



Adult Softball Rules & Regulations

(Updated 08/02/19)

It is the intent of The Town of Danville to provide a program that promotes sportsmanship, friendship, fun, and enjoyment.

According to Ordinance No. 2011-03:

Smoking shall be prohibited in all parks, facilities, and buildings owned or maintained by the Town of Danville.

LEAGUE DIRECTION

The league will be governed by the *Town of Danville*, which will incorporate rules from the USA rulebook. The *Town of Danville* reserves the right to change, interpret, modify, add, or delete any rule or requirement it deems necessary for the welfare of the league.

TEAM ROSTERS

***** NO UMPIRE IS ALLOWED TO PLAY ON ANY TEAM IN THE SAME LEAGUE S/HE IS OFFICIATING. *****

1. Players must be at least 18 years of age and not on the roster of a high school team.
2. A completed roster is required for all teams prior to play. Players must either be registered through the online system or included on a hard copy roster form with signature. Players who have not properly registered are ineligible and will forfeit the next game. Random roster and I.D. checks may be done at any time throughout the season.
3. No new players can be added after the fifth league game has been played. Managers must submit new player information to the League Coordinator prior to first game played. New player must sign roster on site, prior to participating.
4. Teams playing with ineligible players will forfeit each game in which the ineligible player participated and will not be eligible for post-season play. Refunds will not be given.
5. Up to two players may participate on one other team in the league provided that the team is not in the same division.
6. Players desiring to switch teams during the course of the season must receive permission from the League Coordinator. Players switching teams are required to sit out one league game before participation on their new team.

7. Players are required to have a picture I.D. with them and must present it upon request by the scorekeeper and/or umpires.
8. ANY PLAYER EJECTED FROM A GAME IS AUTOMATICALLY SUSPENDED FOR A MIMIMUM OF ONE GAME.
9. Any suspension which runs through the last game of the season and beyond will be extended to the next season in which that player will play in.
10. Any player ejected from two games in the same season will be suspended for the remainder of the season.
11. Managers must turn in a completed lineup to the scorekeeper at least **5 minutes** before game time. Line-ups must include players first AND last name.
12. The Town of Danville does not hold any gender restrictions for any programed leagues.

TEAM PLACEMENT

1. The League Coordinator has the option of moving players or teams to the most appropriate league to provide league parity and balance.
2. Teams can, at the discretion of the League Coordinator, be moved to a more appropriate league after the season begins and will carry their current record to the new division.

GAME PLAY RULES

1. All games will be limited to 65 minutes and/or a maximum of seven innings.
2. Once an inning starts, it must be completed unless it is the bottom of an inning and 65 minutes has expired with the leading team at bat.
3. Due to time constraints of field lighting, there will be no additional innings started if there are less than five minutes left in the game.
4. There will be a ten-minute grace period for the first game and a five minute grace period for each subsequent game. Grace periods will be deducted from the 65-minute allotted time.
5. The scorekeeper or home plate umpire will keep the official time.
6. *Tie games:* An extra inning may be started within the original 65 minutes. The game will remain a tie if time runs out, unless in tournament play.

7. If a game goes long, the umpires reserve the right to shorten any subsequent games in the interest of time.
8. Games may be played with eight players, in which case a courtesy catcher must be provided by the opposing team. Courtesy catchers do not participate in any plays. It is the defensive team's responsibility to cover all plays at home plate. If a courtesy catcher does interfere (physically or verbally), the umpire will declare a dead ball at the time of interference and the runner closest to home plate will be called out. All other runners will return to their last legal base occupied prior to dead ball being declared.
9. Any player arriving late must be inserted into the last position in the batting order and the scorekeeper must be notified. If a player included on the line-up card is not present to bat, an out will be called.
10. Players must wear shoes, shirt, and pants/shorts. Uniforms are not required.
11. There will be a commitment line drawn 20 feet from home plate down the third baseline. Once a player crosses the line, he/she may be forced out at home plate and cannot return to third base.
12. *Home-plate extension line:* An extension line will be drawn extending from home plate. Runners are required to cross the extension line and will not cross over home plate or the strike mat. Runners crossing home plate, or the strike mat will be called out. No warnings are required by umpires. No tags allowed at home plate--force play only.
13. Double bag at first base: There will be two bags at first base. For plays at first base and to avoid collisions, runners are required to touch the outside (colored) base and fielders are required to touch the inside (white) bag. Runners failing to touch the outside (colored) bag during a play at first base risk being called out (umpire's judgment) for interfering with the first base defensive player. If the defensive player only touches the outside (colored) bag, the runner will be called safe.
14. *Distance of bases and pitching mound:* Bases will be placed 65 feet apart and the pitcher's mound will be 50 feet from home plate.
15. Dead ball: Any fair ball that lands within the space of an outside user group will be deemed a dead ball. Batter will be awarded bases at the umpire's discretion. A pitched ball that touches the ground before crossing home plate is a dead ball and the batter will be awarded a ball. The batter is not allowed to swing/hit at the pitch since it is no longer in play. The batter is out and the ball is dead if he/she hits the ball, fair or foul, while his/her entire foot is completely out of the batter's box and touching the ground or home plate at the time of contact. All other runners will return to their last legal base occupied prior to dead ball being declared

16. *Automatic Home Run*: Any fair ball that is hit over the fence separating Sycamore Valley Park Ball Diamonds 3 & 4, will be an automatic home run.
17. *Fake Tags* – If a fake tag impedes runner progress (causes him/her to slow up, stop running, or slide), umpire will call out obstruction and give delayed dead ball signal with left arm. Bases will be awarded if necessary. Both team coaches and applicable player will be warned that any further fake tags will result in the ejection of applicable player. If the fake tag does not impede a runner, an obstruction call is not called; however, both coaches and applicable player will be warned that another fake tag will result in an ejection.
18. **Only bats on the USA Licensed/Approved Bats list are allowed.** www.teamusa.org contains an updated list. In addition, please note that some approved bats are high performance and caution should be exercised when using them. *****All bats are subject to discretion and final judgment of umpires***** Any use of an illegal bat will result in a player ejection (see player ejection rules) and an automatic out. On the second offense, the team will receive an automatic forfeit (no warning given).
Note: A dented bat is considered altered and is therefore judged illegal.
19. Teams may use one courtesy runner per inning. The player using the courtesy runner will be entitled to a courtesy runner for the remainder of the game. The courtesy runner will be the first available person who bats ahead of the player needing a courtesy runner. The manager must make the switch before the next pitch is thrown. In the event a second courtesy runner is needed in the same inning, the second base runner may be called out at the discretion of the umpire.
20. The pitcher shall deliver the ball to a batter in such a manner as to be considered a “slow pitch.” The pitch must have a perceptible arc and reach a height of at least 6 feet while not exceeding a maximum height of 12 feet from the ground. The umpire shall be the sole judge in determining if the speed of the pitch is too fast or if it is too low, or too high. Umpires shall attempt to call a pitch “illegal” while the ball is in the air. However, umpires may call a pitch “illegal” after the ball has landed. A pitch deemed to be “illegal” will be considered a ball unless struck at by the batter.
21. Pitchers may start a maximum of three feet behind the pitching plate, line, or mound. Pitchers do not have to have one foot on the pitching plate, line, or mound upon release of ball.
22. Batters will start with a 0-0 count and will use the regulation 4-3 count. A foul ball following the second strike results in an out.
23. **Run Rule**: If a team is leading by twenty runs after the fifth inning or fifteen runs after the sixth inning, the game will be called.
24. Players leaving the game before its conclusion will be scratched from the lineup, and one out will be recorded when their position in the batting order comes up for the first time. Each subsequent time that player comes up in the lineup, no out will be recorded.

- a. The designated batting order will be set once all players have hit in the lineup.
 - b. Substitutions can be made, however, substitutes **cannot** be players that are in the original designated batting order and who have previously been up to bat.
25. If a game is cancelled due to unforeseeable circumstances (i.e. rain), the game will be rescheduled once (***pending field availability***). If the game cannot be played on the rescheduled date, it will be considered a tie.
26. *Forfeit Rule:* If a team must forfeit a game for any reason, managers must call the League Coordinator and cancel before 3:00 pm on the day of the game. Please call (925) 314-3422 for all forfeits.
- a. If a team forfeits more than one game throughout the season, it may affect that team's ability to register in the next desired season.
27. *Contesting Calls* – Only the team manager may contest an umpire's call. Requests *for help* should be made to the umpire who made the call. There is no requirement for the applicable umpire to ask his/her partner for help if they had a good view of the play (all 4 elements of play were present which included the ball, base, offense, and defense). However, if they were blocked from seeing one of the elements, the umpire may request assistance from their partner for clarification. Only the umpire who made the original can reverse the call, and all requests for the assistance are at the umpire's discretion.
28. No player other than the manager shall approach the score booth during game play. If issues are not resolved on site, only managers may contact the League Coordinator.
29. *Games Called on Field:* Umpires will implement a twenty (20) minute grace period after heavy rainfall and/or loss of lights. If fields are deemed unplayable after the grace period, the game will be called. Called games will be rescheduled to the end of the season.

PLAYOFFS

1. Players must have participated in a minimum of **three** regular season games to be eligible to participate in playoff competition.
2. The highest seeded team is home team in all playoff/championship games. The two and three seed will play the first playoff game and the one and four seed will play the second playoff game. The winners of the first two games will play in the championship game immediately following.
3. *Tie breakers:* Any team with the same record will use the following system to determine playoffs status:
 - a. Any forfeit during the season
 - b. Head to head record
 - c. Total runs allowed**
 - d. Total runs scored

****In the event of a multiple team tie of more than 2 teams, the tiebreaker will automatically go to total runs allowed *if* there are no forfeits.**

4. There will be a 65 minute time limit in all playoff/championship games.
5. The game will be called if a team is leading by 15 runs after five innings.
6. If a playoff game ends in a tie, another inning will be played under the tie breaker rule. The last batter out in the inning prior will start on second base and a three out inning will be played. This will happen for the away team first and then the home team.

FOOD AND ALCOHOL

1. No registered player shall consume any alcoholic beverage on or around the playing field, including the dugouts during scheduled games. Players found to be playing under the influence of alcohol or any other illegal substance will immediately be ejected from the park.
2. Sunflower seeds are not allowed to be chewed on or immediately around the playing field at Sycamore Valley Sports Park. A warning will be issued by the officials, if the use of sunflower seeds does not stop, the game will be called, and the team in violation of the rule will receive a forfeit.
3. All posted field signs will be enforced. If a team violates the posted rules, the team in violation will receive a forfeit, and the game will be called.

PROTESTS

1. Only errors in the interpretation of the rules can be protested. Umpire judgment may not be grounds for protest.
2. Protests must be logged with the plate umpire before the next pitch and recorded on the umpire score sheet, listing the batter, number of base runners, and the count on the batter.
3. All protests (including player eligibility) must be submitted in writing to the League Coordinator within two business days of the protested game accompanied by a \$25 protest fee. If the ruling is in favor of the protesting team, the protest fee will be returned.
4. Protest format: written protests must include:
 - a. Date, time, and location of game
 - b. Umpire names
 - c. Specific rule and section of league of ASA rule for which protest is being made

- d. Specific explanation for the reason behind the protest including the circumstances leading to the protest

PROTECTING RULES:

1. The League Coordinator rules on all protests with input from the officiating agency.
2. If the League Coordinator finds that the protest is valid, the game will be played from the point of the protest
3. If the League Coordinator finds that the protest is not valid, the result of the game becomes final.
4. If the League Coordinator finds that the protest is valid but the result of the game will not affect the league standings, the protest fee will be returned and the game will not be replayed. The game will be replayed from the point of protest.

CONTACT INFORMATION

League General Information, Questions, Comments, Concerns?

Cat Bravo, Program Coordinator, Adult Sports & Facilities
cbravo@danville.ca.gov
925.314.3422 phone
925.838.9141 fax

Ian Murdock, Program Supervisor, Sports & Facilities
imurdock@danville.ca.gov
925.314.3406 phone
925.838.9141 fax

Rainout Hotline (updated by 4:00 pm on game days)

925.314.3483, x. 3

Scores and Schedules

www.danvillerecguide.com

PLAYER CODE OF ETHICS

It is the intent of the Town of Danville to provide a program that promotes fitness, athleticism, sportsmanship, friendship, fun, and enjoyment. Unsportsmanlike conduct will not be tolerated.

The following "Team and Player Code of Ethics" has been adopted by all participating agencies with S.A.N.C.R.A. and will be strictly enforced. A suspension in one agency is recognized as a suspension in all agencies.

1. No player shall, at any time, lay a hand upon, shove, strike or threatened an official. Officials are required to immediately suspend player from further play and report such player to the League Coordinator. Such player shall remain suspended until the League Coordinator has considered he/her case.

Minimum Penalty: Suspension from two league games and placed on one-year probation.
Maximum Penalty: Suspension for life and/or assault charges filed.

2. No player shall refuse to abide by an official's decision. Officials are required to immediately suspend player from further play and report such player to the League Coordinator. Such Player shall remain suspended until the League Coordinator has considered his/her case.

Minimum Penalty: Suspension from two league games and placed on one-year probation.
Maximum Penalty: Suspension for the remainder of the season.

3. No player shall be guilty of objectionable demonstration of dissent at official's decision.

Minimum Penalty: Warning by official.
Maximum Penalty: Removal from the game and a two game suspension.

4. No player other than the manager or captain shall discuss with an official in any manner the decision reached by such an official.

5. No player shall be guilty of using unnecessary rough tactics in the play of the game against the body of person of an opposing player. Officials are required to immediately suspend play from further play and report such player to league supervisor.

Minimum Penalty: Two game suspension and/or placed on probation for remainder of season.
Maximum Penalty: Suspension for remainder of season plus two years.

6. No player shall be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Coordinator.

Minimum Penalty: Two game suspension and/or one-year probation.

Maximum Penalty: Suspension for life and/or assault charges filed.

7. No player shall be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to League Coordinator. Player shall remain suspended until the League Coordinator has considered his case.

Minimum Penalty: Two game suspension and/or one-year suspension.

Maximum Penalty: Suspension for remainder of season plus two years.

8. No player shall appear on the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from play and report name to League Coordinator.

Minimum Penalty: Two game suspension and/or placed on probation for remainder of season.

Maximum Penalty: Suspension for remainder of season plus two years.

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 League Coordinator.

10. The team is responsible for the conduct of its fans and supporters. If the conduct of its fans and supporters becomes abusive towards opposing team members or any league officials, they place the team in jeopardy of forfeiting the game.

Minimum Penalty: Warning by official.

Maximum Penalty: Forfeit of game.

11. No player shall be guilty of repeatedly violating minor league rules or behave in a manner that is disruptive to the smooth operation of the league and who's general conduct, although not flagrant, is undesirable to the standards of the adult sports program.

Minimum Penalty: Placed on probation for the remainder of the season.

Maximum Penalty: Suspension for remainder of the season plus one year.

12. No team shall be guilty of breaking rules in the "Team and Player Code of Conduct". In any situation where the rules are broken and individual offenders cannot be determined (i.e., major fight) then the League Coordinator can take disciplinary action against the team as a whole.

13. The team and team representatives are charged with the responsibility of their team members. Any player who refuses to abide by the penalty levied against him/her by the officials of League representative, places his/her team in jeopardy of forfeiture and suspension.

