

Magdalena Ecke Family YMCA



Adult Softball Rulebook

Adult Sports Director Don Culbertson

(760) 518 - 6380; (760)942-9622 ext 1029

Email: dculbertson@ymca.org

Sports Hotline Information

-Call (760) 942-9622, press 5 for sports and then follow the instructions

Encinitas Weather Hotline: (760) 633-2761

(Use this number for field cancellations due to weather)

(Updated as of October 2010)

Basic League Information

- All games are played at the Ecke Sports Park located at 200 Saxony Rd in the city of Encinitas. Games are played on fields 1 and 3...unless we have make up games that may require us to play at Cardiff Sports Park.
- Softball games are played with .47 core max 525 lbs softballs.
- Field one has baselines that measure 63' in length. The distance from the pitching mound to home plate measures 48' in length. Field three has base lines that measure 58' in length. The distance from the pitching mound to home plate measures 48' in length.
- The City of Encinitas is in charge of field scheduling, field lighting, and field maintenance. Any and all questions regarding field reservations outside the scope of this league should be sent to the city offices.
- The YMCA league is organized by Sports Coordinator, Juan Cruz. Any and all questions pertaining to the softball leagues should be sent via email to dculbertson@ymca.org
- Schedules will be recorded weekly on the adult sports hotline 760-942-9622 press 5 for sports and follow the prompts
- Standings are done on a win-loss basis. If there is a tie, then we will go to head to head, and if there is still a tie, then we go to runs for and runs against. Team standings will ONLY be done on a percentage basis rather than the win-loss point system when there are not an equal number of games played by all teams.
- The Sports Director reserves the right to move teams up or down divisions depending upon previous season(s) records.

House Rules

Team Information

- Rosters must be turned in **before the start** of the 1st game and may be altered until the **start of the 4th game**. No more than **18 players** can be put on the roster. Rosters must be completely filled out.
 - Violation—team game suspension/forfeit.
- All payments/balances must be paid **before** the second game.
 - Violation—team game suspension/forfeit.
- All managers must attend any necessary meetings called by the league director.
 - Violation-team game suspension/forfeit.

Code of Conduct

- **Trash talking, alcohol use, threats, dangerous play, excessive cursing, excessive arguing with umpire, failure to meet payment due date.**
 - **Minimum Suspension: 2 games to indefinite**
- **Baiting a fight, fighting, spitting on another player.**
 - **Minimum suspension: 1 full season**
- **Fighting, threaten staff, defacing YMCA property.**
 - **Minimum suspension: INDEFINITE**
- **If you receive two suspensions of any kind in one season you will receive a season suspension.**
- If you receive two season suspensions in one year you will be suspended from the leagues indefinitely.
 - The sports director reserves the right to enforce a stricter suspension when he/she feel necessary.
 - All players ejected from a game must leave the YMCA premises immediately. The game will not start up until the player has left. If the player remains the authorities will be called and the player's team will receive a forfeit, and the player will face an indefinite suspension.
 - **Suspended players CANNOT be at the fields until their suspension time is fulfilled**

General Information

Magdalena Ecke Family YMCA contests will be governed by the official rules of the Amateur Softball Association of America (ASA) with the following modifications:

Responsibilities of Team Captain

- **Forfeited Games: If you forfeit a game you MUST contact the manager of the opposing team, the Sports Coordinator, AND the Sports Director. Forfeiting 3 games in one season is an automatic removal from the league with NO REFUND.**
- Informing all players of the game time and location. This includes checking the playoff schedules the first day of posting and every day following competition.
- Making sure that all members of their team bring their license to every game. ID's are required at all softball games and should be presented each time an individual plans to participate in a game. Rosters are subject to checking by umpires at the start of each game.
- Represent each member of their team and be the only one to discuss rule interpretations and calls with the umpires/officials.
- Be familiar with all rules, schedules, policies, and procedures of the Magdalena Ecke YMCA and pass this information along to all team members.
- Assist the YMCA athletic staff with the implementation of the sportsmanship policy and stress to each participant its importance.
- Be at the site at least 15 minutes prior to the start of every contest in order to be sure the team roster is recorded on the scorecard, and that all necessary equipment is checked out.
- Communicate with the athletic director and the athletic coordinator throughout the season about any problems or concerns that may be occurring at the site.
- Making sure that all members of your team are eligible to play in the athletic program. This not only includes whether or not they are on an adult softball roster but also having full knowledge that each member is playing on a legal number of teams.
- Represent his/her team by cooperating with the supervisors at the site concerning any protests, incidents, or accidents that may occur as well as with the YMCA sports staff the day following such occurrences.
- Be sure all jewelry judged to be dangerous by the umpire is removed. Religious or medical alert bracelets may be worn but must be taped down
- Electronic equipment is not allowed on the playing field.
 - Penalty – ejection AND minimum 2 game suspension

Protests

- Individuals who wish to file a protest must do so by the end of the 2nd inning. Failure to follow this procedure will result in the protest not being upheld. Judgment calls are not subject to protest.
- The sports director encourages teams to call a roster check if they think an opponent is playing with an ineligible player!
- Once a roster check is called, both teams will be checked. The umpire will do the following,
 - All the players from each team must line up in two separate lines
 - Each player will tell the umpire his/her name as well as street address and phone number
 - The umpire with roster in hand will check it to make sure the information given by the player matches with the information on the roster.
 - If there is a player that is not on the roster, that player may not participate for the rest of the game.
 - At this point, if the entire team that called the roster check is cleared, the team with the illegal player(s) will forfeit all the runs scored in the innings prior to the challenge.
 - If both teams have illegal players, then the illegal players must leave the dugout and no run penalty will be imposed.

Equipment

- Gloves must be worn by every player
- Each team supplies their own bats. All bats must be ASA certified and not appear on the list found here: http://www.softball.org/about/certified_equipment.asp . The sports director has attached a list of the non-approved bats to the rule book.
- No metal spikes are permitted.
- A player may not wear any type of cast. Participants who must wear metal/hard knee braces are required to cover the brace with a neoprene sleeve (minimum ¼” thick).
- If it is suspected that the opposing team is using an illegal bat the umpire must be prompted to act. If the bat being used is not on the list that has been supplied by the YMCA, it is assumed to be a legal bat regardless of any other ruling.
- If an illegal bat has been used by a player in the game, that player using the bat at the time that the notice is taken will be called out. Past usage of the bat will not be penalized as it is far too difficult to correctly measure.
- We are allowing the **Miken Freak II** bat to be used in the coed league ONLY for participants 60+yrs of age. This bat must be clearly marked and the batter must tell the umpire he/she will be using it when batting. This will allow the umpire to notify fielders of the Freak II usage.

Players and Substitutes

- Game time is forfeit time, if both managers agree the start time may be delayed. However, the game clock will start in order to keep the rest of the night on time.
- A team must have at least 8 players to start the game.
- **Coed teams may have any of the following male:female ratios to be legal: 3:5; 4:4; 4:5; 5:5; 5:4; 5:3. In order to play a ratio of male: female, which is different than those listed, both team managers must agree and discuss with the umpire(s).**
- The batting order may consist of any player that is on your team roster (up to 18). Teams are not held to a batting order equal to the number of defensive players. Batting order should include all players fielding and substitutes.
- Late arriving players are added to the bottom of the batting order
- **Pinch Runners: Teams may ONLY use 1 pinch runner per inning UNLESS there is an injury. Pinch runners cannot enter the game until the original batter reaches base and time is called.**

SOFTBALL COED SELF PITCH AMENDMENTS (when offered)

This league will follow all league rules and include the changes listed below:

- The team batting would have their own pitcher pitching to them
- This would make 10 fielders = 5 infielders, 4 outfielders, and a catcher
- No more than 5 males on the field at one time
- Ratios for the self pitch league would be: 3:5; 4:4; 4:5; 5:5; 5:4; 5:3
- Instead of actually having a count...the batter would receive a max of 3 pitches
- The batter must hit one of these 3 pitches. If the batter does not hit any of the pitches or fouls them all off, he/she will be called out
- Pitcher would not field for the opposing team. Pitcher must get out of the ball's path as best as possible.
- If the ball hits the pitcher on a hit, it is considered a dead ball. If this occurs on the 1st or 2nd pitch then the batter would still have pitch/batting attempts left. However, if it occurs on the 3rd pitch, then the batter is out. No runners advance.

The Game

Starting the Game

- Games must begin as quickly as possible. Teams permitted pre-game warm-ups up until scheduled start time.
- The umpire will announce the beginning of the game. Once the announcement is made, the umpire will start the time countdown/stopwatch.

Inning Procedure

- There shall be no infield ball after the first inning and **only one** warm-up pitch between innings.

Ending the Game and/or inning

- Game time will be 60 minutes. No new inning will begin after the completion of the 54th minute of play. However, any inning started before the 54th minute will be completed regardless of time. The game shall be 7 innings or end after 60 minutes of play, whichever occurs first. A stopwatch will keep the time on the field.
- **Game time for playoffs is the same as season play. (see above)**
- Games called after 5 innings due to weather, sprinklers, lights, etc are considered complete games. Games called before that will be reschedule if allowed by field availability.
- Forfeits: The umpire or Supervisor has the right and the responsibility to declare a forfeit in favor of the team not at fault.
- **9 Run Inning end/change Rule: When a team scores 9 runs in one inning regardless of outs, the batting team will switch to the field. COED ONLY**

Pitching

- **The pitcher shall take a position with both feet firmly on the ground. He/She can opt to pitch in front of the pitchers plate on Field 1, behind the pitchers plate on Field 3 or on the pitchers plate with one or both feet in contact.** If a step is taken it can be forward, backward or to the side provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- Preliminary to pitching the pitcher must come to a complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained for at least one second.
- The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.
- The pitch must be delivered underhand with a perceptible arc of at least six (6) feet and not more than twelve (12) feet from the ground for the coed leagues. There will be unlimited arc in the men's leagues.
- **COED ONLY: If a pitcher pitches 3 balls in a row to a male batter, the male batter is awarded 2 bases on a walk regardless of intentional or unintentional. The female batter following has the option to bat or to take 1st base.**
- **COED ONLY: If a pitcher walks a male batter after throwing at least 1 strike the batter receives one base only.**
- **In coed, the batting order must alternate between men and women. Two men, or two women, may not be adjacent in the batting order.**
- **The pitcher shall not make "quick return" pitches nor shall they unduly delay the pitch after the batter is ready. Penalty: Illegal Pitch.**
- If the batter is standing in the batters box, pitches can be released unless time is called.

- **In the Playoffs and Finals, there will be a 1-inch rule around the plate and back of the mat. This means if the ball hits within this area it will be called a strike. This is to allow for a more offensive and defensive game as well as to move the game along.**
- **“NO PITCH” shall be declared and the action following will be ignored when:**
 - A base runner is called out for leaving a base too soon.
 - The pitcher pitches during the suspension of play.
 - The ball slips from the pitcher’s hand during the windup or during the back swing.
 - The pitcher pitches before a base runner is able to return to their base following a foul ball.
 - The batter steps out of the box and the pitcher stops.
- **“Illegal Pitch” (called loud and immediately) shall be declared when:**
 - The pitcher throws to a base other than home with their foot on the pitcher’s plate (a ball is called unless it is an appeal).
 - The pitcher delivers any pitch not in accordance with the rules.
 - Effect: unless the batter strikes the pitch it is called a ball. If the batter strikes at the pitch it is considered a legal pitch and all resultant action will count.
- The pitcher may have five warm-up pitches before the start of the game ONLY for the 1st inning.
- New pitchers are allowed a maximum of 5 warm-up pitches when they enter the game, however, not more than one minute shall be used.

<h2>Batting</h2>

- The batter will start with a one ball and one strike count.
- No chop swings or bunts allowed.
 - Penalty: batter will be called out
- The batter shall not:
 - Have one or both feet entirely outside the limits of the batter’s box touching the ground or any part of home plate when the ball is hit.
 - **Step out of the batter’s box and run back into the box to hit the pitch. If contact is made with the pitch the batter is out.**
 - **Step into the batter’s box with an illegal bat or enter the batter’s box with an altered bat. If the umpire does not notice the illegal bat it should be brought to the umpire’s attention by the opposing team prior to the first pitch. Umpires are not expected to know every illegal bat at first glance.**
 - **1st Offense RESULT: the batter starts with a 1 ball, 2 strike count (as opposed to the 1-1 count)**
 - **2nd Offense RESULT: the ball is dead, the batter is out.**
- The batter must take their position within 10 seconds after the umpire calls “play ball” or be called out
 - RESULT: the pitcher shall pitch; each pitch delivered shall be called a strike.
- The batter may not step out of the batter’s box without first asking the umpire for “time”. If the batter does step out without “time” being granted the pitch will be called accordingly.
- Batters hitting a second foul ball following the first strike will be called out. Examples: 3 foul balls—out , one swing and miss then 2 foul balls—out, one foul ball then one swing and miss—out.
- **If the batter gets injured while at the plate and is still up to bat, he/she will be replaced by the next batter in the order (female for female and male for male). The substitute batter comes in with the same count that the injured batter left the game with.**

- Infield Fly Rule: Fly ball in the infield area (dirt area) with less than 2 outs with runners on 1st and 2nd or 1st, 2nd and 3rd will have the batter called automatically out. Runners do not advance.
- Home run rules:
 - Field 1—any ball hit over the fence within the home run markers is considered a home run.
 - Field 3—A designated marker in the right field will mark the home run line (this is a red painted pole).
 - **COED ONLY:** Any ball hit to the right of the marker will be called an automatic single. Runners advance only if forced to advance.
 - **MEN'S LEAGUE ONLY:** Any ball hit to the right of the marker in the Men's League will be as follows: 1st one over is a homerun and then every one over after that is an out until the opposing team hits a homerun (1-up rule)

Base Running

- Base runners may leave a base as soon as the ball leaves the pitcher's hand.
- In an effort to avoid collisions, we will be using safety bases at 1st base. Simply, this is an additional base placed directly beside the regular base, but in foul territory. The two bases are treated as one big base except when there is a ground ball play at 1st. When there is a play at 1st, the runner must run to the outside and the fielder must play the inside base. If contact occurs over the outside (runner's) base, the runner is automatically awarded 2nd base and all other runners are advanced two bases from the base they last occupied. If contact occurs over the inside (fielders) base, the runner is automatically out, and the runners return back to their original bases. Infractions will be left to the discretion of the base umpires. Each team will be assessed a **warning** at which any near violation will result in an out, or awarded base(s) regardless of the person.
- When the base slides away from its proper position, (when a runner goes into it sliding feet first) the runner is assumed to be on the base and **not** in jeopardy to be put out unless they try to advance. If the player slides head first, they must hold onto the bag to avoid being called out.
- **If a team is trying to turn a double play...the lead runner must either slide or make an attempt to avoid obstructing the completed throw from 2nd base to 1st base (or any double play bases). Runners cannot intentionally 'take out' a fielder who is attempting to make a play. If this doesn't happen both players will be called out. This is a judgment call on the umpire's part and is not to be challenged.**
 - ❖ **Penalty: Runner is out. No runners advance. No runner shall advance because of the interference, (if the umpire determines the act is flagrant the runner shall be ejected from the game.)**
- Fake Tag: A fake tag or simulating the motion of catching a throw is a form of obstruction. The fake tag is a potential safety hazard and is also considered unsportsmanlike conduct.
 - ❖ **Penalty: RUNNERS shall be awarded bases they would have reached if obstruction had not occurred.**
- Intentional Walk: If a pitcher desires to walk a batter intentionally they should indicate this to the umpire who will award the batter the appropriate base. The ball is dead during the award.
- Out of the base path: If a base runner goes out of the base path to avoid being tagged, they are out.

- ❖ Penalty: The runner is out and the ball is dead.
- **Runner on 3rd base Advancement on FIELD 3 ONLY:**
If there is a runner on 3rd base, with or without someone on 2nd, AND the batter hits the ball over the right field fence on field 3 ONLY. The runner on 3rd will advance home automatically.
- **The batter will be called out if, in taking the bat to first, he/she is endangering another player**

Forfeited Games

- Game will be counted as a 10 – 0 loss for the team forfeiting the game.

Out of Play

- Overthrows: All runner(s) will be awarded one base from the last base legally touched. The award will be governed by the position of the runner(s) when the ball left the throwers hand.
- Force Plays Coed League: All plays at home plate are force plays in coed. An additional home plate will be set outside the base line for the runners. If a runner runs to the batting plate they will automatically be called out (coed only).
 - There is a commit line, crossing the 3rd base line approximately 20 feet from home plate—any runner touching or crossing this line with at least one foot is committed to home plate, (this is for coed leagues)
- Due to the play being a dead ball once the pitch is thrown and caught by the catcher, the catcher cannot throw out any base runner. If the catcher misses the pitch the ball is still dead and no one advances unless it's ball 4 for a walk.
- Force Plays Men's League: men's league requires a tag if there is not a force play at home. The defensive player may touch the plate or the runner to record the out.