



Tustin Adult Softball League Rules

Tustin Parks and Recreation
300 Centennial Way
Tustin, CA 92780
714-573-3318

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 \$52.00 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. Additionally, 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 or illegal substances are not permitted in the park, dugouts, parking lot, or adjacent street area.

Rosters and Player Eligibility

1. Participants must be at least eighteen (18) years of age.
2. Team rosters are limited to sixteen (16) players, including a playing manager. Rosters are due prior to the start of the first league game.
3. Players may be added or deleted until the sixth (6th) game of the season. Submit changes to the Sports Program Coordinator via email at adultsports@tustinca.org or mgarvin@tustinca.org. Additions must include the name, email address, phone number, and shirt size of the new player(s).
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. Roster substitutions are limited to 2 players per season. If a player is subbing for multiple teams, the player must play the right field or catcher position and bat last.
7. Any roster substitutions on playoff nights are not guaranteed to be accepted by the umpire.
8. 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. Any time used during 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 three (3) games in a season, that team will be dropped from the remainder of the schedule with no refunds issued.
3. Managers are required to complete the line-up card **PRIOR** to the scheduled starting time of their game. Each player must sign the lineup card before entering the game.
4. A game called on account of inclement weather will be made up if possible. The remaining schedule will stay the same. In the event of inclement weather, managers can call the Field Conditions Hotline at 714-502-8010 AFTER 3:00 pm to get information regarding scheduled games.

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 if time allows. Any starting inning 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. It is a regulation game if it is called by the umpire on account of darkness, rain, fire, panic, or other cause which puts the patrons or players in peril provided four innings have been completed or if the team second at bat (Home team) has scored more runs in three or three and a fraction half-innings than the team first at bat (away team) has scored in four complete half-innings. The game is considered completed also when the team second at bat (Home team) scored one or more runs in its half of the fourth inning to tie the score.
3. A minimum of eight (8) rostered players is 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.
4. A maximum of ten (10) defensive players may play at anytime. Teams 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.

5. There is a “mercy rule” in which a game will end any time after four (4) innings when a team is behind by twenty (20) or more runs, 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.
6. 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.
7. A legal pitch must arc higher than the batter’s head and may not exceed **16 feet above** the ground.
8. Runners must slide or avoid contact when the fielder who has the ball is waiting to tag the runner.
9. All defenders must start even with the baseline before and during the pitch. Only upon contact by the batter may the defender move closer to field the ball.
10. 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.
11. The umpire can close the middle if they think it is hazardous to the pitcher.
12. Any ball that is a line drive to the pitcher’s box will be recorded as an out and/or player ejection based on the umpire’s judgment of malicious intent.
13. League classifications are done at the discretion of the Tustin Adult Sports League Coordinator and are not based solely on the request of team managers. Any team that is deemed by the Adult Sports Coordinator to be on a “higher level of play” based on stats and championship wins and is therefore unable to compete fairly with the other teams participating may not be accepted.

Monday Night Men’s Composite Rules

1. General League Rules apply with the following additions:
 - a. All pitchers must wear a mask and shin guards.
 - b. A legal pitch must arc higher than the batter’s head and may not exceed **12 feet above** the ground.
 - c. If a batter hits the ball up the middle, it is up to the umpire’s discretion to determine if it was intentional. If it is intentional, the batter will be out. If it occurs again, the batter will be removed from the game.

Women’s League Rules

1. General League Rules apply with the following additions:
 - a. A maximum of seven (7) runs per inning is allowed. After the seventh (7) run is scored, the opposing team will come to bat regardless of the number of outs.

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) 180 feet from home plate until the batter hits the pitch. Only a female is eligible to be the rover when a female is up to bat—NO male rovers.
4. Women are allowed to use composite barrel bats in any division. Men will be allowed to use any one-piece or two-piece single-wall metal barrel bats in the lower divisions.
5. If a man uses a composite bat, his hit will automatically be recorded as an out, and all base runners will return to their bases before the ball was hit.

6. Men are not allowed to use composite bats.

Coed Closed Field 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
 - d. 5 men and 4 women;
 - d. 5 men and 5 women
 - f. 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) 180 feet from home plate until the batter hits the pitch. Only a female is eligible to be the rover when a female is up to bat. NO male rovers.
4. Women are allowed to use composite barrel bats in any division. Men will be allowed to use any two-piece single wall metal barrel bats in the lower divisions.
5. If a man uses a composite bat, his hit will automatically be recorded as an out and all base runners will return to their bases before the ball was hit.
6. Men are not allowed to use composite bats.
7. Over-the-Fence Home Runs – There is a limit to one (1) men's home run. There is no limit on over the fence women's home runs in an inning.
8. In the case that a fly ball contacts a fielder, then proceeds over the home run fence in fair territory, this does NOT count as a home run for the purposes of interrupting the Home Run out rule. In this case, the batter is awarded 4 bases and all the other base runner's score.

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.
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 manager's responsibility to ensure that their 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 Recreation Coordinator regarding illegal bats prior to purchasing new equipment for league play.
 - a. *Only women are allowed to use composite barrel bats in the City of Tustin Adult Softball Leagues.
 - b. Composite bats are allowed in Monday-specific and Thursday-specific Composite leagues.
 - c. If a bat is on the Illegal Bat List, it is **NOT PERMITTED** for use in the City of Tustin Adult Sports Program.

- d. 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.
- e. 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.
- f. Use of a bat after it has been ruled illegal will result in a forfeit loss for the offending team.
- g. Men's leagues will be allowed to use two-piece single-wall bats that are not composite.
- h. Slow-pitch softballs sized 12" .44 COR 375 PSI are used for Men's and Coed leagues. Slow-pitch softballs sized 11" .44 COR 375 PSI are used for Women'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 UMPIRE'S JUDGMENT. If opposite fields are not in play or use, the ball is still in play and not considered a homerun.
2. Tustin Sports Park, Field #1 - A ball that rolls onto right field or right center past the picnic benches or hits the picnic benches 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. A ball that rolls over the berm close to right center field will be called a homerun per the umpire's judgement.
4. Veterans Sports Park Field #1 - A ball goes over the red line counts as a HOMERUN. A ball can be hit over the red line and bounce back onto the field due to the net to protect people and cars.
5. Veterans Sports Park Field #3 - A ball goes over the red line of the outfield wall counts as a HOMERUN. A ball can be hit over the red line and bounce back onto the field due to the net to protect people and cars.
6. All Parks - Players must run the bases after hitting a homerun.

League Champions

1. League championship will be awarded to the team that wins the championship game on the final playoff night.
2. Playoffs—teams will be placed in a single elimination bracket, which the team's record will determine their ranking. In an event that two (2) or more teams are tied, the following criteria will be used to decide the rankings: 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.
3. Winnings teams will receive championship prizes from the Tustin Adult Sports League. Only players who are present in the championship will receive the prizes. A maximum of 16 prizes will be given out to the championship team.
4. 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. The result of said evaluation may incur a division change and or 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 Coordinator, Myles Garvin mgarvin@tustinca.org, within two (2) business days of completion of the contest. Note: No protest will be considered that 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 ball game 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 the site manager. **The umpire will check the protested player's ID 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.