

City of San Ramon  
Parks and Community Services  
Adult Sports Programs

# 2016 ADULT SOFTBALL LEAGUE PLAYER HANDBOOK



**SAN RAMON PARKS & COMMUNITY SERVICES**  
*Creating Community through People, Parks, Partnerships & Programs*

May 2016

All league play will be conducted according to the rules and regulations set forth in the City of San Ramon Parks and Community Services Department Adult Softball Player Handbook as well as being governed by the Amateur Softball Association of America current year's Official Softball Participant Manual. Exceptions to these rules will be as stated in this manual. The "Player Code of Conduct" on pages 13-14 in this handbook will govern all players.

### **LEAGUE DESCRIPTION**

The level of competition in the City of San Ramon Parks and Community Services Department Slow Pitch Softball league is designed for league of play. Teams regularly playing in Open and A, B or C division leagues are discouraged from playing in this program.

**The City of San Ramon Parks and Community Services Department reserves the right to remove any player(s) from the league if it deems the player(s) over-qualified for that league's play. This also applies to teams. There are no refunds should your team be removed.**

D LEAGUES are designed for teams that wish to have a good time with the emphasis on fun rather than competition.

### **Code of Conduct**

The City of San Ramon believes all participants and spectators have a right to a positive, safe and enjoyable experience while participating in programs and events offered through the Parks and Community Services Department. It is therefore expected that everyone treats people and facilities with respect and abides by all City and Department policies, rules and guidelines. The City of San Ramon reserves the right to refuse service to anyone for failure to abide by these guidelines.

1. The safety and security of all participants, staff, contractors and volunteers is paramount.
2. All participants, staff and volunteers will be treated with courtesy, respect, dignity and in an equitable and fair manner.
3. Do not discriminate against any participant, staff, or volunteer with regards to disability, race, color, ethnic origin, gender, sexual orientation, religion or age. Everyone should feel included.
4. Treat facilities and parkland with respect and care, following all program, City and Department policies, rules and guidelines.

### **GENERAL LEAGUE INFORMATION**

PLAYING FIELDS - All games are played at at San Ramon Central Park or Rancho San Ramon Park. Central Park is located at the corner of Alcosta Blvd. and Bollinger Canyon Rd. to the East of I-680. Rancho Central Park is located at 1998 Rancho Park Loop Rd. At the intersection of Bollinger Canyon Rd and Old Dougherty Rd. to the east of 680

ALCOHOLIC BEVERAGES - Alcoholic beverages are PROHIBITED on all playing fields, dugouts, bleachers, general complex "area" and parking lots. Furthermore, alcoholic beverages are prohibited in all City of San Ramon Parks and have no place at a softball game. Officials or staff have the authority to remove any player or fan who is drinking or is under the influence of alcohol or drugs. Forfeiture of game may result from infractions. In other words: **NO ALCOHOL!** This rule is taken very seriously.

### **LEAGUE MEETING**

All teams must have a representative at the MANDATORY managers meeting prior to the beginning of league play. In the meeting we will discuss league schedule, rules and regulations, and other pertinent league information. Failure to attend meeting may result in team being excluded from league with forfeiture of league fees.

## **PLAYER ELIGIBILITY**

**A. AGE:** All players must be at least eighteen (18) years of age. Any player believed to be under the age of 18 may be carded by city staff at any time. Players should have an ID with them that shows their birth date at all times. Any player found to be underage will be ejected from the game. The team with the underage player will not forfeit the game, but will receive an out every time ejected player's turn comes up in the line-up. If that same team gets caught bringing an underage player in future games, that team will automatically forfeit the game.

**B.** Players may play on only one (1) team per league.

**C. PLAYER TO A NEW TEAM -** Player must be officially dropped by one team before another team may pick up that player. The first team a player signs up with has the right to that player until such time as the player is dropped by the first team. The league director must approve all add/drop forms before being official.

**D.** Any player playing or attempting to play under an assumed name will be cause for that team to forfeit the game in which that player participated as well as the team's previous wins in which the said player participated. Should further incident occur during the season, that team will be immediately removed from the league, and barred from further league participation, with a forfeiture of current league fees.

**E.** The City of San Ramon Parks and Community Services Department reserves the right to determine the eligibility of ALL players, and shall have final judgment on such instances.

## **TEAM ROSTERS**

**A.** Team rosters must be filled on an official City of San Ramon Parks and Community Services Department team roster form, complete with player's full name, address, telephone number and signatures. Completed rosters are due at registration.

**B.** Falsifications to team roster or player contracts (such as residency requirements) will cause forfeit for any game in which said player(s) participated. Upon discovery of such falsification, managers/teams will required to bring non-resident fees up to date.

**C.** Unlimited roster changes (additions and deletions) will be allowed until the forth week of the season in our 6-game leagues and the sixth week of the season in our 10-game leagues. At the end of the add/drop period, rosters will be frozen and any non-resident fees which are due are to be paid no later than three days after the forth day (date) of league play as appears on the schedule. If a team who registered as a resident team is no longer qualified to be considered a resident team (more than 6 non-residents) they will be re-registered as a non-resident team and will have to pay the difference between the non-resident rate and the resident rate. Teams may add players under very special circumstances in off periods of time through meeting with the League Director.

**D.** Playoff Tournament play stipulations: Any player who plays in the playoff tournament must have been added to the roster during the official add/drop period. Also, this **player must have participated in at least one regular league game in the 6-game season and two games in the 10-game season.**

**E.** "Pick up" players may NOT be used in official league games. A "pick-up" player is a player you bring to the field who is not officially on your roster.

## **PLAYER CONTRACTS**

**A.** All players must sign the team roster or file an add/drop form with the City of San Ramon Parks and Community Services Department to be eligible to play in a league.

**B.** Those not submitting a signed roster or add/drop form will be ineligible to play in the league until such time as a form is on file and the player has met the other requirements.

## **SCHEDULES**

**A.** Most leagues will consist of 6 or 7 teams.

**B.** Each manager shall receive league schedules for her/his team. It is the manager's responsibility to distribute schedules to team players. Schedules will and must be played as published. Requests for changing of schedules and/or rearranging for times to accommodate teams involved in tournaments, leagues, etc., other than those conducted by City of San Ramon Parks and Community Services Department will not be accepted.

**C. RAIN-OUT PROCEDURE: For updated or last minute rain/field information, phone 925-973-3245 AFTER 3pm!** All rained out or postponed games shall be made up as soon as possible or at the end of the season. Rained out games made up at season's end shall be replayed in the order of their cancellation the first week after the conclusion of the regular season. Should time not permit these make-up games to be played, only those games affecting top places shall be played. An updated schedule may be handed out in the event of multiple rain-outs.

## **FORFEITURES – Revised on 1/8/16**

**A. Forfeit time is the scheduled game time.** However: A ten minute grace period shall be allowed for the first game of a Monday through Friday night/evening league only. This time shall be elapsed from the time allotted for the game. If a team uses any part of the ten minute grace period they will, in return, lose their first at bats.

**B.** Should a team not field the required minimum eight (8) players to begin a game before the forfeit time has elapsed, the game shall be declared a forfeit. After a forfeit has been declared, a practice game may be played for the remainder of the playing time. Umpires are not permitted to officiate practice games. Teams are required to supply a courtesy catcher if opposition has 8 players. No courtesy catcher is supplied for teams with 9 players. The courtesy catcher role is only to return the ball back to the pitcher and is not a “Live” player in the game.

**C.** A forfeit shall be declared for non-appearance and tardiness as well as for flagrant violations of league rules and regulations.

**D.** If a team forfeits two (2) games during the course of the season, the team will be placed on probation and the manager must meet with the league Supervisor to decide whether the team shall be suspended from further play. If team is suspended, all games prior to and after suspension will be declared forfeits. League fees will not be refunded.

**E.** If a team forfeits and is found “not in the best interest/ unsportsmanship” of the game, the team will receive an additional loss to their standings. The decision will be made at the discretion of the league director.

**F.** Not in the best interest or unsportsmanship is defined but not limited to the following:

- i. Team failing to contact the league director to inform that they are forfeiting.
- ii. Team not attempting to field a team for their game.

**G.** Teams are encouraged to add additional players to their roster to prevent forfeits. The city has no control over team forfeits.

**H.** Please call Adam Chow at 925-973-3209 or email [achow@sanramon.ca.gov](mailto:achow@sanramon.ca.gov) if you know ahead of time that you will have to forfeit your game. If you cannot reach Adam please contact the San Ramon Community Center

at 925-973-3200 so they can notify the correct staff and opposing team.

### **UNIFORMS**

Uniforms or shirts are not required. However, teams should make an attempt to have some type of identifying shirt, other than solid white, for their team. Teams with sponsors will probably want to identify (advertise for) that sponsor and help support their business for continued sponsorship by that business.

### **EQUIPMENT**

**A.** Teams must provide their own bats, gloves, and mitts. Bats must be ASA approved and not on the ASA Non-Approved list. Teams may also supply batter's/runner's helmets, safety goggles or mouth guards as an option to prevent the inherent injuries of this game.

**B.** Catcher's masks are optional and should be supplied by the teams for their catchers if needed in all leagues. *Catcher must wear mask correctly.*

**C.** Metal or steel cleats are not permitted. Players are encouraged to use rubber cleats or multi-sport rubber soled shoes. **Closed toe shoes are required!**

**D.** Parks and Community service is currently using ASA approved Softballs ( 300 lb and .52 core for men's and 375lb .44 core for women's).

### **PROTESTS**

**A.** Protests will be accepted for consideration only on an infraction of the playing rules or on player eligibility.

**B.** Umpire's judgement calls do not constitute grounds for protests.

**C.** Protests will be accepted for consideration if submitted in the following manner:

1. A verbal protest must be filed with the umpire and opposing manager at the time of the infraction of the rule(s). The scorekeeper will be responsible for noting it in the book, when and where the protest took place. This must take place between the time of the infraction and the next pitch. Protests regarding ineligible players need to be made before the player has their **SECOND** at bat.

2. A typed or legibly printed written protest and a \$25.00 protest fee (a check, not cash) must be filed at the City of San Ramon Parks and Community Services Department, 12501 Alcosta Blvd., San Ramon, CA 94583, within twenty-four(24) hours or next working day from the time of the protested game.

3. If the protest is found to be valid, the game will be played over at the point at which the infraction occurred. The League Director shall decide the re-play date and time. In the case of an ineligible player, the game will continue until identity can be established. In some cases, a forfeit may be called after discovery that an illegal player participated.

4. If the protest is found invalid, the protest fee will not be refunded.

The Program Manager of Adult Sports, the league director, the official in charge, and scorekeeper, will consider protests. Both rules and conduct violations will be considered.

**D.** Protest filed after the time limit has expired will not be accepted.

**E.** Highly technical protests and those which could have no effect on the final result of the game will not be accepted.

F. The manager or team captain is the only person who may protest an umpire's call.

G. League director or umpire may settle protest at game site.

### **INJURIES AND ACCIDENTS**

A. All accidents or injuries incurred during the course of an official game by players, spectators and/or officials shall be reported to the League Supervisor and recorded on an accident report.

B. The City of San Ramon Parks and Community Services Department does not carry medical liability insurance for its participants.

C. Injuries incurred during the course of an official league game by players, officials and/or spectators shall not be the liability of the City of San Ramon Parks and Community Services Department, their officers, and employees and any organization co-sponsoring or participating in the program.

### **UMPIRES**

A. The umpire has complete authority during the course of the game. Swearing, threatening or in any manner interfering with game officials before, during, or after the game constitutes grounds for suspension or dismissal from the City of San Ramon Parks and Community Services Department Softball League. Players and/or teams may be asked to leave the park and the parking lot.

B. The decision of the umpire is final with the exception of those involving rule misinterpretations.

C. The umpire(s) shall have the authority to suspend play at any time for any reason.

EXAMPLES: 1) A team leading by 18 runs, decides to allow the other team to score enough runs to keep them within the 12 run limit, by not executing defensively. 2) A major fight breaks out between players and/or spectators, and the umpire(s) determines that continuing the game is not in the best interest of all concerned.

3) The sprinkler system comes on during the game making further play impossible. 4) A player, after being ejected, remains on the field and harasses officials, players and/or spectators. 5) The lights on the field turn off during the game. (In examples 1, 2 and 4, teams may be subject to forfeit).

Umpires will suspend play for up to 15 minutes due to rain/sprinklers/lights. If play cannot continue after 15 minutes, game will be called.

D. The umpire may decide whether a player's attire is appropriate to the game and the teams playing and spectators watching, and whether said player should change his/her attire.

### **SCOREKEEPERS**

City of San Ramon Parks and Community Services Department scorekeepers will keep official score book for all leagues. The scorekeeper may be called upon to assist the umpire in calls at home plate.

Lineups: At least 5 minutes prior to each game beginning, the team managers shall provide the scorekeeper with an official line-up card. Player's **FULL NAMES** are to be given.

\*In COED, please list men and women separately on the line-up card (ex. All men listed together on the top and all women listed together on the bottom or vice versa.)

### **THE GAME**

A. Home team for each league game will be determined by the league schedule. Second team listed is the

HOME team. In the event the home team is not designated, or known, the umpire shall toss a coin to make the determination. In playoffs, the higher placed team is always home. \*We do not have designated dugouts for the home/away team.

**B.** Specific ground rules will be covered by the umpire before the start of each game. Ground rules are very important! Managers must pay close attention and ask questions of the umpire during this time instead of later in the game when it's too late.

**C.** Official time will be kept by the umpire or the scorekeeper, if so designated by the umpire.

**D.** No less than eight (8) players and no more than ten (10) players allowed on the field.

## **PLAY REGULATIONS**

**A. TIME** - A "season" game shall be seven (7) innings. However, no new inning may begin after 65 minutes (Central Park) have elapsed. If an inning is in progress at the end of the time limit, the inning shall be completed. Championship games will consist of a 70 minute game time.

If a game can not continue due to unforeseen circumstances (rain, power, or sprinklers) it shall be determined by the umpire who may consult the managers if he/she so chooses. In the (unusual) event that an inning is in progress and it becomes unplayable, the umpire shall call the game and the score shall revert to what it was at the last completed inning. Four complete innings (3.5 innings if home team is ahead) or 60 or more minutes of play constitutes a legal game. If a game is called after 60 minutes of play during the top of the inning, game will revert back to last completed inning. If home team is leading, and game is called after 60 minutes of play in the bottom of the inning, home team will given the win. If game is called after 60 minutes of play in the bottom of the inning and the home team not in the lead, game will revert back to last completed inning.

**B. EXTRA INNINGS** - Tie games will be continued provided time permits. If a new inning begins and the time runs out on the clock, time shall be allowed to complete that inning and only that inning. In the eighth or subsequent inning of a game, each team will begin their turn at bat with a runner on second base. The runner shall be the last batter of the previous inning. There is no courtesy runner for this person.

\*During playoffs, all games will be played out until there is a winner. NO playoff games will end in a tie.

**C. PITCH** - The pitcher shall deliver the ball to the batter in such a manner as to be considered a "slow pitch" as compared to the regulation "fast pitch." The umpire shall be the sole judge in determining if the speed of the pitch is too fast, too low, or too high. A pitch deemed to be too fast or low or high should be considered a ball unless struck at by the batter. The pitch must reach the height of at least 6 feet from the ground while not exceeding a maximum height of 12 feet from the ground. Pitch must have a perceptible arc. Umpires shall attempt to call a pitch either "high", "flat", or just "illegal" while the pitch is in the air. However, the ump may call a pitch high or flat after it has landed. Pitches can pitch up to 3ft behind the pitching rubber. They do not have to start or finish on the pitching rubber.

**D. WARM-UP PITCHES/TIME** – At the beginning of each half inning, the pitcher will get 3 warm-up pitches, or one minute, whichever comes first. If a pitcher uses more than one minute or throws more than 3 warm-up pitches, the umpire shall award a ball to the batter. All position players must be on the field before the pitcher has completed all 3 warm-up pitches or before the one minute has elapse or a ball will be awarded to the batter. If the batter creates a delay of the game, the umpire will award the pitcher a strike call on the batter.

**E. Intentional Walk** - If the pitcher wishes to walk a batter intentionally, he/she shall notify the umpire and the

batter shall advance to first base without any pitches being made.

**F. Swing** - The batter may not bunt or chop the ball. Batter will be called out.

**G. Substitution** - Free substitution (unlimited batting order) will be allowed. A player who leaves the game may return at any time to any position. However, said player must remain in the same position in the batting line-up. Players who arrive late are to be placed at the end of the batting order and wait for their turn to come up to bat.

Teams may substitute players in and out competitively. Players coming into the game in this situation must report to the scorekeeper for whom they are coming into the game for. In the event that the starting player wants to re-enter the game, he may only replace the person who substituted him. The substitute is then out of the game and may not re-enter. Teams are not required to maintain a ten player roster when substituting players.

Substitute Runners: "Courtesy" base runners are allowed for injured players only. In coed, the runner must be of the same sex as the injured base runner. The courtesy runner will be the first available same gender player currently in the line-up who precedes the current batter-runner (This does not automatically mean it is the last out). Only one courtesy runner may be used per inning. Coed leagues will be allowed to use one courtesy runner, per sex, per inning. In the event of "batting around", another courtesy runner may be used for only the same (injured) player. In the event a second (same gender) courtesy runner is needed in the same inning, the base runner being replaced will be excused from the rest of the game and considered out. Should a team drop below the minimum of 8 players due to this rule, the game is a forfeit.

**H. Illegal Bat** - A player bringing an illegal bat (non ASA approved or ASA certification mark) to home plate for the purpose of hitting with the said bat shall be ejected from the game. If the illegal bat is discovered after the batter has batted, but prior to the first pitch to the next batter, the batter in violation will be called out and all runners will return to bases previously occupied.

**Illegal Bat** – Any bat that does not have an ASA 2000 or 2004 certification mark, or any bat that has the certification mark and is listed on ASA's Non-Approved Bat List.

**Damaged Bat (dented, cracked, rattles, etc.)** – Any bat found to be damaged or damaged during play will be taken out of play.

**Altered Bat (shaved, rolled, etc.)** – Any bat that has been determined purposely altered will result in an automatic ejection of the player caught bringing it to home plate with the intention of using it. **If a player is found to be using an altered bat, resulting in injury or death to another player, umpire, or spectator, that player may be held liable for such actions and could face civil and/or criminal penalties.**

\*For most updated non-approved bat list, please visit The ASA website:

[http://www.asasoftball.com/about/certified\\_equipment.asp](http://www.asasoftball.com/about/certified_equipment.asp)

**I. Twelve Run Ahead Rule\*** - A twelve (12) run ahead fifth inning rule will be in effect for all regular season games. If either team is ahead by twelve or more runs after the completion of five or more innings of play (4 1/2 if the home team is ahead) the respective leading team shall be declared the winner. An inning in progress must be completed for the purpose of this rule.

If there is a score difference of 20 runs\* or more after 55 minutes or 5 inning of play the umpire shall declare the leading team the winner. *Under this rule, umpires will complete the bottom of the inning in progress or call the game when the game time limit has occurred.*

\* No 12 run rule in play-offs, however the 20 rule does apply to play-offs.

**J.** Fake Tag, Interference, and Obstruction - Covered by ASA Rule Book.

**K.** Verbal Interference will not be tolerated. Catchers, please do not converse with the batter while they are up to bat.

**L.** Appeal Plays - Teams no longer have to execute a "correct" appeal play. All the team has to do, when the ball is dead and play has ceased, is tell the umpire they would like to appeal a base.

**M.** Over Throw Rule - Covered by ASA Rule Book.

**N.** The Mat - Mats will be used to call balls and strikes. The strike zone is the plate and the mat.

**O.** Batters will start with a 0-0 count. Foul ball on a third strike is an out.

**P.** Aggressive Sliding - Covered by ASA Rule Book. PLEASE be careful when sliding!

**Q.** Home Plate Line - For scoring purposes in ALL leagues, a chalk line shall be drawn perpendicular to the third baseline at home plate. Runners are to cross this line rather than run to the plate\* (where collision may occur with the catcher), including when scoring on a walk. Players who touch home plate or the mat are automatically OUT. Umpires will look for the player's foot to touch ground on the line or over it rather than "breaking the plane". This is so the call can be made more accurately from different positions on the field. Players may slide at the line.

\* In the event a baserunner crosses near the plate, if in the umpire's judgment the baserunner interfered with the catcher (on a force play) or **intentionally ran at/or close to the catcher**, the baserunner shall be called out for interference. This includes jumping or stepping over the plate or mat **and/or running through the batter's box. Runners should run over the chalked run line.**

Once a runner has crossed the commit line between 3rd and home, the defensive player with the ball must tag home plate before the runner crosses the run line to record the force out on the runner coming from third. (ASA rule 8-10-B).

Once the runner crosses the commit line, 20 feet from home plate, he/she may not return to third base. EFFECT: The runner will be called out if the runner returns and the ball remains live. (ASA rule 8-10-C). Note: On a caught fly ball, the rule dictating the runner to return to his/her base shall supersede this rule.

**R.** Identification - Upon request by a league official, all players shall be required to produce photo identification. Drivers Licenses or government agency issued photo-identification shall be accepted. League officials (scorekeepers) may use other means of establishing identification at their discretion.

League officials will not ID entire teams upon request. However, if there is concern about one or two players, a league official will briefly talk with the questionable player, take some notes, and then play will continue as soon as possible. If player is found to be illegal (later), the game will be declared a forfeit. If the player is unable to provide I.D. they are considered an illegal player. **\*PLAYERS WILL BE REQUIRED TO CHECK-IN TO THE SCOREKEEPER WITH THEIR PHOTO ID DURING PLAYOFFS!**

**S.** Double first base - The batter-runner should endeavor to go to the orange (foul side) of the double first base unless rounding the base to go to second. In the event there is a play at first, batter -runners going to the white (fair side) base, risk being called out (umpire's judgment) for interfering with the first base player. Likewise for

the first base person putting foot on orange base - runner will be called safe. In the event the throw is coming to first base from foul territory (on the first base side), the batter/runner or the defensive player may tag either bag.

**T.** Stealing is strictly prohibited in the City of San Ramon Softball Leagues. If a runner leaves the base early, a no-pitch call shall be made and the runner will be called out. On a third out, batter returns next inning with new count.

**U.** Any player who plays (and has not left the game) must come up to bat in the batting order; otherwise, that player is out when his/her name appears. However, if a player leaves the game due to injury or on his own account and his/her name appears, the player will be considered out only on their next at bat and skipped over the rest of the game and the next same gender person will bat. Said player must notify officials and scorekeeper before leaving the game. **EXCEPTION:** In the event a player is ejected from the game, player will be called out every time his/her turn to bat comes up.

**V.** Jewelry - Players are to leave any loops, necklaces, watches, posts, bracelets or otherwise protruding jewelry at home or in their sports bag. Any jewelry the umpire deems dangerous must be taken off and no questions asked. No hardships allowed. Medic Alerts will be taped or covered.

**W.** Courtesy Catcher – Courtesy Catcher’s only responsibility is to throw the pitched ball back to the pitcher. It is the defensive team’s responsibility to cover all plays at home plate. Courtesy catchers must clear the area of any potential plays and cannot participate in any play. If a courtesy catcher does interfere (physically or verbally) the ball will be dead at the point of interference and the “live” runner closest to home plate will be called out. All other runners will return to the last legal base.

**X.** Bases – Base distance will remain 65 feet for Leagues at Central Park and 70 feet at Ranch San Ramon

**Y.** Travesty Rule: A forfeited game will be declared by the umpire in favor of the team not at fault if a team uses tactics noticeably designed to delay or hasten the game

### **FINAL LEAGUE STANDINGS**

League winners will be the team that completes the schedule with the best win-loss-tie record (1 point win, ½ point tie, 0 point loss). If teams are tied with the identical point total after completing the league schedule, the team awarded higher final league standing will be the team:

- a. With the best record against each other (if this does not determine a winner, those teams tied move to step b). One team must be able to eliminate all other teams tied by beating each tied team to be awarded 1st place.
  - b. With the highest difference between runs allowed and runs scored against teams tied; or
  - c. With the highest difference between runs allowed and runs scored against the league; or
  - d. By draw.
- \*Any team with a “tarnished” record will automatically lose the tie breaker. A tarnished record is a team that has a forfeit on their record.

### **AWARDS**

Team sponsor trophy will be presented to the championship team in each league. Individual T-shirts, up to a maximum of 20 (depending upon roster), will be presented to championship team in each league.

### **GROUND RULE GUIDELINES**

**A.** San Ramon Central Park Fields: Designated from South to North 1, 2, and 3.

**Field 1** - (Lucky-A's), the furthest South, has no unusual features to necessitate written ground rules.

**Field 2\*** - (middle field) has a cement path that is off limits and considered **OUT OF PLAY**. At no time should a player cross or go onto the cement walkway. If a ball hits the cement on the fly it will be considered a home run. Any ball bouncing/rolling on/over the path is a ground rule double. *Catch and carry is in effect in right field. This rule is in effect to avoid players running over concrete in cleats.*

**Field 3\*** - (northernmost)

- Left Field (Foul territory) - The concrete pedestrian walkway, which meanders into foul territory in left field, for playing purposes, will be considered **OUT OF PLAY**.
- Right Field (Fair territory) - Any ball that hits over the imaginary line (see Field Diagram) on a fly will be considered a homerun. This includes balls that hit any part of a tree, that hit in between the trees, that hits the pathway or that hits the scoreboard in right field on a fly.
- Right Field (Foul Territory) - Any ball hit into the trees in right field in foul territory is off limits and considered **OUT OF PLAY**.

**\*Any ball that rolls out of play into dead ball territory in right field (over the homerun line on CP2 and CP3) after being touched by a defensive player will be considered a ground rule double. Any ball that is touched by a defensive player and goes over the homerun line on a fly (without landing or touching in fair territory) will be considered a 4 base award.**

## **RANCHO SAN RAMON ADDITIONAL RULES -**

### **PLAY REGULATIONS**

**TIME** - A "season" game shall be seven (7) innings. However, no new inning may begin after (60 minutes if three games are scheduled or 65 minutes if two games are scheduled) have elapsed. If an inning is in progress at the end of the time limit, the inning shall be completed. Championship games will consist of a 60 minute game time.

If a game can not continue due to unforeseen circumstances (rain, power, or sprinklers) it shall be determined by the umpire who may consult the managers if he/she so chooses. In the (unusual) event that an inning is in progress and it becomes unplayable, the umpire shall call the game and the score shall revert to what it was at the last completed inning. Four complete innings (3.5 innings if home team is ahead) or 60 or more minutes of play constitutes a legal game. If a game is called after 55 minutes of play during the top of the inning, game will revert back to last completed inning. If home team is leading, and game is called after 55 minutes of play in the bottom of the inning, home team will given the win. If game is called after 55 minutes of play in the bottom of the inning and the home team not in the lead, game will revert back to last completed inning.

## **COED LEAGUE ADDITIONAL RULES – Updated on 9/15/15**

A. Players must alternate in batting order. Men may not bat consecutively. Women may not bat consecutively. It is recommended that coed teams submit a batting order for men and a separate batting order for women. Female players must make sure that they stay in order behind the same female of their batting order making sure a male player bats between them. Vice versa for the male batters.

B. Each team must have a minimum of eight players - four (4) women and/or four (4) men to begin a game. An eight (8) player minimum and ten (10) player maximum on the field at all times. If using ten (10) players, at least five (5) must be women. There may never be more than five (5) men on the field. There may be more than five (5) women on the field. **It is OK to use five men and four women in San Ramon. Ratio Examples: 3M-5W;3M-6W;3M-7W; 4M-4W;4M-5W;4M-6W 5M-4W;5M-5W.** A team can begin the game with 3 women or 3 men on the field. The 4 men or women must be present before the end of the 1<sup>st</sup> inning or else the game will be called a forfeit.

Players **must** conform to field positioning rules:

\* At Pitcher or Catcher - There must be at least one female player.

\* Infield: There must be at least 2 female players playing in the infield (Infield Positions: 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, and 3<sup>rd</sup> base). **All infielders must play in the designated infield area.**

\* Outfield – The outfield must alternate male/female or vice-versa and **must play in the designated outfield area.** In the event, there is only one female or male, that player must play centerfield. **NOTE: The maximum number of females in the outfield at any given time is two (2) on a 5M-5W team. If a team has more women than men, you can have a max of 3 women in the outfield.**

***\*Illegal formation rule: In the event that an illegal formation is discovered, the umpire is to stop play, correct the situation, and then continue play from time of discovery. The game is not forfeited as per the ASA rule.***

**C.** Sliding shall be permitted at the bases. Sliding is never permitted at home, however, sliding is permitted at the "score-line".

**D.** All (4) outfielders must remain behind the outfield restriction line (150' from home plate) until the batter swings at the pitch. (Behind the dirt infield boundary on fields 1 and 2, and behind the metal drainage grates on field 3) Otherwise, umpires discretion.

**Central Park Field 3: Infielders will be allowed to play on the grass as long as they are in front of the 150ft line (drainage grates).**

**PENALTY:** Batter will be awarded 1<sup>st</sup> base unless he/she reaches the base safely.

**E.** Coed league ball is any restricted flight 12" ball for the men. The women will be pitched an 11" ball. If a woman would prefer to use the 12" ball she may do so, as long as she notifies the umpire.

**F.** If a team is using their own catcher, that catcher must cover all plays at the plate. If another player takes a play away from the catcher, the runner will be called safe. The only exception is if the ball is overthrown and the catcher retrieves it and throws it to another player who steps on the plate for the force out. The fact that the catcher has a "significant" role in the play makes it legitimate for another player to make the play at home. The catcher's foot must be on the plate. The mat does not count for purposes of a "plate extension".

**NOTE:** Any player "cutting" off the throw to home, must be at least 25 feet away from home plate. 25 feet is half the distance between home plate and the pitcher's mound. This is to discourage players from catching the ball at home plate and handing the ball to the catcher.

**G.** Continuous batting and free substitution to be used at all times. Each player who is at the game must be included in the lineup and bat.

**H.** Take Away: If a male fielder (flagrantly) takes a play away on a struck ball that a woman could have reasonably made a play on, the ball will be called dead and batter will be awarded the following bases: Outfield - two bases; Infield - one base (Umpire's judgement). Players/teams advised to keep in mind angles of play, momentum and natural flow in take away situations. If two players are *attempting* to catch the ball, a take away will not be called.

**I.** Coed walk rule- Per ASA rules: If a male batter walks he will be placed on second base. With one or no outs, the female who follows **MUST** bat; with two outs the female has her choice of batting or walking.

For any questions regarding rules in this handbook or rules in our league, please contact 925-973-3209.

## Softball Rules At A Glance

1. All players must be 18 years old, be officially on a team's roster, and have their photo ID on them at all times.
2. No alcohol permitted at fields. This includes in the park and parking lot.
3. Game time is forfeit time. First game of the night will be given a 10 minute grace period. If a team uses any part of the 10 minute grace period, they will lose their first at-bats.
4. All games at **Central Park** will be 65 minutes or 7 innings, whichever comes first.
  - a. Championship game will be 70 minutes.
5. Games at **Rancho San Ramon** will be (60 minutes with 3 scheduled games) or (65 minutes with 2 scheduled Games) or 7 innings, whichever comes first.
  - a. Championship game will be 60 minutes.
6. Extra innings will be played for tie games if time permits. All playoff/championship games will be played out until there is a winner.
7. Teams need a minimum of 8 players to start a game. If a team only has 8, the other team will be responsible for providing a courtesy catcher. If a team has 9 players, no courtesy catcher will be used.
  - a. Courtesy Catcher's only job is to throw pitched ball back to pitcher. Any other play made by the courtesy catcher will be considered interference. It is the defensive team's responsibility to cover all plays at home.
8. A team can have a maximum of 10 players in the field on defense.
  - a. In Coed, if using 10 players in the field on defense, maximum 5 guys allowed.
9. Unlimited batting order - Any player showing up late must be added to the bottom of the lineup.
10. Courtesy Runner – One courtesy runner per inning per gender. Courtesy runner will be the first available preceding player.
11. All batters will start with a 0-0 count. Foul ball on 3<sup>rd</sup> strike is an out.
12. Pitch – 6 feet to 12 feet
13. Warm-up – At the beginning of every half inning pitchers will have 3 warm up pitchers or one minute, whichever comes first.
14. All plays at home are considered force plays. Runners are required to touch or cross over the run line which is an extension of home plate. Any runner who touches or jumps over the plate or mat will be called out.
  - a. Any player who crosses over the commit line between 3<sup>rd</sup> base and home plate is forced to try and score and may not run back towards 3<sup>rd</sup> base. Once a player has crossed the commit line, defense must get ball to the catcher who needs to have their foot on home plate before the offensive runner crosses the line.
15. Illegal bat – Any bat that does not have an ASA 2000 or 2004 certification mark, any bat that has an ASA 2000 or 2004 certification mark that is listed on the ASA non-approved bat list, or any bat that is cracked, dented, or rattles (as determined by the umpires).
16. Run Rule – 12 runs after 5 innings (or 4.5 innings if the home team is leading). 20 runs after 55 minutes or 5 innings (umpires will complete the bottom of the inning in progress or call the game when the game time limit has occurred).
17. Bases – Base Distance will remain 65 feet for Central Park and 70 feet for Rancho San Ramon.

### Coed Rules:

1. Minimum 4 women and 4 men required to start (8 player minimum to start).
2. Required:
  - a. At least one women at either pitcher or catcher.
  - b. At least 2 women in the infield (Infield = 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, 3<sup>rd</sup> base)
  - c. Maximum 2 women in outfield. Outfield must alternate gender. If only one woman is available, only 3 outfielders allowed and woman must play centerfield. Vice Versa if only one man is available.
3. Batting order must alternate between men and women (or vice versa). At no point in time should a man bat after a man or a woman bat after a woman (unless a player has left the game or been ejected).



# S.A.N.C.R.A.

## TEAM AND PLAYER CODE OF CONDUCT



The following “Team and Player Code of Conduct” has been adopted by all participating agencies within S.A.N.C.R.A. and will be strictly enforced. 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, coaches, managers, and spectators.

- 1) **NO PERSON SHALL:** Be guilty of objectionable demonstrations of dissent at official’s decision.

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

- 2) **NO PERSON SHALL:** Discuss with an official in any matter the decision reached by such official except the manager or captain.

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

- 3) **NO PERSON SHALL:** Refuse to abide by an official’s decision. Officials are required to immediately suspend the player from further play and report such player to the League Director. Such player shall remain suspended until the League Director considers his/her case.

**MINIMUM PENALTY:** Placed on probation for the remainder of the season.  
**MAXIMUM PENALTY:** Suspension for two (2) league games, and placed on probation for the remainder of the season

- 4) **NO PERSON 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 to report such player to the League Director. Player shall remain suspended until the League Director has considered his/her case.

**MINIMUM PENALTY:** Placed on probation for the remainder of the season.  
**MAXIMUM PENALTY:** Suspension for one (1) calendar year and placed on probation upon returning to league action for one (1) season.

- 5) **NO PERSON SHALL:** Be guilty of gambling upon any play or the outcome of game with any spectator, player, or opponent. Officials are required to immediately suspend player from further play and report such person to the League Director. Player shall remain suspended until the League Director has considered his/her case.

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

- 6) **NO PERSON SHALL:** Be guilty of using unnecessary rough tactics in the play of the game against

the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until the League Director can consider his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.  
MAXIMUM PENALTY: Suspension from two (2) league games and placed on probation for the remainder of the season.

- 7) NO PERSON SHALL: Appear upon the field of the play at any time intoxicated condition. Officials are required to immediately suspend player from play and report the same to the League Director for further consideration.

MINIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.  
MAXIMUM PENALTY: Suspension for remainder of the season.

- 8) NO PERSON SHALL: At any time lay a hand upon, shove, strike, harass, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until the League Director can consider his/her case.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for one (1) calendar year.  
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

- 9) NO PERSON SHALL: Be guilty of physical attack an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for the remainder of season.  
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

**SPECIAL NOTES:**

1. Any person being placed on probation for the remainder of the season and reported again for violating the "Player Code of Conduct" will receive further disciplinary action.
2. Any person that is removed from a game and asked by an official to leave the park of school facility must do so immediately. Failure to do so will result in further disciplinary action.
3. All players ejected from a game are subject to an automatic one (1) game suspension. Depending on the situation, the player may be suspended for more games. This decision will be made by the league administrators

As managers, I represent the team and take responsibility for knowing all of the team and player code of conduct. I am responsible to pass this information to my team members.

Manager Name: \_\_\_\_\_ Signature: \_\_\_\_\_