

## RANCHO SIMI RECREATION AND PARK DISTRICT

(805) 584-4400

# SLOW-PITCH SOFTBALL RULES

### 1. LEAGUE

- A. All leagues are governed by the current years S.C.M.A.F. rule book except as specified herein:  
NOTE: Rancho Simi Recreation and Park District reserves the right to make any changes deemed necessary to insure safe and efficient operation of the league.

### 2. GAME

- A. Games will be seven (7) innings and every batter will begin with a 1-1 count. No new inning may be started after seventy (70) minutes.
- B. All games are to be played at the time, date and place specified on the schedule.
- C. RAIN OUTS - The procedure for possible rain outs shall be to call the sports line, 584-4413, after 3:30 pm on weekdays and 1:00 pm on weekends for game and field update.
- D. Teams forfeiting two league games are dropped from the league. Furthermore, that team will not be allowed to play in the next RSRPD season and loses all priority in future leagues.
- E. No show umpires - Teams have a choice to request the BDA to umpire or teams must mutually agree upon an umpire (team member or spectator). **Games will not be rescheduled. Game will count as official game.**
- F. Home Run Rule (Rancho Simi #2, Duck Park) - will play One-Up homerun rule for all leagues. The rule is as follows: If Team 1 hits a homerun (over the fence) they cannot hit another homerun until Team 2 hits a homerun. Each time Team 1 hits a homerun prior to Team 2 hitting homerun will be an out. Team 2 has the opportunity to hit 2 homeruns (1 to even homeruns and an additional to go 1 up) before an out is called.  
Home Run Rule (Rancho Madera, Rancho Santa Susana #1, #2, & #3, and Rancho Simi #1) - will play One homerun per inning per team for all leagues. Each subsequent homerun hit in the same inning will be an out.

### 3. TEAMS

- A. A team must have eight (8) players to officially begin a game.
- B. Rosters are due at time team registers for league. NO EXCEPTIONS!!! A team may add a player(s) before the first game of the second half. All additions and deletions of players **must** be submitted on the official District form and returned to the sports office. With league director's prior approval, a copy may be faxed to the sports office and original must be taken to game and delivered to Ball Diamond Attendant prior to game time.

- C. All rosters, add forms and minor consent forms must be returned to the sports office.
- D. Roster size will be limited to sixteen (16) players. A non-roster player may not play before being added to the team on the proper district adds form.
- E. Players must be sixteen (16) years of age. Participants 16-18 years old must submit a minor consent form. ***Church teams must have roster and any add sheets approved by Church Official.***
- F. There is no limit to the number of courtesy runners used in an inning. However, a player may be a courtesy runner only once per inning. If a courtesy runner is on-base when it is his/her turn to bat, an additional out will be awarded to the defensive team. A courtesy runner cannot be requested for a courtesy runner. The courtesy runner is allowed to remain on-base (unless there are three outs), and the correct batter is now the player whose name follows that of the batter called out.
- G. Home Team is listed second on the league schedule, has option of batting first.
- H. As described in the SCMAF Rule Book, after the first inning the pitcher will have one minute following the third out of each half inning to deliver no more than 1 warmup pitch.
- I. **Once an individual player begins a season with one team on a particular night, they may not switch to a different team on that same night. NO EXCEPTIONS!!**
- J. Team players can only play on **ONE TEAM PER NIGHT**. If players are found playing for more than one team per night, the player will be suspended from the league and the managers are subject to league discipline (i.e. ALL LEAGUES). **IMPORTANT NOTE:** If you have players that play for multiple teams, **THEY CAN ONLY PLAY FOR ONE TEAM PER NIGHT!** To be clear, if Joe plays for Team A on Wednesdays, that is his only Wednesday team, he **CANNOT** substitute for Team B on Wednesday (Joe could play for a Wednesday Men's and a Wednesday Coed Team).
- K. Each player must be able to show a valid picture I.D. at every game.
- L. Team may bat their entire roster. Any batter failing to bat for any reason will be called out if no legal substitute is available. Thereafter, his spot in the lineup will be skipped for the remainder of the game with no further penalty.
- M. Team/Team Managers
  - 1. Team Manager will submit a completed original roster (no fax, photocopy).
- N. If a manager suspects an opposing team of using an illegal player, they must bring it to the attention of the umpire and notify them that they are protesting a player prior to the end of the game. Within 24 hours, the manager must submit a written protest of the player and a \$40 protest fee to the Sports Office. If the protest is researched and upheld, the \$40 will be refunded and the game will be forfeited by the team using the illegal player. The player will be suspended from league play determined by League Director.

- O. A team found to be playing suspended, illegal, and ineligible or non-roster players will forfeit all games in which said player(s) participated. Team Manager will be suspended from league for two games.
- P. Any player ejected from a game is automatically suspended from the team's next scheduled game. Additional games may be added on to the suspension.

#### 4. EQUIPMENT

- A. Game balls will be supplied. All other personal equipment will be supplied by the team and individuals. Bats shall be on a list of approved bats, as published by the Amateur Softball Association (ASA). Please refer to the SCMAF Slow Pitch Softball Rules for bat requirements.
- B. No metal spikes allowed.
- C. New Bat Rule:
  - Bats shall be made of wood, aluminum, or ceramic. No 100% composite bats. No fiber-Wrapped or non-aluminum coated bats.
  - Handles only of two piece constructed bats may be composite. No composite in the outer shell of the barrel.
  - All newer single wall aluminum bats are approved as long as they are ASA stamped and do not exceed the 1.20 BPF rating. All newer bats must have ASA stamp, manufacturer's label, and not exceed 1.20 BPF rating.
  - Older bats with worn graphics from long time usage will be left up to the discretion of the umpire. Older bats may be dented to some degree. However, bats with cracks will not be allowed.
  - Multi-wall bats may contain but not limited to:

|                |                                 |
|----------------|---------------------------------|
| Rubber         | Fluid/liquid                    |
| Graphite       | Magnesium                       |
| Scandium Alloy | Steel                           |
| Lithium        | Percentage of titanium not 100% |

These, and other materials, are designed to strengthen the outer walls of aluminum bats to help limit denting over long time usage. Multi-wall bats may not exceed the 1.20 BPF rating.

- No wood or aluminum fungo bats.
- Bats must be designed for softball (no baseball or little league bat) and may not be altered or tampered with not limited to, sanding, corking, heating, shaving, rolling, etc. Re-taping of handles will not be considered as altered.
- Any bat that is currently on the ASA Non-Approved list will never be allowed for use in RSRPD league games. Many bats on the ASA approved list may not be RSRPD compliant.

Any bat on the [asasoftball.com](http://asasoftball.com) website that has the blue C icon next to the name **WILL NOT** be allowed.

- Managers are responsible for their teams' equipment. If in doubt, don't bring it to the field.
- The umpire will have the authority to remove any bat they suspect has been altered or non-compliant in any way. The judgment is left entirely to the discretion of the umpire in any given game.

**Penalty:** The game shall immediately be forfeited if: 1) player takes a position in the batter's box with any bat that has been previously removed by the umpire in accordance with this rule, or 2) if a bat is found to be illegal after it is used.

## **PROTESTS**

- A. Protests may be made on only two (2) items:
  - 1. Ineligible players
  - 2. Rule Interpretations
- B. Protests on rule interpretations must be registered with the official and scorer before the next pitch.
- C. Protests on ineligible players must be filed before the last out of the game. Maximum of two players can be challenged.
- D. All protests must be filed with the sports office in writing with a \$40.00 protest fee within 24 hours.
- E. Protest fees returned only if protest is upheld.

## **6. LEAGUE FORMAT - SEE ADDITIONAL FORMAT SHEET**

## **7. MISCELLANEOUS**

- A. Players Code of Conduct (distributed to the manager) will be strictly enforced before, during, and after each game. Your team's presence at any game is your acknowledgment of all penalties.
- B. When after having two strikes, the batter hits a foul ball, said batter shall be declared out.  
NOTE: If such a batted ball is caught on the fly and the fielder remains in live ball territory, the ball is alive and in play.
- C. Rancho Madera: Any foul ball that is hit into the parking lot or the street will be declared an out.  
Rancho Santa Susana, Rancho Simi, and Rancho Tapo: Any foul ball that is hit into the parking lot will be declared an out.

D. SCMAF Blood Rule

A player, coach, or official, who is bleeding, or who has an open wound, or has blood on his body or clothing, shall be prohibited from participating further in the game, until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

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

- 1) All bleeding has stopped.
- 2) Any exposed cut/scrape, which has bled, is completely covered.
- 3) Bloody clothing is removed.

Teams are recommended to have spare clothing/jerseys available at the game site to be used, if necessary.

D. The District employs rangers who have police authority. Two of the laws they enforce are: **NO ALCOHOL and NO SMOKING in the park**, which is a fineable offense. Inform your players not to bring alcohol in or smoke in the park.

E. **PMBF ACCIDENT COVERAGE**

**NO player is insured through the District.** All managers are urged to purchase secondary accident coverage available through S.C.M.A.F. The program is a benefit fund which will reimburse qualifying individuals for medical expenses incurred when injured during participation in a league game. PMBF is available to all teams for only \$44 per team through the district.

8. **COED RULES**

A. The following rules will be implemented in the coed leagues only.

1. A defensive team shall consist of ten (10) players, with a maximum of five (5) men and five (5) women in the game defensively at all times. However, a game may be played without forfeit with eight (8) rostered players with no less than four (4) of either sex. (Example: 4 women-4 men.) Substitutes must be listed at the bottom. Substitutions or courtesy runners must be of the same sex as the individual being replaced
2. Batting order - A batting order must be submitted prior to the game and followed during the game. The batting order may not exceed sixteen (16) players and must list men and women separately and followed alternately such that two batters of the same sex may never bat consecutively.

3. A minimum of three (3) outfielders must be behind an outfield restriction line (180 foot arc from home plate) when the batter hits the pitch. While a female is batting, the rover can only be a female. Penalty: The batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.
4. There will be no restrictions on a player (man or woman) as to which defensive position he or she may play except for rover position when female's at bat.
5. There is no limit to the number of courtesy runners used in an inning. However, a player may be a courtesy runner only once per inning. If a courtesy runner is on-base when it is his/her turn to bat, an additional out will be awarded to the defensive team. A courtesy runner cannot be requested for a courtesy runner. The courtesy runner is allowed to remain on-base (unless there are three outs), and the correct batter is now the player whose name follows that of the batter called out.
6. A male batter, who is walked on three consecutive balls with no strikes thrown during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their bases. NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.