her case has been considered by the League Director.

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

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

Special Note: Any player who violates the “Player Code of Conduct” while already on probation for a previous incident, will face double the penalty than the described above.

DISCIPLINE INFORMATION FOR MANAGERS

A. The manager is responsible for ensuring that all players know and abide by all playing rules and conduct. Managers and teams are subject to removal from league for failing to do so.

B. The manager is the official representative of the team, including spectators, unless he/she designates one of the players as the team captain prior to the game. Only the manager and/or the designated team captain may discuss a call or decision made by the officials.

C. Any time a player is disqualified from a game, the manager must make contact with the League Director within twenty-four (24) hours.

D. Any player ejected from a game is required to leave the Softball Complex immediately. Failure to comply with this rule will result in a forfeited game. The umpire must notify and warn the manager of any non-compliance before the game is called a forfeit.

E. Any player that is disqualified from the last game of the season will serve the appropriate suspension at the beginning of the next season.

F. Any player ejected from two games in one season will be suspended for the remainder of the season, or longer, if deemed appropriate.

G. Any player ejected from a game may not be eligible to play in any other game that night until his/her case has been reviewed by the League Director (exception if player is ejected for illegal equipment or any rule violation where misconduct is not involved).

THE LEAGUE DIRECTOR

- A.** Understands that not all situations are foreseeable and personal judgment will be needed.
- B.** Because of conditions beyond his/her control, may change or revise the league schedule.
- C.** Will determine all rules and regulations and he/she reserves the right to establish or suspend regulations at any time deemed necessary for the efficient operation of the league.
- D.** Will interpret all rules and regulations as deemed necessary to ensure a smooth and consistent program in keeping with the standards and intent of fair play.
- E.** Has the option of moving teams to the league (including day of play) that is in the best interest of the program and all participants.

LEAGUE AFFILIATION

USSSA rules govern play for the City of Pleasanton Adult Softball Leagues unless otherwise noted by the City of Pleasanton local rules and regulations.

EQUIPMENT

- A. Game ball:** The League will provide a new game ball and a back-up for each game
- B.** Each team must provide bats, warm-up balls, and any other individual type of equipment.
- C. Bat rule:** All Leagues will be allowed to use bats that meet USSSA requirements and standards, however additional bats may be banned by League Director for safety reasons. For the 2013 seasons, participants will be allowed to use bats with the previous standard USSSA stamp (“USSSA BPF 1.20” or “1.20 BPF” or “BPF 1.20”). Any player caught using an illegal/banned bat will be removed from the game and be subject to suspension. The batter must step foot into the batter’s box and the opposing team or umpire must determine that the bat is illegal/banned before the next pitch is made to the following batter of either team. If a bat is declared illegal the batter is out, ejected from the game and all runners must return to original base. Failure to follow the guidelines will not warrant an out/ejection however the bat shall be disallowed from any further use.
 - If a batter is caught using a tampered or altered bat, he or she will be ejected from the game and will be permanently banned from the league.
 - If a bat is believed to be tampered or altered by a game official the bat shall be removed from the game and will not be eligible until cleared by the league office.Managers have three (3) options when deciding on bats for the game. It is up to the manager to let the home plate umpire know which option they want to use before the game. Once a decision has been made, it will stand for the entirety of the game.
 - Option 1 Both Managers agree to use composite bats. Any USSSA approved composite bat (see above for stamp requirements) may be used with the exception of those specified by the league.
 - Option 2 Both Managers may agree to using composite bats, however only 2-3 bats are selected and agreed upon from each dugout.
 - Option 3 Both Managers may agree to use aluminum bats only. If managers do not agree on the type of bats to be used, only aluminum bats will be permitted for that game.
- D. Shoes:** No metal cleats are allowed. All players must wear shoes that enclose the foot while on the playing field. **Penalty** – Removal from the game until player(s) complies with the rule.

E. Catcher's Mask: Catcher's masks are optional.

F. Jewelry rule: All exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. *Penalty* – the umpire will stop play until player removes the dangerous jewelry. Note the game clock will not be stopped during this period.

H. Headwear rule: Program participants may wear certain items on their head as long as they are not disruptive or deemed dangerous to others or oneself. Examples of items that can be worn but not limited to are: handkerchiefs, bandanas, yarmulkes, turbans or beanies. However these items cannot be worn around the neck for safety purposes.

STARTING AND ENDING A GAME

The determination of playability of the playing field prior to the start of a game is made by the League Director or his/her official representative and the home plate umpire. Once the game begins, the sole decision to continue a game rests with the home plate umpire or the umpire in chief.

A. Game Times: Business Leagues – Game time is 5:15 p.m.; Sunday through Friday Night Leagues – Game times are 6:30 p.m., 7:45 p.m., and 9:00 p.m.; Sunday Night Coed Leagues – Game time is 5:15. Note: Exceptions may be made for these times.

B. Game Length: Each game shall consist of seven (7) innings or a 70-minute time limit whichever comes first. Exception when the run rule is in effect or the grace period is a factor; see rules below for further explanation.

C. Grace Period Rule: At game time a team must have at least (8) players to begin a game. If a team does not have at least (8), there will be a 10-minute grace period before a forfeit is called. Once the team has (8) players the game must begin immediately, the team may not wait for more players. At the end of the 10 minutes, if one or both teams do not have the minimum (8) players required, the game will be a forfeit. If one or both teams are forced to use the grace period, the team(s) will lose their first at bat. For example, the home team takes 5 minutes past game time to get (8) players. They will lose their first at bat. The visitors will bat the top half inning, and then skip into the top of the 2nd inning. Note: The scorekeeper will begin the game clock at game time. All players must remain on the field during the grace period.

D. Tied Game Rule: A game tied at the end of (7) innings or at the end of the time limit will play one (1) additional inning to break the tie. In this additional inning the pitch count will begin at 1-1 for both teams, and they will be given an extra foul. Games tied at the end of the extra inning shall be declared a tie.

E. Run Ahead Rule: The run rule shall be fifteen (15) runs after five innings. Complete innings must be played unless the home team scores the run ahead limit while at bat (fifth inning or beyond). When the visiting team reaches the run rule in the top half of the inning, the home team will have their opportunity to bat.

F. Begin an inning: A new inning begins after the final out of the previous inning. Once an inning starts, it must be completed.

G. Injury Time: In case of a serious injury the umpire, at their discretion, may stop the game clock. A game may not be called due to an injury (unless team does not have enough players to continue).

H. Stopped Game: A game that is called because of inclement weather, power failure, or unforeseen circumstances will be considered a complete game if four (4) or more innings have been played. If an inning cannot be completed, the score will revert back to the previous inning.

I. Line-up: The managers will give the scorekeeper the line-up card at least five (5) minutes before the game time. Managers must cooperate to ensure that the games start on time.

J. Line-up card: Must have the player's first and last name along with their uniform number. Once the line-up has been handed to the scorekeeper, it is the official line-up and batting order. All players must be present to be placed on the line-up card.

K. Flip-Flop Rule: The USSSA Flip Flop Rule does not exist for City League play, however if both teams agree to enforce this rule it will be granted in play.

L. End Game on Homerun: If a game ends on a Home Run all runs will be scored.

PLAYING RULES

A. To Start: A team must have at least eight (8) legal offensive and defensive players to start and/or continue a game. *Penalty* – The game is declared a forfeit once the grace period has expired.

B. Batting: Teams will be permitted to bat with as many extra players (unlimited) as desired; or teams may play with ten (10) players or eleven (11) players with the Extra Hitter (EH) and use substitutes. If teams use the (EH) line-up, it must be declared before game time and all subs must be clearly marked as subs on the official line-up card.

Teams that use the substitution rule; all starting players and all substitutes may be taken out of the game and re-entered one time only at the same spot in the line-up.

C. Late Players: Any late arriving ball players must be placed at the end (exception: coed will be after the last same gender) of the line-up or be placed on the substitute portion of the line-up. Managers must announce all late players with both umpire and scorekeeper once the game has begun. A team may bat unlimited even if they started the game short-handed. *Intent* – to allow all members of the team a chance to play.

D. Number of Batters: A team must have at least eleven (11) players physically present at game time to play under the extra hitter (EH) rule. A team cannot change to the extra hitter (EH) rule once the game has started.

E. Defensively: If using an unlimited batting order (a.k.a. free substitution rule) teams may have free defensive player substitution during the game. If using substitutes only players batting are allowed to play defensively; however this does include the (EH) if using eleven (11) players plus substitute(s).

F. Short Handed 9: A team may play short-handed with nine players; however they must have a player at the pitcher and catcher position, (For coed see special rules, pg. 15-16).

G. Short Handed 8: If a team has only eight players, the opposing team will supply the catcher. The catcher will only be responsible to return the ball to the pitcher and will not be eligible to make any plays. If opposing player (catcher) interferes with the defensive player's opportunity to make an out: it will be declared as on-deck batter interference:

- If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
- If it is with the defensive fielder, fielding a fly ball, the batter is out.

H. Missed at bat: If a player is listed on the official line-up sheet he/she must bat when it is their turn to bat. If a player(s) cannot bat when it is their turn, they are batting out of order and must be appealed by the opposing team in which an out will be credited against the team, i.e. if they are unable to produce a legal substitute. If a player misses their turn at bat (except for an ejection) they may return into the line-up the next time around. If the player is unable to return (example due to an injury) the batting order will be moved up one spot and no more extra outs will be credited. Note: If a player misses their at bat, due to an ejection, it shall be declared an automatic out by the scorekeeper each time the player's spot comes up unless the team is able to provide a substitute.

I. Courtesy Runner: One courtesy runner is allowed per inning in all leagues (except for Men's Legends will have unlimited see rule on page 18). Courtesy runner is to be the last available player to have made an out or to have scored (not an option). If the Courtesy runner's turn to bat comes up while on base, the runner will be called out and the player will come to bat. *Exception: If a team has a player that has a physical handicap (not an injury) they may use an extra courtesy runner for each time they reach base.

J. Pitching: This rule is for all leagues (except Coed Rec.). The count goes to four (4) balls and three (3) strikes, with the batter being declared out after a third strike foul (*note this is not a dead ball situation). The "MAT & Plate" will be used to call balls and strikes. Any legal pitch, i.e. fairly delivered or within the height boundaries of six feet to twelve feet from the ground that hits either the mat or the plate will be declared a strike. **Any illegal pitches or unfairly delivered will be verbally called out "Illegal" pitch by the home plate umpire as soon as they recognize the pitch to be illegal.** No Fakes will be allowed. Dimension of the matt 23" width and 24" length with the home plate cut out.

- The "Pitcher" in all leagues (except Co-ed Rec) has the option to start his/her delivery from behind the pitching rubber up to 3'. Two lines will be drawn 24" apart from each side of the rubber going back 3' towards second base, if a pitcher decides to move back all other pitching rules will apply to the delivery of the pitch.

K. Home Run Rule: The home run rule only pertains to over the fence home runs per game. Any excess home runs than the allotted number will be awarded a single and all base runners will be allowed to advance one base.

- Any League labeled "C" – allowed three (3) Home runs
- All "D", Master's, Coed Comp. & Business – allowed two (2) Home runs
- All "E", Men's Legend, & Coed Rec. – allowed one (1) Home run

L. Run Line: All leagues will use a run line to have a force out at the plate (except for any league labeled "C"). A line will be drawn perpendicular to the third base foul line extending from the front left-hand corner of home plate to the backstop. Runners may not touch home plate when scoring a run. Instead, they must run past the line. Crossing is defined as stepping on or past the line (when player touches down with foot). A runner who accidentally steps on home plate will not be penalized unless they interfere with another defensive player. If any interference is observed, runner will be called out and be subject to ejection if done with mal-intent.

Special Notes:

- A player is allowed to slide across the line without being called out.
- This line shall be observed as the double bag at first base (see rule below).
- The catcher has the option to tag out the runner; similar to first base on an errant throw.
- **A runner has the option to go to any point of the line; does not have to stay within the base line.**
Intent – Provide a safe play at home for the recreational type of player.

M. The Commit Line: The commit line will always be used when the run line is in effect. This is a line that will be drawn halfway between third base and home plate. A runner crossing this line must continue to the plate (not allowed to go back to third base). All plays at the plate are force-outs. However, the catcher can touch home plate for the force out or has the option to tag out the runner once they have crossed the commit line.

Special Note: If the runner crosses the line and goes back to 3rd base, the runner will automatically be declared out.

N. Base Running: In order to prevent any unnecessary injury, the City of Pleasanton requests that when at all possible, base runners need to attempt to get out of the way, give themselves up, or slide directly into the base. This rule applies to all Leagues except for Legends.

- On an attempted double play between 2nd and 1st bases, the runner must get down or veer out of the way to avoid the throw to 1st base. Under no circumstances is trying to break up a double play allowed. Failure to follow these guidelines: interference will be called with an automatic double out, also if done with intent may be ejected and face suspension from the league.
- If the base runner crashes into the fielder who is either holding the ball or is about to catch a thrown ball, the umpire will call the base runner out and the ball is dead. Note: If the act is determined to be flagrant, the offender shall be ejected.
- An errant throw drawing the defensive fielder into the runner is not considered interference.
- Any fielder blocking a base when there is no play will be warned by the umpire or if considered flagrant may be ejected from the game.

Intent – is to protect the defensive player and runner from any unnecessary injury.

O. Double first base rule: The City of Pleasanton uses the double first base for all leagues in order to protect our participants. The rule will be that if the batter – runner is attempting to reach first base and there is a play at first base (force out only) the runner must use the outside base (orange color) and the defensive player must use the inside base (white color). A violation by the runner will result in an automatic out being called and a violation by the fielder will result in an automatic safe call for the runner. Note: If the act is determined to be flagrant, the offender shall be ejected. Exceptions to this rule are:

- On an errant thrown ball that places the fielder into foul ground, the fielder and the batter-runner has the option of using either base. **Note:** This includes overthrows where the fielder is coming from foul ground.
- On a ball that is thrown from the foul side of first base, the fielder and the batter-runner has the option of using either base.

Special Note: With the double first base the runner standing on first base must be on the white colored bag or the orange colored bag he/she has the option.

Intent – On force-outs at first base to try to make it as safe of play as possible for all participants involved.

P. The pitcher hit by a batted ball: If the defensive pitcher is hit by a batted ball that he cannot defend himself from – not make a defensive play on – the ball is automatically dead, the batter is out, and no runners may advance. The bat that was used by the batter shall be immediately removed from the game and not allowed back in any game that night. Any types of intentions or threats of retaliation to continue to go up the middle will subject players to immediate removal from the game.

Intent- To protect the pitcher from hard hit balls where reaction time is limited and to stop the game to ensure his/her safety.

SPECIAL INFORMATION FOR MANAGERS & PLAYERS

A. Dugouts: The “Home Team” will be the second team designated on the schedule. The home team will occupy the third base dugout. No children allowed in dugouts.

B. Field of Play: All managers and coaches are required to be on the team roster to enter the playing area and are bound by the same code of conduct as the players.

C. Sliding: Sliding is permitted in all leagues (except for Coed Rec. & Men’s Legends; see individual rules).

D. Stealing: No Stealing is allowed in any League.

E. Illegal or Ineligible Player Situations:

- A player not on the official team roster or on the official add/drop form.
- A player who has not signed the official team roster or official add/drop form.
- A player who has not paid their non-resident fee; only if applicable.
- Any player not meeting the specified age requirement for that league.
- A player who is not able to provide a valid identification when questioned.
- Any ejected player who has not been cleared by the League Director.
- Any player who is on another team’s roster in the same league. A player may not play for two different teams in the same league.
- **A player may not play on two different teams on the same night, if they are similar leagues. For example: Tuesdays can play in the Business League and only one night Men’s League, however cannot play in C-2 and in C-5 league. Wednesday can play in the Business and any one of the night leagues, however cannot play in Master’s I and in the Master’s II league. Thursday can play in the Business League and any one of the night leagues, can also play in the Coed Comp. and in the Men’s C-3 league, however cannot play in the C-3 and in Men’s Major D league. Friday can play in the Men’s C-4 and in the Coed Rec. however cannot play in the Coed Comp. and in the Coed Rec. league. Sunday can play in the Coed Comp. and any one of the Men’s league, however may not play in any combination of Men’s League.**

F. 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 reasonable 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 at the umpire’s discretion.

G. Physical condition: The City of Pleasanton recommends that player(s) who are under a physician’s care (for pregnancy, injuries, physical therapy, etc.) discuss their continuing play or resumption of play with their physician. We ask that you follow your physician advice for your own safety and all other participants. Player(s) who participate in the Softball Program while under a physician’s care do so at their own risk.

H. Foul Language: Foul Language will not be permitted by anyone at any time. Players using foul language will be generally warned by the umpire the first time, but is subject to ejection.

I. Smoking: Smoking is not allowed in the entire complex.

J. Alcohol: Alcoholic Beverages are not permitted in City Parks, including the parking lot.

K. Infield Practice: Teams are not allowed to take infield before a game. No batting practice is allowed on the infield at any time and no hitting balls up against the fence. *Intent* – to help keep the fields in the best possible condition for all games.

L. Rain Line: During inclement weather all participants must call the rain line beginning at 3:00 p.m. (the message will not be updated until this time) on the day of your event to get status updates on field conditions and possible cancellations. **Rain line (925) 931-5360, or www.pleasantonsports.org.**

M. Ground Rules: Any ball that hits a tree or any other object not recognized as part of the normal playing field should be ruled as what the ball would have done if the object did not obstruct the ball (pertains to a fair ball) for instance: If a ball strikes an overhanging tree in fair territory and lands in the playing field if in the judgment of the umpire that the ball would have cleared the fence and remained a fair ball for a homerun than a homerun should be ruled. *If the ball strikes an object in foul territory then it shall be ruled a foul ball

N. Softball Complex Rules: Within the perimeters of the Softball Complex, for the safety of competitors and spectators, we ask the following rules be observed: Alcohol Beverages, Smoking, Bike Riding, Motorized Vehicles, Pets, Roller Blading, and Skateboarding are not allowed.

SPECIAL CO-ED SOFTBALL RULES (CO-ED COMP., BUS., & REC.)

Any rule that is not clarified in this section will revert to the City of Pleasanton general rules (previous pages) or if not listed in this book please refer to the official USSSA rulebook.

THE TEAM- ALL CO-ED LEAGUES

A. To start: Teams must have the minimum of four (4) female players and a minimum of (8) eight players, to begin a legal game (no minimum for males). With the following exception to avoid a forfeit only a team may play with three females however this should be an exception only; abuse of the rule as deemed by the League Director will result in a forfeit declared.

B. Defensively: A co-ed team will place ten (10) defensive players on the field. There should be five (5) female and five (5) male on the field. The alignment of the fielders can be at any defensive position for all Co-ed Leagues (i.e. the defense does not have to alternate female/male or need a minimum of two female outfielders). Exceptions to this rule:

- A team may play with six (6) female players and four (4) male players with no defensive restrictions. A team may also use more than 6 females at one time.
- A team may play with five (5) female players and four (4) male players; however the defensive team must always have a pitcher and a catcher at the designated position.
- A team may play with five (5) male players and four (4) female players; however there must be a male placed at the catcher's position (the 5th male catcher in this situation is considered live) and the team must have a defensive pitcher.
- A team may play with four (4) female players and four (4) male players and they may play at any defensive position. Note: The opposing team will provide a player to return the ball to the pitcher at

the catcher position (refer to Short Handed 8 rule, pg. 11 for further details).

- A team may not play with (6) male players and four (4) female players on the field defensively.
- A team may play with (5) males and (3) females and they may play at any defensive position.

Note: The opposing team will provide a player to return the ball to the pitcher at the catcher position.

C. Number of Batters: A coed team may use an unlimited system with free substitutes or use the extra hitter rule with substitutes as outlined in the official USSSA rulebook. The batting order must always alternate genders either male/female or female/male (Except when playing with 3 or fewer males must be a set line up). The batting order shall consist of two separate lists one for the females and one for the males; this is for when a team has an unequal amount of female to male ratio. A separate list for genders will allow a team to bat as many male players as it desires as long as you have the minimum of four females in the line-up, with the following exception listed below. A team can bat 6 males (or more) with only 4 females. Note: In this situation if there are an unequal amount of players, the batting order will rotate and change throughout the game. The official scorekeeper will make the proper adjustments.

Special Note: A team may bat/play with only (3) females in the line-up however a vacant spot will be used for the 4th female position an automatic out will be credited each time unless another female arrives and assumes that vacant position.

SPECIAL PLAYING RULES

A. Courtesy Runner: One courtesy runner is allowed per inning in all divisions, not one for each gender. Note: The runner is to be the last available player of the same gender, whoever made the last out or scored the last run. If the Courtesy runner's turn to bat comes up while on base, the runner will be called out and the player will come to bat.

B. Coed Walk: For Co-ed Business and Co-ed Comp. only. Any walk to a male batter will result in a two base award and the next female batter must hit (not an option), except when there are two outs, the female has the option to take first base or bat. All existing base runners will advance only when forced. **Note:** Co-ed Rec. you may not intentionally walk a hitter, no walks allowed all batters must hit.

C. Sliding: For Co-ed Business and Co-ed Comp. sliding is permitted and will play under the same rules as described in the general guidelines. For Co-ed Rec. sliding is not permitted at any base except for across the run line at home plate. For Co-ed Rec. the headfirst dive back is permitted on the bases. *If a runner slides into a base in the Co-ed Rec. league he/she shall automatically be declared a dead ball out.

D. Game Ball: The Co-ed Business League will use a 12" ball for both male and female players. The Co-ed Competitive League will use an 11" ball for female batters and a 12" ball for male batters. The Co-ed Rec. League will use a 12" soft touch ball.

E. Pitching: Co-ed Business and Co-ed Comp. will use the same rules as described in the general rules; i.e. four balls and three strike count.

F. Co-ed Rec. Pitching Rules: Co-ed Rec. is a three (3)-pitch league where you pitch to your own team. Each team supplies their own pitcher.

- Each batter will receive a maximum of three pitches to put the ball into play, however if the batter fouls off or swings and misses on the third pitch they have the option of a fourth and final pitch. If after the fourth pitch and the batter does not put the ball into play they shall be declared out.
- The offensive pitcher must be on the official roster, however need not to be playing in the game at the time.
- If the offensive pitcher is hit by a batted ball or interferes with the defensive play (intentionally or

unintentionally), the ball is dead and the batter is out. All base runners must return to the base occupied at the time of the pitch.

- The offensive pitcher must stand within an eight (8') foot radius of the pitching rubber when a pitch is made.
- The offensive pitcher must alert the defensive team before delivering the pitch. An attempt to quick pitch the ball whether hit or not will result in the pitch considered as a dead ball strike.
- All teams must have a defensive pitcher at all times no exceptions.
- The defensive pitcher must stay within an eight (8') foot radius of the pitcher's rubber prior to the batter hitting the ball (at least one foot must be inside the circle).

G. Position of Outfielders: For Co-ed Business & Co-ed Rec. only, all defensive outfielders must stay behind the outfield cones or markings (whichever is used), which will be placed at 155' from home plate until the batter has made contact with the ball. **Penalty:** If a defensive player is viewed by an umpire to have violated this rule the batter will be awarded first base.

H. Position of Infielders: For all Co-ed Leagues all infielders must remain on the dirt portion of the infield until the ball is struck or swung at by the batter; when the batter is a female. A team may also not bring in an extra infielder from the outfield. **Penalty:** If a defensive player violates this rule the batter will be awarded first base.

I. Run Limit per inning: For Co-ed Business leagues only during innings 1 thru 6 each team is allowed to score a limit of six (6) runs; however, during innings 2 thru 7, the team behind more than 6 runs is allowed to score as many runs as the team is able in order to try to tie the opposing team. If a team scores six runs or more in an inning while tying the score, no additional runs will be allowed once the game has been tied.

SPECIAL LEGENDS SOFTBALL RULES (FOR MEN'S 50+ LEAGUES ONLY)

Any rule that is not clarified in this section will revert to the City of Pleasanton general rules (previous pages) or if not listed in this book please refer to the official USSSA rulebook.

THE TEAM

A. Defensively: A team will place eleven (11) players on the field, however a team may play shorthanded with a minimum of eight (8) players. Failure to have the minimum will result in a forfeit. If a team has only eight (8) players, the opposing team will provide the catcher who will only be responsible for returning the ball to the pitcher and will not be eligible to make any plays and as well may not interfere with any defensive plays.

B. Player Qualifications: In order to be eligible a player must turn age 50 by the end of the calendar year (Dec. 31). All players must be on the roster and may only play on one team in the Men's Legends League.

SPECIAL PLAYING RULES

A. Game Length: If time is close to elapsing (*at least after 57 minutes played) after a complete inning and prior to the seventh, the upcoming inning shall be declared the "last inning" and shall be played without the run limit per inning rule. No additional innings will be played after the declared "last inning", unless the game ends in a tie, in which case an extra inning will be played. If the last inning is not declared and the clock runs out during the sixth inning or before hand and the game is not a tie the game shall be declared over.

B. Run Limit per inning: During innings 1 thru 6 each team is allowed to score a limit of five (5) runs;

however, during innings 2 thru 6, the team behind more than 5 runs is allowed to score as many runs as the team is able to in order to try to tie the opposing team. If a team scores five runs or more in an inning while tying the score, no additional runs will be allowed once the game has been tied. During the seventh inning or in the declared “last inning”, both teams are allowed to score as many runs as possible.

C. Line-Up: A team must bat its entire line-up that is all eleven (11) defensive players. A team has the option to bat an unlimited line-up or bat eleven players and use extra players as substitutes. Defensively a team may rotate amongst all players listed on the batting line-up sheet, substitutes must be announced. Late arriving players must be added to the bottom of the line-up immediately or declared as a substitute if they are physically able to play.

D. Missed at bat: A player who has to leave the game due to an injury or other personal reasons other than an ejection will be removed from the game and the lineup will be moved up one; no out will be assessed. However, if a player misses their at bat, due to an ejection, it shall be declared an automatic out each time the player’s spot comes up unless the team is able to provide a substitute.

E. Pitch Count: All Batters will begin with a zero-ball, zero-strike count, and there will be no extra foul given on a two-strike count.

F. Second and Third Base: When running to second and third base the runner must try to avoid a collision with the defensive player. Runners are allowed to run past and away from second and third base in order to avoid collisions. Runners who make contact with the defensive player to disrupt a play will be called out at the discretion of the umpire if the runner did not make a reasonable effort to avoid contact.

G. Over Running Bases: After over running second or third base, a runner must return to that respective base and touch it before advancing. If the runner makes an obvious motion to advance, the runner may be tagged out by the defensive player. If the runner fails to go back and touch the base after over running an appeal must be made to the official before the next pitch; similar to when a base is missed when rounding the bases.

H. Force Outs: Force Outs will be used at all bases, the defensive player need only touch the base before the runner reaches that base for an out to be called.

I. Run Line: The base runner must avoid touching home plate or the strike mat when attempting to score. A line will be drawn from home plate to the backstop, in which the runner will cross in order to avoid any type of collisions. Crossing the run line is defined as stepping on or past the line that is when player touches down with foot. A runner who accidentally steps on home plate will not be penalized unless they interfere with another defensive player. If any interference is observed, runner will be called out and be subject to ejection if done so maliciously.

Special Notes:

- A player is allowed to slide across the line without being called out.
- This line shall be observed as the double bag at first base.
- The catcher has the option to tag out the runner; similar to first base.

J. Sliding – Dive Back: Runners will be called out for attempting to slide or dive forward when advancing to a base. However a runner is allowed to slide or dive back when trying to return to a base.

K. Courtesy Runner: Unlimited Courtesy Runners will be allowed amongst players who are in the batting line-up only, however any individual may only be used only once per inning as a courtesy runner.

If a player is being used as a courtesy runner and his turn to bat comes up while on base, the courtesy runner will be called out and they would need to go bat in their position. A substitute cannot be used as a courtesy runner he/she can only enter the game as a substitute for that individual and is allowed only one re-entry for the same exact location in the line – up.

G. Home Run Rule: Teams are limited to one (1) over the fence home run per game. Any additional home runs will be declared as singles and all base runners will be allowed to advance one base.

SPECIAL CO-ED CITY CHURCH RULES (FOR CO-ED ONLY, MUST BE 16 YEARS OR OLDER)

Any rule that is not clarified in this section will revert to the City of Pleasanton general rules (previous pages) or if not listed in this book please refer to the official USSSA rulebook.

This League is a low-key recreational league designed for fellowship and fun. Coaches should make every effort to maintain the proper attitudes from the players and the fans. Coaches are responsible for meeting with the umpires prior to the game to go over all special rules that are indicated in this rule book so that the umpire understand the special rules and the nature of the league. At all costs we encourage teams not to run up the score against a weaker opponent because in this league there is no official score, no standing are kept, and there are no end of the season awards to be given out.

SPECIAL PLAYING RULES

A. Forfeits: Forfeits are to be discouraged by; If a team is short players, the first option is to borrow a player(s) from the opposing team if they are willing and able, the next option is to borrow a player from another field if available but make sure they sign an add form request, and the last option would be to play short if possible.

B. Age Requirement: Minimum age is 16 years for all participants.

C. Prayer: All games will begin with a prayer, which is the responsibility of the home team.

D. Batting Order: The batting order is continuous and all players present and in the line-up must bat in order. The batting order must contain at least (1) female batter every fourth turn. Examples are but not limited to:

6 M & 5 F	5 M & 5 F	6 M & 4 F	7 M & 3 F	6 M & 3 F	7 M & 2 F
1. Male					

2. Female	2. Female	2. Female	2. Male	2. Male	2. Male
3. Male	3. Male	3. Male	3. Female	3. Female	3. Male
4. Female	4. Female	4. Female	4. Male	4. Male	4. Female
5. Male	5. Male	5. Male	5. Male	5. Male	5. Male
6. Female	6. Female	6. Female	6. Female	6. Female	6. Male
7. Male	7. Male	7. Male	7. Male	7. Male	7. Male
8. Female	8. Female	8. Female	8. Male	8. Male	8. Female
9. Male	9. Male	9. Male	9. Female	9. Female	9. Male
10. Female	10. Female	10. Male	10. Male		
11. Male					

E. Short Female Players: If a team is short female players there will be no automatic outs credited, the female batters must bat every fourth at bat.

F. Male Players: A team can play with as many male players as desired offensively; however defensively a team can have no more than (7) male players on the field.

G. Short-Handed: If a team is playing with only 9 players, the opposing team is to supply the catcher, to retrieve the ball to the pitcher only they will not be considered as an eligible defensive player. If a team is short two players and unable to “borrow another player” the opposing team must supply the catcher and the team will play short one player in the outfield.

L. Run Limit: No team may score more than 10 runs per inning; after the 10th run is scored the team at bat must go on defense. Note this rule does not apply to either team in the last declared inning of the game.

M. Game Length: If time is close to elapsing (at least after 60 minutes played) after a complete inning and prior to the seventh, the upcoming inning shall be declared the “last inning” and shall be played without the run limit per inning rule. No additional innings will be played after the declared “last inning”.

N. Sliding – Dive Back: Runners will be called out for attempting to slide or dive forward when advancing to a base. However a runner is allowed to slide or dive back when trying to return to a base.

H. Pitch Count: The Pitch Count is (4) balls and (3) strikes, however on the second strike each batter is allowed (1) extra foul ball.

I. Walk: Any walk to a male batter with a female batter to follow will result in a two base award and the female batter must hit (not an option), except when there are two outs, the female has the option to take first base or bat. All existing base runners will advance only when forced.