



ADULT SOFTBALL RULES & REGULATIONS

1.0 OBJECTIVE

To offer a wholesome competitive program that is primarily concerned with safety, fair play and sportsmanship.

2.0 ADMINISTRATION

The administrative duties and final authority shall be vested in the City of Half Moon Bay Recreation Department, whose representatives will be responsible to set forth and maintain such rules and regulations as are necessary to govern recreation leagues.

3.0 LIABILITY

1. As participants in the Adult Softball League, and in consideration of the value received as participants in the league, each participant agrees to exonerate, defend, indemnify, and hold harmless the City of Half Moon Bay and its officers, agents, employees and game officials from all claims and actions, based upon or arising out of any damage or injury, to persons or property caused by or sustained in connection with their participation in the Adult Softball League.

2. All participants understand and accept the fact that Major League Softball, Inc. nor the City of Half Moon Bay and their respective agents, employees, contractors or insurers provide any form of medical or accident insurance for bodily injury or death sustained while participating in the Adult Softball League. All participants should thoroughly investigate the terms and conditions of their personal health insurance policies to verify that they will receive coverage for any claims arising out of or connected with their participation in this program.

4.0 TEAM ROSTER

1. Each team may roster a maximum of twenty (20) players. **ALL PLAYERS MUST BE AT LEAST 18 YEARS OF AGE.**

2. **Players may be added on the field up to the beginning of the sixth game.**

3. Before the fifth game, roster additions can be made by your scorekeeper. Inform the scorekeeper of any roster additions prior to the start of your game. After the fifth game deadline, all roster additions must be approved by the Half Moon Bay Softball League Director/Recreation Coordinator at 650.750.2026.

5.0 COED LEAGUE RULES

1. A standard defensive configuration must consist of four (4) females and six (6) males if 10 players are on the field. However, a game may be played with eight legally rostered players, with a minimum of three (3) females and five (5) males in the game at all times. A game may also be played with more women than men defensively; and a game may be played with three (3) men and six (6) women defensively, HOWEVER, a game MAY NOT be played with seven (7) men and two (2) women defensively. Each team must have 1 female player at either the pitcher or catcher position, 1 female player at any infield position (1st base, 2nd base, short-stop, or 3rd base), and 1 female player in any outfield position, always during defensive play.

2. A male that is walked with a female player batting next shall be awarded second base.

3. Batting Order: Will consist of at least 4 females. Players may re-enter the game at any time in the same batting position if you are batting everyone. Teams pick their own line-ups and bat as many as they like as long as they do not bat more than 2 males in a row. Line will need to be given to the umpire at the first of the game.

Example: Batting order for players:

1. F
2. M
3. M
4. F
5. M
6. M
7. F
8. M
9. M
10. F

5. EQUIPMENT RULES:

- (a) SHOES: Metal cleats and open toed shoes are never allowed in adult softball.
- (b) UNIFORMS are not required to participate in Half Moon Bay adult softball programs.
- (c) BATS:

● **FIRST: ALL BATS MUST HAVE AN ASA STAMP** to be eligible for use. **NO STAMP - NO PLAY.** Before purchasing a new bat please look for one of these ASA stamps:



● **SECOND:** The ASA periodically and randomly tests samples of bat models bearing the ASA approved certification mark to verify compliance with the ASA bat performance standards. Meaning occasionally even a stamped bat may be deemed **ILLEGAL**. To verify legality of a bat, please refer to the ASA Website's LIST OF APPROVED BATS
(as of FEB 2009, ASA no longer offers a listing of NON-approved bats, you must research APPROVED bats). Purchase bats at your own risk!

● **THIRD:** All bats must comply with the S.C.M.A.F. rule book, Rule 1, Sec. 27. If a make or model cannot be determined due to wear & tear **OR** if the Umpire or League Director suspects modification of any kind (sanding, filing, shaving, lengthening, shortening, weight-altering, heating and cooling, etc.) he/she **WILL** remove it from play. **NO BASEBALL, YOUTH or LITTLE LEAGUE BATS ALLOWED**

6.0 PROTESTS

If there are any types of issue, complaints or questions, please let the City of Half Moon Bay Recreation Coordinator know of these ASAP, for he or she will tend to the issue the best in most cases.

7.0 PLAYER EJECTIONS

1. **All grievances shall be conducted by the team manager.** Any player who is ejected from a game will be automatically suspended for a minimum of one additional game (byes do not constitute a game). If a player is ejected twice during a season he/she will be suspended for the remainder of season, including playoff games. Ejected or suspended players will not be allowed at the park while serving his/her suspension.
 2. **In the event that a player is ejected anytime after the conclusion of a game, he/she will be automatically suspended for the next two (2) games, including playoff games.**
 3. Any player or manager who physically abuses an official, a player, a park supervisor or scorer shall be banned from any and all City of Half Moon Bay sponsored programs forever. In addition, any player or manager who is guilty of such abuse will be subject to criminal prosecution as per the State of California Penal Code.
 4. In cases of spectator harassment the umpire will use the following course of action
 - (a) First Warning ⚡ manager will be asked to take care of the problem spectator.
 - (b) Second Warning ⚡ spectator will be asked to leave the park. If the spectator refuses to heed the umpire's request, the manager will be subject to ejection from the game if the umpire determines that the spectator is associated with one of the two teams.
- Final Solution ⚡ in the event that neither the spectator nor the manager leave the park within 60 seconds after the umpire's request the umpire will declare the game a forfeit.

8.0 PLAYER ELIGIBILITY

1. **Each player is required to personally sign the official line-up form before they are eligible to play in the Adult Softball League.**
2. In the event that a team changes its manager at any time during the season, the new manager must notify the Major League Softball Office immediately.

9.0 GAME TIME AND LEAGUE RULES

1. A game shall consist of seven (7) innings or one (1) hour. The official scorer shall be responsible for keeping the game time on the computer clock. All questions related to time remaining or time elapsed should be addressed to the official scorer, not the umpire.
2. Each team must have eight (8) players to start. The Flip Flop rule is allowed. **THERE WILL BE A GRACE PERIOD OF TEN MINUTES FOR EACH GAME.** Any grace time consumed waiting for the eighth player will be deducted from the game clock. Each batter will begin each plate appearance with a 1 Ball, 1 Strike Count.
3. No new inning will begin after the time limit has elapsed. Games tied after seven (7) innings will only be continued only if five (5) or more minutes remain on the computer clock.
4. A team that does not submit its line-up card to the official scorer at least five (5) minutes before game time will be subject to forfeiting the game.
5. Any team that is unable to finish a game with a minimum of nine (9) legally rostered players will forfeit the game. **UMPIRES AND SCORERS WILL NOT WORK FORFEITED GAMES.**
6. **No infield practice or batting practice will be allowed prior to game time.**
7. The mercy rule will be as follows:
 - 20 runs or more after 3 ⚡ innings if the home team is ahead or 4 complete innings if the visiting team is ahead.
 - OR** 15 runs or more after 4 ⚡ innings if the home team is ahead or 5 complete innings if the visiting team is ahead.
8. Pitch height will be standard 12' limit and a minimum height of the top of the batters head.
9. Courtesy runners will be allowed as per the A.S.A. rule book.
10. Each team will only be allowed 3 homeruns per game with an equalizer. Any homerun beyond the initial 3 homeruns will be counted as an out.
11. The four (4) strike rule is in effect for all leagues.

12. There will be NO ENTRY FEE REFUNDS after the first league game.

13. **ALCOHOLIC BEVERAGES ARE NOT ALLOWED AT ANY HALF MOON BAY PARK AT ANYTIME!!!**

14. Whenever there is a possibility of a close play at home, the runner must enforce the ASA slide/avoid rule if the catcher is attempting to make a play. The runner must either slide or avoid contact at home plate.

15. All players must be able to produce some form of positive picture identification at each game. In the event a manager wants to protest a game because he believes the opposing team is fielding a player or players that are not legally rostered, he may request an Identification Check as follows:

(a) At any time before the last recorded out of the game, a manager must notify the umpire that he/she wants an I.D. Check.

(b) The manager must clearly specify to the umpire which player's I.D. he/she would like to have checked. A manager may request to have any number of ID's checked.

(c) The umpire will conduct the I.D. check by requesting positive picture I.D. from each player specified by the protesting manager. The umpire will verify that the picture I.D. matches the specified player, and then the umpire will consult the official scorer to determine if the player or players are on the roster, as published on the "Dugout Dirt", or the name must be listed in the field computer. Players who cannot produce a positive picture I.D., or whose names are not on the "Dugout Dirt" or in the field computer, will be disqualified from play by the umpire.

(d) Any team using an illegal player will automatically forfeit their game. The player in question will not be allowed to be added to any team in that league for the remainder of the season.

16. **COMMITMENT LINE & SAFETY LINE - COED Divisions ONLY.** Once a player crosses the Commitment Line between 3rd Base & Home Plate they must continue through to Home. The act of crossing the Safety Line (Home Plate to backstop) will now act as Home Plate, whereas any player running Home that touches Home Plate will be considered out. Also, all plays at Home Plate will be force outs (i.e. once a player crosses the Commitment Line they can be forced out at Home)

10.0 REGISTRATION POLICIES

Failure to follow the Registration Fee Payment Policies may result in being dropped from your league.

Registration fees must be paid IN FULL no later than Wednesday, July 29 via CASH, MONEY CREDIT/DEBIT CARD, CASHIER'S CHECK, or PERSONAL CHECK. Checks must be made payable to: The City of Half Moon Bay and submitted to the Half Moon Bay Recreation Department, located at the Ted Adcock Community Center – 535 Kelly Street.

- Returned Checks will be subject to a \$50 Returned Check Fee and no further personal checks will be accepted!

11.0 MAKE-UP GAMES

1. It is our intention to play all scheduled games. Every effort will be made to reschedule games that are missed due to inclement weather, field unavailability, or any other issues that arise. Make up schedules will not be issued until the regular schedule is nearly exhausted. Major League Softball reserves the right to reschedule games in any order that we determine optimal.

2. Any game that ends before the time or inning limit that is called because of light failure or malfunction of equipment or a mechanical field device under control of hosting agency shall be a Regulation Game in accordance of S.C.M.A.F. rule 1, sections 7, 8, 9 and 10.

12.0 PLAYER PICKUP RULE

A team may start and finish a game with nine (9) players. **PLAYER PICKUP RULE:** A team can pick up 1 or 2 players, but only if the "pickup players" bring the total number of players to 8 or 9. If a regularly rostered team member(s) arrives then the corresponding number of "pickup players" must leave the game. "Pickup players" may be only play Right Field or Catcher defensively and may only bat in the second to last and/or last batting order position in the lineup. The intent of this rule is to minimize or prevent forfeited games.

13.0 PLAYOFFS & CHAMPIONSHIP ELIGIBILITY RULE

3 teams eligible for league playoffs will be determined by winning averages from the same amount of games (if one team was scheduled for 10 games and another team was scheduled for 11 games, the average from the first 10 games would be used to determine playoff standings). In the case of a tie in averages, tiebreakers will be

determined by comparing each team's runs-allowed throughout the season, comparing the same number of games. The tiebreaker winner will be the team with the least number of runs allowed. The home team in both playoffs and the championship game will be the team with the highest season average.

FROM THE S.C.M.A.F. RULE BOOK

Rule 9. Players Code of Conduct

- Sec. 1. NO PLAYER SHALL: At any time lay a hand upon, push, shove, strike, or threaten to strike an official.
- Sec. 2. NO PLAYER SHALL: Refuse to abide by official's decision.
- Sec. 3. NO PLAYER SHALL: Be guilty of objectionable demonstrations by throwing gloves, bats, or any other forceful action.
- Sec. 4. NO PLAYER SHALL: Be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgement.
- Sec. 5. NO PLAYER SHALL: Discuss with an official in any manner the decision reached by such official except the manager or captain.
- Sec. 6. NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.
- Sec. 7. NO PLAYER SHALL: Be guilty of physical attack as an aggressor, upon any player, official, or spectator.
- Sec. 8. NO PLAYER SHALL: Be guilty of abusive verbal attack upon any player, official, or spectator.
- Sec. 9. NO PLAYER SHALL: Use profane, obscene, or vulgar language in any manner, or at any time.
- Sec. 10. NO PLAYER SHALL: Appear on the field of play at any time in an intoxicated condition.
- Sec. 11. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of the game with any spectator, player or opponent.
- Sec. 12. NO PLAYER SHALL: Smoke while going on or coming off the field of play, or while on the field of play.
- Sec. 13. NO PLAYER SHALL: Be guilty of discussing publicly with the spectators in a derogatory or abusive manner any play, decision, or personal opinion of other players, during the game.
- Sec. 14. NO PLAYER SHALL: Permit any one to remain in the dugout or on the player's bench during the game who is not a playing member of the team.
- Sec. 15. NO PLAYER SHALL: Be guilty of intentionally throwing his/her bat.
- Sec. 16. NO PLAYER SHALL: Mingle with or fraternize with spectators during the course of the game but shall remain on the player's bench or on the field of play.

NOTE: The term PLAYER as used in Rule 9 shall apply to all team personnel, such as manager, coaches, batkeeper, scorekeepers, sponsors, etc.

PLAYER WAIVER, RELEASE OF LIABILITY AND INDEMNIFICATION AGREEMENT ROSTER

I, the undersigned player, acknowledge, agree and understand that:

1. Voluntarily and of my own free will, I elect to participate as a member of the softball team and league indicated below.
2. I understand that there are certain risks and hazards involved in participating in softball that may result in injury or death to me or other players including, but not limited to hazards associated with weather conditions, playing conditions, equipment, and other participants.
3. I understand that sliding into bases is dangerous to me and other players and may result in serious injury or death.
4. I understand that the very nature of the game of softball is hazardous and risky, including, but not limited to, the acts of pitching, throwing, fielding and catching of the ball, the swinging of the bat, running, jumping, stretching, sliding, diving, and collisions with other players and with stationary objects, all of which can cause serious injury or death to me and other players.

Further, I, the undersigned player, agree that in consideration for the right to play as a member of the team designated below and in consideration for permission to play on the fields arranged for by the team or league.

· I voluntarily elect to accept and assume all risks of injury incurred or suffered by me (a) while practicing as a member of the team so designated, (b) while serving in a non-playing capacity as a team member during practice or play by other teams or by other players on my team, and (c) while on or upon the premises of any and all of the fields arranged for by my team or league for practice or play. I agree to operate in accordance with the current state issued COVID-related health order mandates for adult sports.

· I release, discharge and agree not to sue the team and league designated below, the field owner or other entity designated below, the Amateur Softball Association of America, or their owners, officers, agents, servants, associations, employees, or any person or entity connected with the team, league, field, or Amateur Softball Association of America for any claim, damages, costs or cause of action which I have or may in the future have as a result of injuries or damages sustained or incurred by me from whatever cause including but not limited to the negligence, breach of contract or wrongful conduct of the parties hereby released.

NAME OF TEAM

HMB ADULT SOFTBALL

NAME OF LEAGUE

THE CITY OF HALF MOON BAY

FIELD OWNER OF OTHER ENTITY

TEAM MANAGER NAME (print)

MANAGER SIGNATURE

MANAGER PHONE NUMBER

MANAGER'S EMAIL

