



Tustin Adult Softball League Rules

Tustin Parks and Recreation
300 Centennial Way
Tustin, CA 92780
714-573-3335

The Southern California Municipal Athletic Federation (SCMAF) Fast and Slow Pitch Softball Rules will govern league play with certain exceptions set forth in these rules and regulations. The City of Tustin's Parks & Recreation Services has final authority over any disparities.

Liability

1. Persons or players in any activity sponsored by Tustin Parks & Recreation Services are not covered by insurance and the City does not assume responsibility for personal injury or property damage.
2. A Player's Medical Benefit Fund (PMBF), under the auspices of SCMAF, is available for purchase. The fund is available through SCMAF for \$44.00 per team. This fund provides financial assistance toward injuries incurred in league play during the season. Teams interested in taking advantage of the PMBF may contact SCMAF directly at (626) 448-0853.

Conduct & Sportsmanship

1. Tustin Parks and Recreation is committed to enhancing the quality of life in our community. We strive to provide inclusive recreational programs that promote health and wellness. Participants in the Tustin Adult Softball League are requested to be mindful of our goal and to enforce and uphold the Players Code of Conduct at all times.
2. The City of Tustin reserves the right to remove and/or prohibit a team, manager or any players from league play at anytime due to inappropriate behavior or unsportsmanlike conduct. Additional, the City reserves the right to manage the softball program as deemed appropriate.
3. All players and managers must sign the Code of Conduct prior to participating in the first league game.
4. The umpire is in complete charge of the game. Players and/or managers can be ejected anytime while at the field site, including before, during or after scheduled games. Any player displaying improper behavior or verbal abuse towards an official, spectator or staff member will be immediately ejected from the game and be ineligible to participate for a minimum of one (1) game. Any player who physically abuses, pushes, shoves, strikes, touches or threatens to push, shove, strike or touch an official, spectator or staff member shall be permanently banned from participation in the adult sports program with the City of Tustin.
5. Should a player be ejected from a game, an automatic out will be recorded each time the player is due to bat.
6. Ejected participants or spectators must leave the premises immediately or the umpire may forfeit the game.
7. Managers will be responsible for the conduct of their players and must do everything possible to assist the umpire in keeping the game conducted in an orderly and respectful manner.
8. League officials may review any incident resulting in ejections or suspensions and issue harsher disciplinary action if deemed necessary.
9. Alcohol is not permitted in the park, dugouts, parking lot or adjacent street area.

Rosters and Player Eligibility

1. Team rosters are limited to sixteen (16) players including a playing manager. Rosters are due prior to the start of the first league game.
2. Participants must be at least eighteen (18) years of age.

3. Players may be added or deleted until the sixth (6th) game of the season. Submit changes to the Sports Program Specialist via fax or email. Additions must include name, addresses, and phone numbers of new players.
4. All rostered players must have picture identification available at each game. Any rostered player found without the proper identification may be removed from the game. If said player is determined to be an illegal/unrostered player, all games in which he/she played will be declared a forfeit.
5. Each player may play for only one team per league. Any player found on two rosters for the same league will be put on the team he/she played for first and will cause the subsequent teams to forfeit all games he/she participated in.
6. Only rostered players and managers are allowed in the dugout. Family members and spectators are asked to sit in the bleachers.

Game Times

1. There is a ten (10) minute grace period for all games. Anytime used for the grace period will be deducted from the official game clock. In the event a team does not have the minimum number of players after ten (10) minutes, a forfeit will be declared.
2. If a team forfeits, they must pay a \$20 forfeit fee prior to their next scheduled game. Forfeit fees may be paid at the Parks and Recreation Office or at the field.
3. If a team forfeits three (3) games in a season, that team will be dropped from the remainder of the schedule with no refunds issued.
4. Managers are required to complete the line-up card **PRIOR** to the scheduled starting time of their game. Each player is required to sign the lineup card prior to entering the game.
5. A game called on account of rain will be made up if possible. The remaining schedule will remain the same. Managers are to call the Field Conditions Hotline at 714-502-8010 on inclement weather days AFTER 3:00 P.M. A decision will have been reached as to whether or not scheduled games are being played.

General League Rules

1. Games will consist of seven (7) innings or no new innings after 1 hour of play, whichever occurs first. In the event of a tie after seven (7) innings, additional innings will be played as long as time allows. Any inning started will be completed. Games ending in a tie score will be recorded as a tie -- one half win, one half loss in the standings.
2. A minimum of eight (8) rostered players are required to start and finish a game. If a team has only eight (8) players and a player is injured or ejected the game shall be declared a forfeit.
3. A maximum of ten (10) defensive players may play at anytime. Team's have the option of batting their entire legal roster or any number of players from eight (8) to sixteen (16). Anyone playing defense must be in the batting order. A legally rostered player who is not batting or playing defense may be used as a regular substitute. Note: The starting batting order will be followed but defensive changes may be made at any time.
4. There is a "mercy rule" in which a game will end any time after five (5) innings when a team is behind by fifteen (15) or more runs. The "mercy rule" will be applied at any time to a team with only eight (8) defensive players.
5. A "1 and 1" (1 ball and 1 strike) starting count will be used in all leagues. A foul ball with a two (2) strike count will result in the batter being called out.
6. Runners must slide or avoid contact when the fielder who has the ball is waiting to tag the runner.
7. One umpire is scheduled per game. The umpire will keep the official game score. It is the responsibility of both managers to verify the score at the end of each inning of play. Both teams are encouraged to keep a scorebook.

Coed League Rules

1. The minimum number of players needed to start a game is eight (8), four (4) of each gender. On defense, a team may field any of the following combinations:
 - a. 4 men and 4 women;
 - b. 4 men and 5 women;
 - c. 5 men and 4 women;
 - d. 5 men and 5 women
 - e. 4 men and 6 women.
2. A male batter who is walked on four (4) balls without a strike thrown during his at-bat shall be awarded second base.
3. When a female is at bat, a minimum of three (3) outfielders must remain behind the outfield restriction line (coed arc) 160 feet from home plate until the batter hits the pitch. Only female is eligible to be the rover when a female is up to bat.
4. **NOTE: Effective Winter 2009 for Coed Rec leagues TWO PIECE BATS will no longer be allowed for male batters. (Does not apply to Coed E or Men's leagues.)**

Equipment

1. First base is a double first base. Whenever a play is being made on the batter-runner, the defense must use the inside base, and the batter-runner must use the outside base. On extra base hits or balls hit to the outfield where there is no play being made at the double base, the runner may touch either base.
2. Pitcher's Box – a Pitchers Box will be drawn extending six (6) feet back from the pitchers plate. The dimensions of the Pitcher's Box are two (2) feet wide by six (6) feet deep. The pitcher may deliver the pitch at any point from inside the Pitcher's Box. For the purposes of rule enforcement, the Pitcher's Box is treated the same as the Pitcher's Plate. (***note: new rule beginning summer 2009***)
3. Only rubber or plastic cleats are permitted. **NO METAL SPIKES.**
4. The City of Tustin maintains a list of bats that have been deemed illegal for league play. The Illegal Bat List will be distributed to the managers and is posted on the City's website at www.tustinca.org. It is the responsibility of the manager to ensure his/her team is abiding by the rules. The Illegal Bat List is not intended to be inclusive. Additional bats with any of the following characteristics are not permitted for league play; non-ASA approved, multiple wall/shell or similar construction, exceed 1.20 BPF, composite or titanium barrel, or pose a threat to the safety of the players in the league. Managers are encouraged to contact the Sports Program Specialist regarding illegal bats prior to purchasing new equipment for league play.
 - a. If a bat is on the Illegal Bat List, it is **NOT PERMITTED** for use in the City of Tustin Adult Sports Program.
 - b. All bats must be made available to be checked by the umpire before the start of the game. Umpires shall have final authority to rule on bat eligibility.
 - c. If an illegal bat is used after being ruled illegal by the umpire, the player will be called out and ejected for the remainder of the game. If the same player uses an illegal bat in another game anytime during the season, he will be ejected and suspended for three (3) games; the manager will also be ejected and suspended for one game.
5. **NOTE: For Coed Rec on Monday and Coed Rec 1 on Friday TWO PIECE BATS will no longer be allowed for male batters. (Does not apply to Coed E, Coed Rec 2 or Men's leagues.)**

Ground Rules

1. Columbus Tustin Park, all fields - A fair ball touched or interfered with by a member of another team who is stationed on the opposite field as an infielder shall be ruled a HOME RUN. A fair ball touched or interfered with by a member of another team who is stationed on an opposite field as an outfielder shall be the UMPIRES JUDGMENT.

2. Tustin Sports Park, Field #1 - A ball that rolls onto or beyond the bushes shall be ruled a ground rule HOMERUN.
3. Tustin Sports Park, Field #3 - A ball that rolls onto or beyond the sidewalk shall be ruled a ground rule HOMERUN.

League Champions

1. League championship will be awarded to the team with the best overall record at the completion of the season. In the event of a tie between two (2) teams, a co-championship will be awarded. If three (3) or more teams are tied, the following criteria will be used to decide the champions: a) head to head record among tied teams, b) run differential in games played among tied teams, c) run differential in all losses during the season, d) run differential in all wins during the season.
2. Winnings teams will be notified via e-mail or by phone when their awards are ready to be picked up. A maximum of sixteen (16) awards will be presented.
3. The City of Tustin reserves the right to evaluate any team that has won their league and/or been awarded the championship in the same league two (2) consecutive seasons.
Note: A Change in division may result in a change in night played. Teams that are willing to change five (5) players (Coed: three (3) men and two (2) women) on their current roster will be considered for continuation in the same division.

Protests

1. All protests will be handled in accordance with Appendix A in the SCMAF rulebook.
2. Team managers desiring to protest a game **must notify the umpire of the intent to protest prior to the next pitch.** The game will continue under protest. Upon completion the protesting team's manager must fill out the protest form and submit it to the Sports Program Specialist within two (2) business days of completion of the contest.
Note: No protest will be considered which involves the umpire's judgment.
3. Any protest involving ineligible players must be made by the opposing team's manager or acting manager prior to the last out of the third (3rd) inning. If the protested player does not enter the ballgame until after the last out of the third (3rd) inning, then the protest must be made prior to the completion of the first inning the protested player participates. The protest must be made to the umpire and site manager. **The umpire will check the ID of protested player and record the name on the scorecard. The game will continue under protest. If the protested player is not a legally rostered player the game will be ruled a forfeit.** Teams found playing with ineligible players will forfeit their game and will be required to pay the \$20 forfeit fee.