

ADULT SOFTBALL LEAGUE RULES

2014



THE CITY OF



PLEASANTON®

COMMUNITY SERVICES DEPARTMENT



**Youth
& Adult**
SPORTS

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 completed original team roster is due at the time of registration, including player signatures and contact information. Rosters must have a minimum of twelve (12) players.

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 and approved prior to participating.
- Official City of Pleasanton add/drop request forms are included in manager packets. Additional forms are available at the softball complex or online at: www.pleasantonsports.org.
- The League Director may approve the addition of players after the deadline 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.
- Any player participating without being on the league roster, under an assumed name, or false address will be considered an illegal player and be suspended from all league play. The suspension also applies to any other teams that player might be playing on.
- The minimum age for all adult leagues is eighteen (18) except for the Co-ed Church league where the minimum age is sixteen (16). To be eligible for the Men's Master League players must be at least 35 years old by December 31, 2014. For the Men's Legend League players must be at least 50 years old by December 31, 2014.
- Players should bring identification with them for all games and 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 be 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 scorekeeper 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 both team managers with a final ruling within 3 business days (or sooner if future games are impacted).
 - Playoff game protests will be ruled upon immediately by City of Pleasanton staff.
- B.** Protests on player eligibility:
- Protests regarding a player's eligibility must be stated at the time that the manager becomes aware of the situation and communicated to 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. However, 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 playing illegally, the player 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.
 - All teams must abide by the League Director's or appeal board rulings. If they do not and are removed from the league, the team will not receive a refund, league awards and, will also lose returning team status for future league registration.

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 after the ten (10) minute grace period (see grace period rule, pg. 7).
- 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 or verbally attacks an official, staff person or player. 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 section below).

E. Penalties for forfeits:

- Teams who forfeit a game will be placed on probation for the remainder of the season.
- Teams forfeiting a second game will be removed from the league.

F. If a game is forfeited after the game has 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 and the team must vacate the field fifteen (15) minutes prior to the next scheduled game. Umpires are not permitted to umpire unofficial games.

SCHEDULE CHANGES

A. 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 games cannot be rescheduled, the won-loss records will be computed on games actually played. In the event that all make-up games cannot be played prior to leagues being complete, those games having a direct bearing on playoff positions will be rescheduled first.

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

- If teams have not played four (4) complete innings, the game will be rescheduled in its entirety at the end of the season. If four (4) innings have been completed (or 3 ½ innings if the home team is leading), the game will be declared a complete game.

D. In the rare instance that a league 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 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.

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 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 described above.

DISCIPLINE INFORMATION FOR MANAGERS

A. The manager is responsible for ensuring that all players know and abide by all playing conduct rules.

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

decision made by the officials.

C. The manager is responsible for contacting the League Director within twenty-four (24) hours if anyone on their team has been ejected from a game.

D. Any player ejected from a game is required to leave the Softball Complex immediately. Failure to comply with this rule will result in the game being forfeited. 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 following season.

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

G. Any player ejected from a game is not eligible to play in any other game on the same night.

THE LEAGUE DIRECTOR

A. Understands that not all situations are foreseeable and personal judgment will be needed.

B. May change or revise the league schedule, if it is in the best interest of the program.

C. Will determine all rules and regulations and he/she reserves the right to establish, modify or eliminate regulations at any time that are 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 and safe 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 its participants.

EQUIPMENT

A. Game ball: The League will provide new and back-up game balls for each game

B. Each team must provide its own bats and warm-up balls.

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 2014 seasons, participants will be required to use bats with the “new” USSSA stamp (see below). Bats with the old USSSA stamp, an NSA or ASA only stamp will be considered illegal bats (exception bats that are all aluminum in an aluminum only game). Any player caught using an illegal/banned bat will be removed from the game and suspended. 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.

REQUIRED BAT STAMP



- 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 game official believes a bat has been tampered or altered, the bat shall be removed from the game and cannot be used again until cleared by City of Pleasanton staff.

Managers have two (2) options when deciding on which bats shall be used in a 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 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 must be removed and not be worn during games. *Penalty* – the umpire will stop play until player removes the jewelry.

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. For safety purposes, these items may not be worn around the neck.

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.

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

B. Game Length: Each game shall be seven (7) innings. No new inning shall begin after 70-minutes. 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. Extra Inning Rule: One extra inning shall be played in the event that a game is tied at the end of (7) innings or the time limit. The pitch count will begin at 1-1 for all batters, and will be given an extra foul. Games tied at the end of the extra inning shall be declared a tie.

E. If a team is ahead by 15 or more runs after five (5) innings, the game shall be called. If the home team goes ahead by 15 runs in the bottom of the 5th inning, the game shall be called.

F. Begin an inning: A new inning begins after the final out of the previous inning. Once an inning has started, 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. Line-up: Managers must submit a line-up to the scorekeeper at least five (5) minutes before game time. Line-ups must have the first and last names of all players, including uniform number. Once the line-up has been submitted to the scorekeeper, it becomes the official line-up and batting order. All players must be present to be placed on the line-up card.

J. 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.

K. End Game on Homerun: If a game ends on a homerun all runs will be scored and counted for official standing purposes.

PLAYING RULES

A. To Start a Game: 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) provided they return to the same spot in the batting order.

C. Late Players: Any late arriving players must be placed at the end (exception: coed will be after the last same gender) of the batting order 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 maximize playing time for all.

D. Number of Batters: A team must have at least eleven (11) players present at game time to use the extra hitter (EH) option. A team may not change to the extra hitter (EH) rule after the game has started.

E. Defensively: If using an unlimited batting order, 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 leagues see special rules, pg. 12).

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 is not eligible to make any defensive plays. If the 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 doesn't bat when it is their turn, they are considered batting out of order, and must be appealed by the opposing team. A successful appeal will result in an out for the batting team. If a player misses their turn at bat (except for an ejection) they may return into the line-up the next time around without penalty. If the player is unable to return (due to an injury), all players in the batting order will be moved up one spot and will not result in an out. Note: If a player misses their at bat, due to an ejection, it shall be declared an automatic out by the scorekeeper each time that player's spot comes up, unless the team is able to provide a legal 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 15). The manager does have the option to choose between the last out or the last scored run, if both apply. 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 mat 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.

- All "C" leagues – allowed three (3) home runs
- All "D", Master's, Legends, Coed Competitive and Business leagues – allowed two (2) home runs
- All "E" and Coed Recreational leagues – 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 and does not have to stay within the base line.**

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. **If a runner crosses the line and goes back to 3rd base, the runner will be declared out.**

N. Base Running: In order to prevent injury, all 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. An interference call will be made, and the runner may be ejected from the game. The runner and batter will be called out (double play).
- An errant throw that draws 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.

O. Double first base rule: The City of Pleasanton uses the double first base for all leagues. 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, in the judgment of the umpire, the act is determined to be flagrant, the offender shall be ejected. Exceptions:

- If an errant thrown ball places the fielder into foul ground, the fielder and the batter/runner has the option of using either base. **Note:** This includes overthrows when the fielder is coming from foul territory.
- If a ball is thrown from the foul side of first base, the fielder and the batter/runner has the option of using either base.
- At the beginning of a play, the runner has the option of standing on the white or orange portion of the base.

P. The pitcher hit by a batted ball: If a defensive pitcher is hit by a batted ball that he/she 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 used by the batter shall be immediately removed from the game and cannot be used for the remainder of the game. Any type of threats of retaliation (umpire judgment) will result in an ejection.

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. Children and non-rostered players are not allowed in the dugout.

B. Sliding: Sliding is permitted in all leagues (except for Coed Recreational and Men’s Legends; see individual rules).

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

D. Playing on Multiple Teams: 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 their 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. The player must also change any article of clothing with blood on it, prior to re-entering the game.

G. Foul Language: Foul Language will not be permitted by anyone at any time. Participants and spectators may be ejected or asked to leave the premises.

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

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

K. Infield Practice: Teams are not allowed to take infield before games. No batting practice is allowed on the infield at any time and no hitting balls up against the fence.

L. Rain Line: During times of inclement weather, participants may call the weather line or visit the website, beginning at 3:00 pm to receive information about game status (the message will not be updated until this time). **Weather line (925) 931-5360; Website 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 (umpire judgment).

CO-ED LEAGUE SPECIAL RULES

A. To start: Teams must have the minimum of four (4) female players and a minimum total of (8) eight players, to begin a game (no minimum for males). To avoid a forfeit, a team may play with three females.

B. Defensively: A co-ed team shall place ten (10) defensive players on the field (5 women and 5 men). The defense does not have to alternate female/male or need a minimum of two female outfielders. Exceptions to this rule are:

- A team may play with six (6) female players and four (4) male players with no defensive restrictions. Teams 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 designated pitcher and catcher.
- A team may play with five (5) male players and four (4) female players, however a male **MUST** play at the catcher's position 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: All coed teams may use an unlimited batting order with free substitution 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 uneven 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. However, a team may bat 6 males (or more) with only 4 females. If there is an unequal amount of players, the batting order will rotate and change throughout the game. The official scorekeeper will make the proper adjustments. A team may bat/play with only (3) females in the line-up however, the vacant spot in the line-up will be recorded as an out each time that spot comes to bat until another female arrives and assumes the 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. The manager does have the option to choose between the last out or the last scored run, if both apply. 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. A 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. Walks are not allowed in the Coed Recreational league.

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

D. Game Ball: The Coed Business League will use a 12” ball for both male and female players. The Coed Competitive League will use an 11” ball for female batters and a 12” ball for male batters. The Coed Recreational League will use a 12” soft touch ball.

E. Coed Recreational Pitching Rules: The Coed Recreational league 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 will receive a fourth and final pitch. If after the fourth pitch, the batter does not put the ball in play, they shall be declared out.
- The offensive pitcher must be on the official roster but does not need 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 and 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.
- 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: Coed Business and Coed Recreational leagues all defensive outfielders must stay behind the outfield cones or markings, which will be placed at 155’ from home plate, until the batter has made contact with the ball. If a defensive player is judged by the umpire to have violated this rule, the batter will be awarded first base.

H. Position of Infielders: (Coed Recreational and Coed Business) 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. For the Coed Competitive leagues, infielders may play on the grass when a male or female batter is up to bat. A team may also not bring in an extra infielder from the outfield (All Coed leagues). **Penalty:** If a defensive player violates this rule the batter will be awarded first base.

I. Run Limit per inning: For Coed Business leagues only during innings 1 through 6, each team is allowed to score a limit of six (6) runs. During innings 2 through 6, the team behind more than 6 runs is allowed to score as many runs as possible until the score is tied. During the seventh inning or in the declared “last inning”, both teams are allowed to score as many runs as possible or needed to finish a game.

SPECIAL MASTERS SOFTBALL RULES (FOR MEN'S 35+ LEAGUES ONLY)

Teams may utilize a “designated fielder”. The definition of a designated fielder is a player that plays in the field, but is not in the batting line-up. The designated fielder must be identified at the beginning of the game and the score keeper must be notified of the designated player. This player must be on the roster and their first and last name must be given to the score keeper. To avoid forfeiting, teams must bat at least eight (8) players in the batting line-up. The designated fielder cannot be the eighth player.

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 may play with a minimum of eight (8) player and a maximum of eleven (11) players defensively. 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 and is only responsible for returning the ball to the pitcher and that player is not eligible to make defensive plays and cannot interfere.

B. Player Qualifications: In order to be eligible a player must turn age 50 by the end of the calendar year (12/31/14). Players may only participate 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 and the game is not a tie, the game shall be declared over.

B. Run Limit per inning: During innings 1 through 6, each team is allowed to score a limit of five (5) runs. During innings 2 through 6, the team behind more than 5 runs is allowed to score as many runs as possible until the score is 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 reported to the umpire. 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 reasons other than an ejection, that player will be removed from the game and everyone in the line-up will move up a spot (without penalty). If a player misses their at bat due to an ejection, an automatic out will be declared, unless the team is able to provide a legal substitute.

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

F. Second and Third Base: When running to second and third base the runner must 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 purposely disrupt a play will be called out.

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 a 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 it, an appeal must be made to the official before the next pitch.

H. Force Outs: All outs are force outs. The defensive player need only touch the base before the runner reaches 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. A runner is allowed to slide or dive back when returning to a base.

K. Courtesy Runner: Unlimited Courtesy Runners will be allowed for all players who are in the official batting line-up. 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 legal 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 two (2) over the fence home runs 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 may be avoided 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.
- Borrow a player from another field if available but make sure they sign an add form request. and
- 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	1. Male	1. Male	1. Male	1. Male	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.