



ADULT SOFTBALL LEAGUE RULES AND POLICY

1. **RULES OVERVIEW:** All games shall be governed by the current USA rules and the specific league rules and regulations of the RLERPD Softball leagues. Managers are required to be aware of all rules and regulations pertaining to this league. RLERPD league rules will supersede the current USA rules.
2. **DRINKING:** RLERPD has a no-alcohol policy in its parks. Any player caught drinking alcohol during a game will be ejected, with or without warning. PLEASE DO NOT BRING ALCOHOL TO THE BALL PARK.
3. **EQUIPMENT:**
 - a. Shoes and shirts are required on all players and coaches. No metal cleats (spikes) will be allowed in League Play. Players wearing metal cleats after being warned by the umpire not to do so shall be ejected. (Matching uniforms are not required).
 - b. Softballs will be provided by RLERPD
 - c. Bats: Be sure to check the USA website for the latest bat information:
https://www.teamusa.org/USA-Softball/~link.aspx?_id=015F4358A30B44368FC142350D112FFF&_z=z
The umpires will check the bats for proper grip, taping, knobs, weight, dents, etc., prior to game time, umpire's decision is final. Bat rings, donuts, propellers, etc. are not allowed. If you have any questions concerning bats, please ask the umpire.
4. **TEAM WAIVER:** Any player on a team must personally sign a Team Waiver. Players are to sign before their first game. A player cannot play for more than one team in the same league. Teams cannot add players after **week five of the season**. All team managers and coaches who are to be present in the dugout or on the field must also read and sign a waiver. All of these individuals must adhere to all league rules and conduct codes.
5. **GAME CLOCK:** The scorekeeper will be in charge of the game clock. The game clock will start at the scheduled game time. A game cannot begin prior to the scheduled start time unless both team managers agree. Please have your team ready to play 10 minutes prior to game time.
6. **TIME & INNING LIMITS:** League games are no new inning after 55 minutes or 7 innings (except for ties).



7. **TIE GAMES:** If the game time has expired, and the final inning ends in a tie score, there will be ONE extra inning to break the tie. If the 7th inning ends with a tie score, there will be ONE extra inning to break the tie, regardless of how much time is left on the game clock. **In both cases, the last batted out of the previous inning will begin on second base for both teams in the extra inning.** In both of these cases, if the extra inning results in a tie score, then the game will be recorded as a tie.

8. **FORFEIT PROCEDURE:** Teams must have at least eight (8) players to begin a game. A forfeit situation exists when the home team cannot field the minimum number of players at their defensive position to start the game. The visiting team shall forfeit when they reach the 8th batting position in their first at bat or when they cannot field the minimum number of players at their defensive positions to begin the bottom of the 1st inning. The home team has the option to switch from home team to visitor to avoid a forfeit. If neither team has the minimum number of players, then a double-forfeit will be called, resulting in losses for both teams.
 - a. **BORROWING PLAYERS:** To avoid a forfeit, teams may borrow up to 2 players from another team in our league (players must have signed waiver for current season). **The borrowed players must bat in the last two places in the lineup and can only play catcher or an outfield position on defense. The team borrowing players must inform the scorekeeper/field supervisor and the opposing team manager prior to the start of the game. If and when rostered players arrive; the team must immediately sub out the borrowed player(s). A team may borrow more than 2 players but they must get the consent from the opposing team manager, otherwise the game is a forfeit.**

9. **LINE UPS:** Line ups shall be submitted to the scorekeeper **10 minutes** before scheduled game time, with both first AND last names. A team can add players up to the 16th spot in the lineup even after the team has completed a turn through the line-up **as long as the player is a member of the team.**

10. **ALTERNATIONS:** If a team has more of one gender than the other, **two players of the same gender may be placed in the same order of the line-up and alternate every other at bat. The player who bats first must play a defensive position until the alternation occurs, at which point the second batter must replace the first batter defensively. The alternation becomes a substitution if the alternation occurs at any other time other than the designated spot in the batting order, which in turn eliminates the alternation. If a substitution occurs in this instance, the player substituted becomes ineligible to return to the game.**



11. **EXTENDED LINE UPS:** Any softball team may extend their batting line-up to a maximum of 16 with the following stipulations: A team must finish the game with the same number of batters the game started with. **Except for legal substitutions and Rule 8 above**, the batting order cannot be changed after the game has started. If a player in the line-up is removed because of an ejection, there will be an automatic out recorded each time that spot in the batting order comes up; unless a substitute is available. If a player has to leave for any reason other than an ejection (injury, emergency, etc.), NO out will be recorded; the place in the batting order will be skipped.
12. **PITCH COUNT:** The batter starts with a 1 & 1 count.
13. **PITCHING RULES:** 6-FOOT minimum height required on all legal pitches and the maximum height is 12 feet.
14. **STRIKE ZONE:** A "Strike Mat" measuring 23.5" wide by 33" long and fits "flush" to home plate. A legally pitched ball hitting any part of the mat will be a strike.
15. **SCORING:** Runners may only touch the "Strike Mat" in order for a run to count. If a runner touches home plate they WILL be called out. Oppositely, the catcher may ONLY touch HOME PLATE. It will be the umpire's discretion to call interference if the catcher is touching the strike mat. No intentionally running into the catcher is allowed at home plate; running into the catch will result in an automatic out and ejection.
16. **RUNNERS:** A team may have one courtesy runner per inning. If a team bats through the line-up, a courtesy runner may be used for the same player more than once in an inning. If a courtesy runner is used, the "last scheduled batter in the line up to record or force an out" will be used as the courtesy runner. A courtesy runner whose turn to bat comes while he/she is on base will be replaced by the last player who scored with no penalty.

NOTE: In coed leagues, a team may have one male and one female courtesy runner per inning. The courtesy runner (last out in the line-up) must be of the same gender as the original runner.
17. **HOME RUN RULE:** One and an equalizer. **All other overages = OUT.** This applies to over the fence home runs only.
18. **HOME RUN WALK OFF RULE:** On any fair-batted ball hit over the fence for a home run, the batter and all runners are credited with a score. The batter and any runners on base do not need to run the bases. There is no penalty if they choose to do so.
19. **INJURIES:** Managers must report any injury to a ball player sustained during the game to the scorekeeper and an accident report shall be filled out prior to departure.



20. **MANAGER RESPONSIBILITY:** Team managers are responsible for the actions of their players and spectators. Unsportsmanlike conduct of players and/or spectators may result in forfeit. Abusive language will not be tolerated from players or spectators.
21. **COMPLAINTS:** Official complaints concerning such things as league direction, umpires, field conditions, spectators, etc. should be presented to the GSSA League Director in writing.
22. **EJECTIONS:** Any player ejected from a game must immediately leave the playing field/facility/premises. Failure to do so can result in a forfeiture of the game by the ejected player's team and the suspension of said player for the remainder of the season or a minimum of four weeks. If the ejected player refuses to leave the premises, the police will be called and the ejected player's team will suffer an automatic team forfeiture of the game. Any player ejected from a game will receive an automatic one game suspension from all league play. Any player suspended will automatically be placed on probation for the remainder of the season or a minimum of four weeks.
Any player who violates the "Code of Conduct" while on probation will be suspended for the remainder of the season or a minimum of four weeks. A player who has been suspended from play cannot attend any game(s) even as a spectator from which he/she has been suspended. Any player ejected during the playoffs will be suspended from the first league game the next season that the player is a participant.
23. **ILLEGAL OR ALTERED EQUIPMENT:** Players found with illegal bats or gloves, or found tampering with the balls provided by the district will be ejected, suspended a minimum of one game and placed on probation for eight games. Players found with what is believed by the GSSA to be altered equipment suspended from league play pending an investigation. Teams with a player who is ejected due to illegal or tampered may face probations, suspensions and/or forfeitures. RLERPD reserves the right to confiscate any equipment it believes to be altered for testing.
24. **APPEALS/PROTESTS:** Appeals & Protests of games, rules, ejections, etc. must be made in writing no more than 48 hours after the incident. Protests & Appeals must include any and all documentation that refers to the appeal or protest. RLERPD does not have the resources to investigate all appeals & protests so the more information you give us the better we can figure out the situation.



CO-ED - RULE AMENDMENTS

25. **COED LINE UPS:** Teams shall consist of 10 players on the field, 5 men and 5 women. Teams may begin or end a game with a minimum of eight (8) players, and at least four (4) must be women. The Co-Ed batting order must alternate; players arriving late are added to the bottom of the batting order. The Co-Ed batting order will alternate limit to how many times this can be done. Men cannot outnumber the women without a penalty of an out in the batting order; if teams are starting a game batting less than 10 players, women can outnumber the men with no penalty.

EXCEPTION: Co-Ed, if a female leaves the batting order, an out will be recorded if the team does not have a legal substitute to fill the vacancy. If in the opinion of the umpire, an on-field injury occurs that prohibits the player from safely continuing to play in the game, and a legal substitute is not available, then that team will not incur an automatic out when the injured player is due to bat. Note: a team must replace an “ejected” player or an out will be assessed in the line-up.

26. **COED EXTENDED LINEUP:** The Extra Player Rule will be used with the following conditions:

- Extra players may be used for a maximum total batting order of 16 players.
- When using extra players, you must have an even number of male and female players in the line-up. If you drop below your original line-up, an automatic out will be recorded for each vacancy in the lineup.
- Teams cannot have more than 5 men on defense.

27. **COED WALK RULES:** The USA Walk rule will be used (8.1.c). If a male walks with a female to follow **with two outs**, the male advances to 2nd base and the female has the option to walk, and must declare prior to the first pitch. If a male is following the male, the advancement is only one base and no option is available.

28. **COED DEFENSIVE POSITIONS:** Defensive positioning of men and women is “random” and there is no “minimum line” for outfield players and NO defensive requirements for the number of men or women in the infield or outfield.

LEAGUE SCHEDULE FORMATS, PLAYOFFS, & TIE-BREAKERS

29. **FORMATS:** All leagues will play a schedule of 8 games plus playoffs. The top four (4) teams will advance to playoffs, #1 seed will play # 4 seed, # 2 seed will play # 3 seed; the winners will play in the championship game.



- a. All players should have picture ID on playoffs night to participate.
- b. First two games of playoffs will be 55 minute time limit (cannot end in a tie).
- c. Championship Game, NO time limit, 7 innings.

30. **TIE-BREAKERS:** If two or more teams finish the regular season with identical records, the following tie-breaker system will be used to determine the seeding for the playoffs.

- a. Head-to-head
- b. **Aggregate Score**
- c. Least amount of runs allowed between the tied teams during the regular season.
- d. Most runs scored between the tied teams during the regular season.
- e. Coin Flip.

31. **PLAYOFF ELIGIBILITY:** You must play in at least 1 regular season game to be eligible for playoffs.

- a. Playing in a game is defined by taking at least 1 at bat.

32. **CHAMPIONSHIP AWARDS:** Championship Awards will be provided for each league winner. The team has the following options:

- a. Championship T-Shirts
- b. Eligibility to compete in the GSSA League Championship Series

GOOD LUCK AND HAVE A GREAT SOFTBALL SEASON!



PLAYER CODE OF CONDUCT

The Code of Conduct is established by the Greater Sacramento Softball Association to serve as a guideline for adult softball leagues on matters pertaining to the conduct of players, managers, and coaches. The Code outlines unacceptable behavior and suggests the minimum and maximum penalties for violations. Players, coaches and managers shall abide by the Code of Conduct. Violation of the code, as outlined below, will result in disciplinary action.

1. **NO PLAYER SHALL:** Be physically aggressive toward any player (teammate or opponent), official (umpire or scorekeeper), league director, agency representative, or spectator. This includes any unwanted physical contact including, but not limited to, shoving, or striking a person before, during or after a game. If during a game, the player will be immediately ejected.

MINIMUM PENALTY: Immediate ejection and eight games probation.

2. **NO PLAYER SHALL:** Be verbally abusive toward any player (teammate or opponent), official (umpire or scorekeeper), league director, tournament director, agency, representative or spectator. This includes but is not limited to, use of profanity and/or racial slurs, harassment, threats, or intimidation before, during or after a game. If during a game the player will be immediately ejected.

MINIMUM PENALTY: Immediate ejection and eight games probation.

3. **NO PLAYER SHALL:** Refuse to abide by an official's decision.

MINIMUM PENALTY: Immediate ejection and probation for eight games.

4. **NO PLAYER SHALL:** Appear on the field of play under the influence of alcohol/drugs.

MINIMUM PENALTY: Immediate ejection and probation for eight games.

5. **NO PLAYER SHALL:** Use unnecessary roughness to an opposing player.

MINIMUM PENALTY: Immediate ejection and probation for eight games.



6. **NO PLAYER SHALL:** Demonstrate dissension at an official's decision.

MINIMUM PENALTY: Warning by the official.

7. **NO PLAYER SHALL:** Discuss with an official any decision reached by that official, unless the player is the manager or captain.

MINIMUM PENALTY: Warning by the official.

8. **NO PLAYER SHALL:** Be found utilizing or bringing to the ballpark any altered equipment.

MINIMUM PENALTY: Suspension for two (2) years from all GSSA softball activities.

Note: Team and Players from the team utilizing the altered equipment may be placed on probation Softball League Policy, Procedures and Playing Rules

9. **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 remainder of season.

10. **NO PLAYER SHALL:** Smoke while coming off or going on the field of play, or while on the field of play or in the dug-out.

MINIMUM PENALTY: Warning from official.

11. SPECIAL NOTES

- a. A player/coach/manager that is on probation for a Code of Conduct violation, and is reported for another violation of the Code of Conduct, will face double the normal penalty for the new violation. Any probation or suspension included in the penalty for the new violation will run consecutively with the former penalty.
- b. Any ejected player/coach/manager/official must leave the bench/dugout area immediately. Failure to do so may result in a maximum penalty for the violation. Any further action or disruption may result in the official ejecting the player or manager from the park or facility.
- c. For safety reasons, children and patrons viewing the game are not allowed in the dugout during the game.

