

**Seal Beach Recreation and Community Services Department
211 Eighth Street, Seal Beach, CA 90740
(562) 431-2527, EXT 1307**

ADULT SOFTBALL LEAGUE RULES

OBJECTIVES OF SPORTS LEAGUES

1. The objectives are to promote, develop and conduct recreational softball among the residents and participants of the City of Seal Beach.
2. To promote the standards of good sportsmanship.
3. To promote a wholesome physical activity.

RULES AND REGULATIONS

Official CIF California Interscholastic Federation rules will govern play in all Seal Beach Adult Softball Leagues. In addition, the following rules supplement the CIF Rule Book.

1. Each team is permitted a maximum of twenty (20) players on a roster including a player/manager.
2. No player who is playing on a High School, Junior College, College or Professional team during the current season may play in the leagues.
3. Players must sign the Official Roster before they are eligible to play. A team may have only one player on their roster from another league. The team a player first plays with will be considered his team in post-season play. (Exception – Co-ed)
4. Players must compete in at least ½ of the scheduled league games to play in post season competition.
5. The League Director must be notified in writing of all Manager or roster additions, changes, before the next scheduled game for the player or team to be eligible or in unforeseeable situations at the discretion of the coordinator.
6. Players may be added up until the ½ way point of the regular season.
7. If a player is found using a banned bat, that player will be ejected from the game that said player is participating in.
8. Due to the cost of softballs only two balls will be used per game. If a ball is lost it is the team that lost the ball responsibility to take their best efforts to track down the ball.

GAMES AND SCHEDULES

1. Monday through Friday games will start between 6:00pm and 9:00pm. Sunday games will start between 2:00pm and 9:00pm.
2. The Recreation Department reserves the right to move teams up or down within the first two weeks of play. Teams playing in the Seal Beach leagues must be available to participate on any given night of league play.
3. The League Director will schedule (1) one official for all games. It is the responsibility of both managers to verify the score at the end of each half inning of play. Both teams are encouraged to keep a scorebook.

4. Game time is forfeit time. Game will start when official signals "Play Ball". A game will consist of seven (7) innings of 1 hour. No new inning can start after 1 hour has expired. Innings will be played out.
5. No new inning can start after 10pm.
6. If at any time a team does not have the minimum numbers of players (7), that team shall become the visiting team and will bat first. Once the third out has been recorded or all players have batted and that team has not fielded the minimum number of players (7), the game shall be declared a forfeit.
7. Players will begin their "at bat" with a count of 1 ball and 1 strike. (1-1).
8. The team listed 2nd is the "away" team on the schedule and shall occupy the 3rd base dugout.
9. Pitchers will be permitted only one (1) pitch between innings.
10. The **Mercy Rule**: The game will be officially over if, after five (5) innings, either team is ahead by fifteen (15) runs or until the official time limit for the game has expired.
11. In the case of a tie, teams may play an extra inning **ONLY** if time permits.
12. If a forfeit occurs, team may play on the field during the forfeited game time. The official does not have to officiate a forfeited game. Any team forfeiting two games in a season will be will be dropped. League fees will not be refunded.
13. In case of inclement weather, the Recreation Coordinator will decide if games will be played. Team managers may call the office at (562) 431-2527 ext. 1307 after 2pm for other possible game changes or delays.
14. Make-up games will be played at the end of the season, IF NEEDED, on the regular night of play.
15. It is the Manger's responsibility to ensure that his/her team receives schedules and schedule revisions. Schedules will be changed no fewer than 24 hours prior to your next scheduled game with the exception of rain outs and emergencies. Leagues schedules are available at the ball field and in the Recreation Office.
16. Placement of teams in respective divisions shall be the responsibility of the Seal Beach Recreation and Community Department. The Seal Beach Recreation and Community Services Department reserves the right to move teams to different divisions of play at any time to maintain a competitive balance. However, we try not to do so after the second week of league play. Teams moving to different divisions will keep their win/loss record from the previous games played unless the League Director determines otherwise. Teams entering Seal Beach Leagues must be able to participate on any given night of league play. Teams who win their divisions may be moved to a higher division the following season to ensure competitive balance.
17. As a courtesy, please contact either Kevin Ortiz at (562) 431-2527 ext. 1307 or email kortiz@sealbeachca.gov, or contact Tim Kelsey at (562) 431-2527 ext. 1341 or email Tkelsey@sealbeachca.gov in advanced if you know your team will have to forfeit so that the other team can be notified that their game will be canceled.
18. The City of Seal Beach does not provide first aid at any Adult Sports Facilities. It is recommended that the mangers of each team bring any first aid items that they feel are necessary.

19. Games must go at least five (5) innings to be considered a legal game. However, if the official time limit for the game has expired, the game will be considered complete – even if the minimum number of innings has not been played.
20. Collisions at bases and home plate - If, in the judgment of the umpire, base runner tries to knock defensive player over to avoid being tagged out, runner will be called out – if the act is deemed flagrant – player may be ejected.
21. The time limit is in effect in all games including play-offs and championship games. During playoffs ties will be played to completion, under the judgment of the umpire & scorekeeper. During the regular season, Home teams will be specified on the schedule. During playoffs, the higher seeded team during the regular season is the home team.
22. Catchers must give the runner an angle to get to the plate to avoid collisions.
23. Bunting, half swings, or chop hitting is not permitted. The act must be deliberate or the umpire will rule the batter out. (Umpire's judgment)
24. Team may have unlimited courtesy runners per inning. If courtesy runner is on base when it is his or her turn to bat, they will be allowed to have a replacement runner and take their turn at the plate.

OFFICIAL'S FEES

1. The manger is responsible for paying \$15 cash to the official before the start of the game. The official will not start a game until both teams have paid.

FORFEITS

1. If a team forfeits a game, they are responsible for the officials' fee (\$30 total of both teams) which must be paid prior to their next game. In case of a double forfeit, both teams are required to submit a forfeit fee of fifteen dollars (\$15). If a team does not pay their forfeit fee(s) at their next scheduled games, that team will be assessed another forfeit fee and will be required to pay all outstanding forfeit fees at the Seal Beach Recreation and Community Services office, located at 211 8th Street, Seal Beach 90740
2. A game will be declared a forfeit if:
 - a. A team fails to have (7) players ready to play at their scheduled game time.
 - b. Continued delay of the game after the official has announced "Play Ball".
 - c. Continued harassment of an official, scorekeeper or other players.
 - d. If, in the opinion of the official and scorekeeper, the manager does not have control of his team or fans.
 - e. A team is found to have used an illegal or non-rostered player.

ELIGIBILITY

1. Players must be at least eighteen (18) years of age before playing.
2. All players must be on the roster and have photo ID (Driver's License, State Identification Card, Passport or Military I.D.) available at all games. All players on your roster will be listed on the scorecard each week.
3. Players may not play on more than one (1) team in the same division.
6. The team a player first plays with will be considered their team for the season and that player may only transfer from one team to another with written consent of both team managers and approval from the City of Seal Beach League Director.

7. A men's team may have two (2) women on their roster.
8. During playoff games the umpire will check ID's (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Player's must have a current picture ID. Players must provide current picture ID prior to entering the game.

PLAYER ELIGIBILITY PROTESTS

If a manager believes a player is illegal, he/she may announce the protest at any point during the game. The protest shall be made as follows:

1. Time must be called.
2. The manager shall request that the umpire ask the player in question to produce a current picture (Driver's License, State Identification Card, Passport or Military I.D.). If ID is shown and is satisfactory, the umpire will continue the game. If no ID is available, the player in question may not play until they provide an ID. If the player in question unable to show the umpire a current picture ID by the end of the game, the umpire will declare the game a forfeit.
3. Managers have the option to request an ID check against only one player on the opposing team per game.
4. Decisions regarding player eligibility will be made final by the umpire.

PROTESTS

1. A protest must be announced to the umpire before the next pitch is released. (The game time will continue to run during the process.)
2. After protest is announced, the umpire will stop the game and fill out description of the protest on the back of the official score sheet documenting the rule interpretation being protested. Then both managers and the umpire will sign the scorecard at the end of the game.
3. Only protests of rule interpretation will be accepted. A protest will not be considered on a judgment call (i.e.) safe or out, fair or foul, balls and strikes, etc.)
4. For more information on protest, please refer to the S.C.M.A.F. rulebook and the City of and the City of Seal Beach rules.

LEAGUE STANDINGS

1. The League Champion will be determined by the team with the most points earned. Two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.
2. The top four (4) teams in each league will advance to the playoffs. Teams will play a single elimination format. If a tie exists for any post-season berth, the following criteria will be used:
 - a. Team winning the majority of games against the tied team(s).
 - b. Team scoring the most runs against tied team(s).
 - c. Team winning the majority of games against other post-season teams.
 - d. Team scoring the most runs against other post season teams.
 - e. Most runs scored in league competition.
 - f. Coin flip.
3. Post-season games will be played on the same night as the regular season games. ALL regular-season rules will apply to post-season play with the following exception.
 - a. The first two games will be played with a time limit or until a winner is determined.
 - b. Championship game will go seven innings or until a winner is determined.
 - c. During playoffs, the higher seeded team during the regular season is the home team.

AWARDS

The League Champion will receive individual awards

Special League Rules

Co-ed 12" Ball – 16 foot pitching height start with 1-1 count.

Men's 12" Ball – 16 foot pitching height with 1-1 count.

All Leagues

A team can be up by only one home run during a game. If a team hits a home run when up by one, it counts as an out. A home run is "hit over the fence".

A batter that has two strikes on them must then hit the next ball fair or they will be called out. With two strikes it has got to be fair.

Only ASA approved bats will be permitted in the City of Seal Beach.

CO-ED LEAGUES

1. Ten (10) players may play defense; five (5) men, five (5) women. When nine (9) players are used on defense, five (5) men and four (4) women may be used or (8) eight players; (4) four women, (4) four men. Teams may use (7) seven players, (4) men and (3) women.
2. Teams must alternate men and women in their batting order.
3. There will be no restrictions on a player, woman or man, as to which defensive position she/he may play including rover.
4. If a male player "walks" on four (4) consecutive pitches, he will be awarded second base. This includes an intentional walk without any pitches being thrown. The following female batter **MUST** take her at-bat.
5. There must be three (3) outfielders behind the outfield restriction line (170 foot arc) when a female batter is batting. Penalty: Batter will be awarded first base unless she reaches the base safely. Exception: teams may play with two players behind 170 foot arc if playing with eight (8) players.

Players Conduct

1. Managers or players may not address, make any gestures to, or use profanity, derogatory remarks toward any official, scorekeeper or other players. Penalty: player(s) will be ejected from game no matter whom the profanity was directed to.
2. Any player or manager who physically abuses an official will be banned from all Seal Beach Leagues and that game will be a forfeit.
3. Any player ejected from a game for any reason will not be allowed to play in the next scheduled game. Once a player is ejected from a game, the player must leave the field or that team will forfeit their game and may be dropped from the league.
4. A player will be ejected only once during a season. The second time will result in the elimination from competition for the remainder of the season.
5. Any player, who in the opinion of the official or scorekeeper is intoxicated, will immediately be ejected from the game and facility.
6. Any fights that may occur, before, during, or after a game will result in suspension for all parties involved. Those involved will be determined by the officials and scorekeeper and the suspension will be determined by the Recreation Department.

7. Alcoholic beverages are not allowed in the stands, dugouts or on the field of play, nor in the parking lots and adjacent streets.

Protests

1. Protest can only be filed involving ineligible players. Protesting an official's judgment will not be considered.
2. If a player is thought to be ineligible, the game shall be completed. The game will be forfeited automatically if the player is found to be ineligible.
3. Protest must be made immediately before the next pitch to the umpire and the scorekeeper to be valid.
4. Protests that shall be received and considered are:
 - a. Misinterpretation of a playing rule.
 - b. Failure of an umpire to apply the correct rule to a given situation.
 - c. Failure to impose the correct penalty for a given violation.
5. Protest must be filed within 24 hours to the Recreation Department. A formal protest must contain the following information:
 - a. The date, time and place of game
 - b. The name of the umpire and scorer.
 - c. The rule and section under which the protest is made.
 - d. The decision and conditions surrounding the making of the decision.
 - e. All essential facts involved in the matter protested.
6. The decision made on a protested game may result in one of the following:
 - a. The protest found invalid and the game score stands as played
 - b. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
 - c. When a protest is allowed for ineligible player is allowed, the offended team shall be credited with a victory. (Forfeit score 7-0).
7. The ejection of a player is not a ruling that is eligible for protest.

SCMAF Blood Rule

1. A player, coach, or official who is bleeding, or who has an open wound, or had blood on their body or cloths, shall be prohibited from participating further in the game, until appropriate treatment has been administered.
2. If first aid is required for a player, the player must immediately be removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach or official will not be permitted to participate unless:

 - A. All bleeding has stopped.
 - B. Any exposed cut/scrape, which has bled, is completely covered.
 - C. Excessively bloody uniform is changed. Teams are recommended to have a spare jersey available at games if needed.

Alcoholic Beverages

Alcoholic beverages are not permitted on school district property, on public property, in Parks and Recreation facilities or programs. The Department has a **no tolerance** policy for drugs or alcohol.

Smoking

There is a **NO SMOKING POLICY** on the entire campus.

FOR LEAGUE INFORMATION

(562) 431-2527 Ext. 1307

FAX (562) 430-3498

Contact Person: Kevin Ortiz

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