



**ADULT
SOFTBALL**

Rule Book

**GENERAL RULES FOR
CITY OF MURRIETA**

I. QUALIFICATIONS

- A. The City of Murrieta Adult Sports Leagues is open to all persons 18 years of age and older.
- B. Team managers are responsible for the enforcement of and adherence to all eligibility rules.
- C. Team fees are to be paid in full, with a single check, money order, or credit card.
- D. The City of Murrieta does not carry insurance on adult sports participants; therefore, players are participating at their own risk. Should teams wish to purchase insurance for their players, separate insurance is offered through SCMAF.
- E. A player's name on a team's roster confirms his/her full understanding of the above rule. Managers are responsible for bringing this to the attention of their players.

II. DEFINITIONS

- A. Resident Player: is any player who resides within the City of Murrieta limits. Any resident player whose Driver's license/ Picture Identification (I.D) doesn't reflect their current address, additional proof of residency will be required.
- B. Non-Resident Player: is any player who does not reside within the City of Murrieta limits.

III. REGISTRATION PROCEDURE

- A. All teams interested in participating in the upcoming season must register, **online or in person**, in order to sign-up a team, you must pay in full all-league corresponding fees on the time of registration, on the appropriate registration dates. **IF FEES NOT PAID IN FULL, REGISTRATION IT WILL NOT BE ACCEPTED AT THAT TIME. NO EXCEPTIONS!!!**

B. Registration procedures will be as follows:

a) All teams have equal opportunity to register for any league once registration dates are open. Spots if available are taken on a first come first serve basis.

C. There is no priority given to returning teams.

IV. LEAGUES FEES

A. The City of Murrieta's Adult Sports Program is self-supporting; all fees are subject to adjustment every season.

B. Each non-resident player on the final team roster will pay a \$10 non-resident fee.

C. Teams that drop out of the league once it has started will not receive a refund.

D. Any teams registering after the designated registration dates will be charged a \$100 late fee.

V. ROSTERS

(1) Coed Softball 20 players max. (8 to start)

(2) Men's Softball 16 players max. (8 to start)

A. City of Murrieta softball league will have open rosters for the first 6 weeks of the season. Teams may allow any person to take the field during the games, as long as the set person has signed the team roster before the start of the game.

B. Only players that have signed the team roster before the start of the game, maybe eligible to play in league games.

C. All players must submit copies of a picture I.D. after the 6th week to the finalized roster to be eligible for playoffs.

D. Each player is required to have a picture I.D. in his or her possession during all game times. Failure to produce an I.D. at any given time will result in the player being declared ineligible and a possible forfeit may be given to the team.

E. Signatures are required for all players. Any player who has not signed the team roster before the start of the game will automatically be ineligible to play a league game. Any team is founded to be playing a player that hasn't signed the team roster, they may be subject to forfeiture.

F. Team Rosters will be verified by officials before the start of each game, to ensure all players have signed the roster.

VI. LINE-UP CARDS

- A. Line-up cards (if required) must be given to a scorekeeper prior to the start of the game.
- B. The first and last names of each player are to be placed on the line-up card before game time. Failure to do so will result in an ineligible player.

VII. ADD/DROP POLICY AND ROSTER CHANGES

- A. After the 6th week of the season, every player listed on the finalized roster will be eligible for the remaining regular-season games and playoffs.
- B. No additional adjustments may be made once the finalized roster has been submitted.

VIII. ILLEGAL PLAYERS (please read this section carefully)

(Section B- E applies to the final 2 regular games of the season and playoffs.)

- A. Any player that has not signed the team roster before the start of any league game.
- B. The scorekeepers will be provided a score sheet with each team's legal players printed on it. Please see section **X. ILLEGAL PLAYER PROTEST** for procedures. It's the manager's responsibility to sign the lineup sheet and give it to the scorekeeper before the start of each game.
- C. Any player using an assumed name will cause his/her team to forfeit. In addition, the coach will be subject to suspension for the season. Should this occur more than once during the season, the team will immediately be ejected from the league for the remainder of the season and will forfeit all rights and fees.
- D. Staff can randomly spot-check I.D.'s, and if the Recreation Staff finds that a player is participating illegally, their team will forfeit the game.
- E. Any player in question, who does not have a picture I.D. in their possession during the game time will be declared ineligible and the team may possibly forfeit.

IX. FORFEITURE

- A. A ten (10) minute grace period will be given from the start of all scheduled game times and will come off the game time. The official's watch is the official time.
- B. When a forfeit is declared, teams involved may use the field, however, the official does not have to officiate the game.

C. After the second forfeit, the team may be ejected from the remainder of the season, they will forfeit all rights and fees paid.

D. Any team using tactics noticeably designed to delay or to hasten a game will receive a forfeit.

E. Teams cannot ask for a game to be rescheduled.

X. ILLEGAL PLAYER PROTESTS

(Section A- B applies to the final 2 regular games of the season and playoffs.)

A. If there is a question involving the eligibility of a player; the opposing manager may make an illegal player protest at the appropriate time as outlined below.

(1) Softball-Before conclusion of the said player's first at-bat.

(2) Baseball- Before the conclusion of the said player's first at-bat.

B. The game shall be delayed until the player in question submits proper I.D. to the game official, and signs the score sheet. If a player cannot provide I.D. acceptable to the game official, the said player may not participate further in the game.

C. If proper I.D. and signature are submitted, the said player's name shall be verified using the team's roster, the following working day. If the said player's name does not appear on the roster, the game is an automatic forfeit.

D. Additionally, if a team is found to have used an illegal player, the said team's manager shall be ejected for a minimum of one week's scheduled game.

E. All illegal player issues shall affect only the game in which the matter was raised. Protests will not be retroactive.

XI. PROTESTING (non-illegal player protests)

A. The final score, as approved by the official at the end of the game, is the official score. Protests about the accuracy of the final score shall not be received or considered.

B. Procedure regarding an alleged discrepancy on the official score sheet during the game:

a) The Official is to suspend play until he/she rules on the official score.

b) The Official will examine the official score sheet. If the error cannot be found, the Official accepts the record of the official score sheet, unless he/she has the knowledge, which permits him/her to decide otherwise.

c) All protests must be filed in writing on an official protest form by 5:00 p.m. the following business day after the game at the Community Services office located at the Murrieta Youth Center.

d) All protests need to be accompanied with a \$25 protest fee, which is returned if the protest is granted; retained if found invalid. Checks or money orders should be made payable to the City of Murrieta.

e) Protests filed late and/or without the protest fee will not be accepted.

C. Any protest of a misinterpretation of the rules must be filed in writing and received by the league director by 5:00 p.m. the next working day. A \$25.00 protest fee is required and will be returned if the protest is upheld. The decision of the league director is final. The decision shall be made within seven (7) working days.

XII. EJECTIONS AND SUSPENDED PLAYERS

A. The official is in complete control of the game. Unsportsmanlike conduct by a player, manager, coach, team sponsor, attendant, or spectator necessitates ejection from the game by an official. The official's decision is final and will not be reviewed by the staff or the League Director.

B. Any player ejected from a game must leave the facility immediately or a forfeit will be called against their team.

C. Any ejected player must sit out during the next scheduled game and will not be allowed onto the facility. Exceptions: If infractions are covered in the Code of Conduct, which may necessitate harsher penalties.

D. The team manager or acting manager is responsible for giving the official the name of an ejected player. Any manager or acting manager giving a false name will be penalized and his/her team will receive an automatic forfeit.

E. Any player ejected for the remainder of the season will be suspended from all teams they are currently participating in within the City of Murrieta.

F. Any player or coach ejected for inflicting unnecessary bodily harm to any player, official, or spectator shall be suspended for not less than four (4) games and cannot play until the League Director makes a final decision. The presiding official shall provide a written report to the League Director stating the cause of the ejection.

G. The League Director will hear and decide on suspensions and protests.

XIII. NO OFFICIAL

A. If an official does not show up, games may be played with a volunteer official as long as both coaches agree to a volunteer official. Volunteer officiated games will be official. If the coaches do not agree to a volunteer Official, the games will be rescheduled.

B. No protest will be allowed on games using a volunteer official. The game will stand as played and both coaches, as well as, the volunteer official must sign the score sheet.

C. City employees may act as an Official in the event that an Official does not show up.

XIV. PLAYOFFS

A. The team's overall record throughout the season will determine playoffs seeding. #1 seed has a choice of 1st game time, Must notify league director by 12pm the following day.

B. Playoff notifications will be done both by e-mail and phone; however, it is the ultimate responsibility of the manager to contact the Community Services Department for details.

C. In the event of a tie in the standings, the following formula will be used to determine the playoff schedule.

- a) Head to Head competition
- b) Run differential
- c) Fewest runs allowed

D. If possible, **playoffs are always scheduled the week following the conclusion of league play**, on the regular league day/night. It is possible for make-up games and playoff games to be scheduled on the same night. It is also possible for a team to play more than one playoff game on the same night.

E. Playoff Formats- **Everyone makes the 2-week playoffs (Single Elimination)**. Playoff will typically consist of the top four teams in each league.

(To be eligible for the playoff, your team's record must also be at or above .500)

Week-1

Game #1- 1 v 6 typical time limit, not ties

Game #2- 2 v 5 typical time limit, not ties

Game #3- 3 v 4 typical time limit, not ties

Week-2

(Highest seed gets an automatic placement in the championship game)

Game #1- Semifinal, typical time limit, not ties

Game #2- Championship, typical time limit, not ties

Game #3 Winners of game 1 and 2 full game, normal mercy rule throughout playoffs.

a. Exception: Leagues that are split into two divisions will take the top two teams from each division.

F. In unusual league circumstances, other means of determining a league champion may be utilized.

G. CSD Staff will verify all rosters prior to the start of playoffs; a list of verified players will be at the field in the event of a player protest. If a player is not listed on the roster, they will be considered ineligible and not able to play. Please see Section X for additional information on the determination of an illegal player.

XV. AWARDS

A. First-place teams may receive team and individual awards.

If shirts are given these are the sizes your team will receive.

Men's teams will receive a maximum of 2 XXL, 10 XL, 3 L

Coed Teams will receive a maximum of 2 XXL, 5 XL, 6 L, 4 M

XVII. MANAGER'S RESPONSIBILITIES

A. Each team shall have one permanent manager listed on the roster. Duties of the manager shall include, but are not limited to the following:

B. Report and keep current the phone numbers and addresses of both the manager and assistant manager.

C. Call the Community Services office and verify make-up games whenever your game has been canceled or postponed. Failure to appear for a make-up game shall be declared a forfeit and will not be rescheduled.

D. Ensure that each team member has read and understands the rules.

E. Ensure that each team member signs and prints his/her name on the team roster.

F. Filling out accident forms if an accident or incident happens involving your player.

G. Informing the Recreation Staff of the injured player within 24 hours of the incident.

XVIII. LEAGUE STANDINGS

A. Standings will be based on the best record of the season.

B. Standings will be posted each week on the City's web site at www.MurrietaCA.gov.

C. If any errors are noticed in the standings, please notify the League Director.

XIX. THE CODE OF ETHICS FOR PLAYERS AND COACHES

(*Code of Ethics can be found on the City website www.MurrietaCA.gov/adultsports)*

XX. Appendix A - Softball Rules

XXI. Game Play

A. Games will be played at 6:30, 7:45, 9:00 Tuesday-Thursday.

B. Bats: **ONLY*** League issued bats may be used in a sanctioned City of Murrieta Softball League Game. Bats will be provided by the league at game time.

*Exception- One-piece metal bats without end caps may be used.

***Women** are permitted to use their own bat as long as it is ASA approved.

- Bats must remain in the community area for both teams to utilize.
- Outside bats and batting equipment may be used in the on-deck circle only.
- Bats deemed as women's bats may only be used by women.

C. All playing rosters will become final as of the team's 8th scheduled league game.

D. Rain-outs

a) When games are canceled by the Recreation Staff due to rain, excessive fog, wet fields or other conditions, the information will be available on the day of the scheduled game after 4 p.m. Decisions made after 4 p.m. are the responsibility of the Umpire.

E. Complete Games include:

a) If the home team is ahead by 15 runs after 4 ½ innings.

b) If the visiting team is ahead by 15 runs after 5 innings.

c) If time expires before a completed inning, that inning will be played out; game time is one hour and ten minutes.

d) If teams are tied when the time expires, a tie game is recorded.

e) If a game is called due to rain or fog after the 4th inning, the score will revert back to the last complete inning. If the score is a tie, it will be recorded as a tie.

If a game is called due to run rule, teams may still play out the additional time.

XXII. League Policies

SCMAF rules will govern play unless otherwise stated in the City of Murrieta Softball General Rules booklet.

A. Mercy rule

1. The 15 run rule will be enforced. A game will be terminated when a team is 15 runs ahead during any inning after 5 innings or 4 ½ complete innings as long as the home team is ahead or has had the opportunity to bat. This rule applies playoff games as well. During the regular season if a team is the victim of the mercy rule both teams have the option to continue to play out the remaining time.

B. Tie games

1. If, after a complete game is called for time or innings, the game is tied, it shall be recorded as a tie game.

C. Infield practice

1. After the first inning, no warm-up balls are allowed on the field.

D. Pitching

1. Pitch height must reach a minimum of 6' and must not exceed 12' to be a legal pitch.
2. Pitchers may pitch at or up to 6' behind the 50' pitching rubber (furthest from home plate).

E. Avoid contact with other players at all bases

1. Interference with a defensive play is an automatic out. This is the Official's judgment and is not open for protest.

F. Two Designated Runners will be allowed each inning. If a player is injured and cannot continue an additional Designated Runner will be allowed for that inning only if no legal substitutes are available. For coed leagues, the two designated runners consist of one male and one female runner. The designated runner will be the last person out during that inning, if there are no outs then the last out from the previous inning. (Teams can discuss with the umpire before the game and decide to omit this rule, both teams **must** agree)

H. HOME RUN CLASSIFICATION-

A limit of over the fence home runs will be used in all Murrieta Adult Softball League divisions. All balls hit over the fence by a team in excess of the following limitations per game will be ruled on as shown:

Men's— Four (4). **1 Up Homerun Rule.** The batter is ruled out for any in excess.

Coed – Four (4). **1 Up Homerun Rule.** The batter is ruled out for any in excess.

****1 Up Homerun Rule: Both teams start with a limit of 4 home runs. If one team hits 4 home runs they have to wait on the other team to hit 4 or 5 home runs before they can hit another. From there on it is 1 homerun up.**

NOTE: Any fly ball touched by a defensive player in fair territory and then goes over the fence, should be declared a four-base award and shall not be included in the total of over-the-fence home runs. Any time the batter is ruled out because of the excessive home run rule, the ball is dead and no runners can score.

Batters that hit a home run have the option of running the bases or not.

In the event there is no home run fence, no batted ball can be deemed as a home run, therefore there is no home run rule.

I. All batters in all leagues will begin their at-bat with a 1 ball and 1 strike count.

J. A DOUBLE BASE- The double-base at first base will be considered one (1) base. NO special rules will apply. Runners should tag the orange base and defensive players should tag the white base. Avoid contact at all times.

K. Extended Home Plate- All base runners advancing home may touch either the permanent (white) home plate or the strike zone extension mat. If the mat is removed and not in its appropriate spot the runner must touch the permanent home plate.

XXIII. Coed Rules

A. Teams shall consist of men and women, using the following player-number guidelines:

1. 10 players 5 men 5 women, 6 women 4 men
2. 9 players 5 men 4 women or 4 men 5 women
3. 8 players 4 men 4 women

B. A male batter who is walked during his time at bat without receiving a strike call or intentionally walked prior to any pitches shall be awarded second base, giving the female batter following him the option of taking first base.

C. While a female batter is at the plate, no player from the outfield shall cross the outfield arc (White spray paint or cones) until the ball is **hit**. If a player crosses the outfield arc before the ball is hit, that play will be void and the batter will have the option of being awarded first base and any base-runners will only advance if forced; or having the option of continuing her at-bat with the prior count of balls and strikes.

D. Male and Female players may play any position. There is no limit on the number of male or female players that must be in the infield or outfield (example- you can play an all-female outfield).