

City of Laguna Hills
Community Services Department
Adult Softball League Bylaws 2012

The City of Laguna Hills will not assume responsibility for injury: **EVERYONE PARTICIPATES AT THEIR OWN RISK.**

I. WELCOME

1. Welcome to the City of Laguna Hills Softball League. In order for us to insure a safe and enjoyable time for all participants, please read and follow at all times the league rules listed below.

II. GENERAL LEAGUE RULES

1. No Alcohol is allowed in City Parks. Any person seen drinking alcoholic beverages will be asked to leave by the Umpire or City Staff. Multiple infractions of this rule will constitute a suspension and/or player expulsion.
2. Leagues will generally consist of six teams. All teams will play 10-games
3. Game times **TO BE ANNOUNCED**. Mudline (949) 707 - 2689
4. All batters will start each at-bat with a one ball, one strike count.
5. **All softball Leagues will abide by the following homerun rule:** All teams will be allowed three (3) homeruns per game-per team. All homeruns hit after three (3) will result in an automatic out.
6. **A REGULATION GAME SHALL CONSIST OF EIGHT INNINGS**, or a time limit of one hour and five minutes prior to starting a new complete inning.
7. **TIE GAMES** – If a game is tied at the end of eight innings AND the time limit has NOT expired, the game will continue until the time limit expires or one team has a lead after a complete inning. Once the time limit has expired, the game will end in a tie. Once an inning has been started, it shall be completed unless the home team takes the lead during the bottom half of an inning after the time limit has expired or during the eighth or any subsequent inning.
8. **MERCY RULE** – The mercy rule will be invoked when either team has a lead of 15 (fifteen) or more runs after five complete innings or any complete inning thereafter. The rule also is applied when a team that has only eight defensive players trails by 15 runs or more at the end of any complete inning (including the first inning).

9. The manager will receive 12 – 15 copies of the official schedule AT THE FIRST LEAGUE GAME. Schedules CANNOT be published until all the leagues on a given night are set.

Schedules are played as published whenever possible, however, there are occasional changes do to weather, scheduling conflicts, or other unforeseen circumstances at the time the schedule is created. Whenever a change is necessary the manager will be notified with a memo. We make every attempt to provide the teams with at least one week's notice of any change. If there are any questions about the schedule, call the Community Services Department at 707-2690. If your team has a game postponed, due to weather, and two weeks have passed since the postponement and you have not received notification of the makeup data, please call 707-2690. Generally, makeup games are played at the end of the schedule; however, there are occasional exceptions.

10. Rainout/makeup games will be added on to the end of the schedule.
11. Leagues will be played by SCMAF (Southern California Municipal Athletic Federation) rules except where City of Laguna Hills rules modify or supersede these rules as outlined in this document.

III. ELIGIBILITY

1. All players must sign the roster/indemnification waiver form prior to playing in any game. Each player will be required to show valid identification to Community Services Staff before signing. Signatures will be taken at the field at which your team is scheduled to play. Please have all players of your team arrive 30 minutes early on the first day of play so that your game can start on time. Failure to sign the form before playing will result in the use of an illegal player and the game shall be forfeited.

Players must be at least 18 years old to participate in league play.

2. All players must have picture identification available at all games and must sign the lineup card.

IV. ROSTERS

1. Roster additions may be made up until the third league game. A total of 16 roster spots are available to each team. We recommend adding the names of any players who you may need to call as a last resort late in the season. Players must play in at least one game during the regular season and must have signed the roster before the third week of the regular season to be eligible for playoffs.
2. Players may only be on one roster per league night. If a player wants to play in more than one game per night, he/she must have approval from the opposing manager. **This must take place before the start of the game.** If

you do not have approval from the opposing manager your team is subject to immediate forfeit.

3. Roster additions are to be made at the Laguna Hills community Center, Monday through Friday, 8:00a.m.–5:00p.m. Please call the Laguna Hills Community Center @ 707-2690.

4. **PROTESTS**

- a. Protests MUST BE announced to the umpire before the next pitch is released. (The game time continues to run during the protest process.)
- b. A manager who has protested the game must complete and submit the protest form no later than 5:00pm on the second City business day following the contest. A \$20.00 fee must accompany the protest form. Protest forms can be picked up at the Laguna Hills community Center.
- c. A protest will not be considered on a judgment call.

5. **AWARDS**

- a. Each league champion will receive up to sixteen (16) T-shirts.

6. **FORFEITS**

Games shall be forfeited if:

- a. A team is unable to field at least eight rostered players at the time their team must take the field in the first inning. The game will begin when the field AND the umpire are ready to start the game and the scheduled game time has been reached. Teams that are short of (8) must take an out for every batting position short of eight (8) batters each time the vacant position comes to bat. Umpires are instructed to leave the field as soon as a forfeit has been called. Once a forfeit has been called, it is irreversible unless such a ruling is inappropriate.
- b. A team is found to have used an illegal or non-rostered player. City staff reserves the right to forfeit any and all games in which illegal players have participated; even if the discovery of such player(s) becomes apparent at a later date.
- c. In the opinion of the umpire/City staff, a manager does not have complete control of his/her team.
- d. A team continues to delay the game.

- e. A team continues to harass the umpire, or if the umpire feels the situation is such that physical harm may come to himself/herself, or spectators.
- f. Any player is consuming any alcoholic beverages during the game; this includes on or off the field, or in the bleachers.

7. PLAYER ELIGIBILITY PROTESTS

If a manager feels a player is illegal, he/she must announce the protest before the completion of the third inning or the completion of the player's first turn at bat (whichever occurs last). The protest shall be made as follows:

- a. The manager shall request that the umpire ask the player in question to produce a current picture identification. If identification is shown and is satisfactory, the umpire will write the player's name on the scorecard and the game will continue. If no identification is available, the umpire will ask the player for his/her signature, birth date, and current address. Once the information is given to the umpire, the game will continue. Managers will not make multiple guesses; please be specific at the time of the protest.
 - i. If identification is presented to the umpire, the protesting manager has until 5:00 p.m. on the first City business day following the contest to file a written protest with the league office at the Laguna Hills Community Center accompanied with a \$20.00 protest fee. If the player is illegal, the game will be ruled a forfeit, the \$20.00 refunded, and the team with the illegal player will be required to pay a forfeit fee before their next game.
 - ii. If no identification is presented to the umpire, the player in question has until 5:00 p.m. on the first City business day following the contest to present a current picture identification to the league office at the Laguna Hills Community Center. This information must match the information that was presented to the umpire at the game. The protesting manager must still file a written protest before 5:00 p.m. on the first City business day, but no fee will be necessary.

NOTE: The difference between a forfeit on a player eligibility protest and a forfeit when staff finds an illegal player without a protest (or with an invalid protest) is that the protesting team will get the win if they make a legal protest within the proper time frames while non-protesting team will not be credited with a win if illegal player is found without a protest.

IX. RULES

All softball games shall be played under the current SCMAF rules, except as clarified or modified in these pages.

- b. Game length is one hour and five minute time limit or eight (8) innings.
- c. All batters begin each at-bat with a one ball - one strike count. The batter is out on the second foul ball after strike two.
- d. Official time and score will be kept by the umpire.
- e. Lineups: Prior to each game, team managers will be required to write their lineup on the scorecard and submit it to the umpire. A team has the option of batting up to sixteen (16) batters, with anyone who is not included in the lineup being withheld as substitutes. Any player who assumes a defensive position during the game must be included on the batting order. The original batting order must be followed throughout the game except when legal substitutions are made or when a late-arriving player is added to the bottom of the order. Defensive changes may be made at any time provided that the new defensive player(s) is included in the batting order. Players arriving after the first pitch of the game may be added to the end of the batting order immediately upon arriving or must be used as a substitute. The umpire must be notified any time a substitute player enters the lineup, but the umpire need not be notified when defensive changes are made that do not affect the batting order.

SPECIAL NOTE: If a player misses his/her turn at bat because he/she was removed from the game due to an injury, the offensive team will not be assessed an out when the player's spot is due up. The injury must have occurred during a previous inning, and the player must no longer participate in the game. Umpires shall have discretion to call an out if he/she feels that the offensive team is attempting to gain an advantage.

- f. Stealing and lead offs – Each of the following scenarios involve a legal pitch that is not hit by the batter and does not land short of home plate.
 - i. Stealing is illegal. Penalty – runner is out when contact is made with the “stolen base”.
 - ii. The base runner may lead off after the ball has been released from the pitcher's hand during the delivery. The runner is forced back to the base if the batter fails to make contact. If the catcher's or pitcher's throw is caught by a fielder while standing on the base before the runner has retouched the base, the runner is out.

- iii. A base runner may advance at his/her own risk if a play is made on any runner and there is an overthrow or an error on the play. Runner does not need to re-touch base.

g. Base Running

- i. The base runner or batter/runner is out when he/she does not slide or attempt to get around the fielder when the fielder who has the ball is waiting to tag the runner out, or the runner was forced out.
- ii. When a base runner who comes into a base standing causes contact or interference with a fielder attempting a double play, the interfering runner and the runner who could have been put out without interference shall both be declared out.
- iii. Players running to first base must use the outside orange bag or will be automatically called out.

NOTE: There is going to be occasional incidental contact between players during some softball games. Deliberate or malicious contact will not be tolerated and umpires can eject players who create such contact.

h. Fake Tags

Any time an umpire sees a player use a “fake tag”, the umpire shall rule “Obstruction” and the runner will be awarded an extra base, if he/she does not reach the next base safely. Flagrant or repeated violations will result in the ejection of the fielder.

i. Co-ed Rule Modification

- i. Two batters of the same sex may never bat consecutively. A rotating/alternating batting order will be in effect.
- ii. All co-ed teams must have at least FIVE (5) women on the field at all times to play at full strength. If a team has only FOUR (4) women present, the team may still play with no more than FIVE (5) men on the field. A coed team must also have at least FOUR (4) men present and in the batting order.
- iii. All infielders, except the pitcher and catcher, must remain behind the first to second and second to third base paths until the batter makes contact with the pitch. Infielders may play at any depth provided that they are not in front of the base paths. Penalty: Batter will be awarded first base unless he/she reaches it safely and all other runners advance one base safely. A maximum of four (4) players (other than the pitcher and catcher) may be considered infielders.

- iv. A male batter, who is walked on three consecutive balls with no strikes, will be awarded 2nd base. Runners advance is forced.

j. Equipment

Shoes must be worn. METAL CLEATS ARE NOT PERMITTED; plastic cleats and rubber all purpose soled shoes may be worn. Players wearing metal cleats must immediately remove them and cannot continue play until he/she is wearing appropriate shoes.

k. Ties

- i. If the time limit has expired and the game is tied at the completion of the current inning, both teams will be credited with a tie.
- ii. League ties that will have bearing on first or second place will be broken using the following system:
 1. Head to Head season record between tied teams.
 2. Run differential in games played among tied teams.
 3. Run differential in ALL games played.

NOTE: Any forfeited games may disqualify the forfeiting team.

l. Player Conduct

- i. All grievances should be communicated by the team manager. Any unusual tactics, profanity, or derogatory remarks by a player or manager shall result in ejection from the game. UMPIRES CAN DEMAND EJECTED PLAYERS TO LEAVE THE ENTIRE PARK WITHIN THREE (3) MINUTES OR THE UMPIRE MAY IMPOSE A FORFEIT.
- ii. Players may be ejected at any time before, during, or after a game.
- iii. Any player ejected from a game will be suspended from playing in the following game pending appeal by the player to the league office. Appeal must be written and received at least two days before the next scheduled game. Any player who is ejected twice in one season will be suspended for the remainder of the season.
- iv. Any player guilty of personal or verbal abuse upon any umpire or member of City Staff for any reason will be suspended immediately from playing for a length of time determined by the league office.

- v. Any player who physically abuses or threatens to push, shove, or strike an umpire or City Staff shall be permanently banned from participation in Adult Sports with the City of Laguna Hills and can be legally prosecuted for assault.
- vi. Umpires and City Staff have the authority to prohibit any player from playing in the game if, in their judgment, the said player appears intoxicated and is endangering the players.
- vii. The team manager will be held accountable for any suspensions that are given and if the participant who was suspended is present the following week: the suspended players team will automatically forfeit the game.

M.

1. **Pitching Mound**

In all Leagues the pitcher may pitch from anywhere inside the six (6) foot box allowed behind the pitching mound.

2. **All Bats must have an ASA Stamp on it. All bats must be within legal ruling of all ASA certifications. Any team may be expelled for using illegal bats. Bats listed on the ASA Non Approved Bat List will not be permitted for any league. For coed leagues, men can use single wall / non-composite (including the handle) bats only.**

No Miken Bats allowed

3. **Mudline** # If you feel a game may not be played due to rain or poor field conditions please call the mudline @ 949-707-2689.