

Culver City Adult Softball 2010 In-House Rule Book

The City of Culver City reserves the right to pursue any action deemed necessary to preserve the integrity of the league including ruling on all conditions and regulations set forth for league play, interpreting rules when needed and the right to reclassify any/all teams/individuals to a more or less competitive league.

1. Eligibility

- a) The minimum age requirement to participate in league play is 18 years old.
- b) Anyone participating in any league game must have a valid California driver's license or picture I.D. in his/her possession at all times. If at any time a league representative (Official, Recreation Staff, etc.) asks a participant for his/her I.D., he/she MUST show it to the league representative immediately. If the participant does not have his/her I.D. with him/her at the time the representative asks to see it, the participant shall be

ineligible for that game. If the game is already in progress, the player will be considered an illegal player and any/all penalties shall apply.

- c) All program participants MUST completely fill out and sign the "Official Roster/Consent Release/Alcohol Ordinance" form prior to the first game they will participate in. The team manager must turn in this form to the league Recreation Staff at the game site.

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2. Player Conduct

- a) It is the responsibility of each player to read the Culver City Adult Softball Rules contained herein AND in the S.C.M.A.F. rulebook. *Ignorance of the rules will not reduce penalties for rule(s) violations.*
- b) Participants are not allowed to harass, threaten or deride City staff, including game officials. ***The use of physical force with the intent to harm any City Staff, including game officials, will not be tolerated.*** The Sports Coordinator will determine all penalties for those in violation to this rule.
- c) No one is allowed to drink alcoholic beverages at any of the Culver City parks according to the City Ordinance 13.03.025.

- d) The penalty for individuals who are in violation of Ordinance 13.03.025 (consumption of alcoholic beverages on streets programs. This penalty will be effective immediately upon discovery of the violation and cannot be protested.
- e) Players and managers are responsible for adhering to all Culver City Park rules including no animals allowed at any time.
- f) Any player and or team involved in fighting or unsportsmanlike conduct, during, before, or after a game will AUTOMATICALLY be suspended from the league and will not be allowed to return to the league, or participate in any other Culver City

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2. Player Conduct (continued)

- e) Adult Sports League until given written notice by the City of Culver City Recreation Supervisor.
- g) If necessary, cases of unsportsmanlike conduct may be referred to a hearing by the Softball Executive Committee (Recreation Specialist, Head Official, and Recreation Supervisor) for final determination of penalties. Penalties for unsportsmanlike behavior may

- include suspension(s) or elimination from the league depending on the severity of the incident
- h) Any participant violating a Culver City Ordinance, other than the alcohol Ordinance will be subject to discipline procedures, which may include suspension.

3. Manager's Responsibilities

- a) Paying league fees on time. Teams will not be included in the league without payment.
- b) Learning all rules and regulations contained herein AND in the S.C.M.A.F. rules and the Culver City league rules is the responsibility of the player. Ignorance of the rules will not reduce penalties for rule(s) violations.
- c) *All emailed information to the registered designated email address*
- d) Attending MANDATORY manager's meeting or sending a designated representative.
- e) Turning in a legible "Official League Roster" by the designated deadline.
- f) Failure to turn in an official roster will result in a forfeit each week the roster is still outstanding.
- g) Keeping contact information (telephone numbers, addresses, etc.) current.

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3. Manager's Responsibilities (continued)

- h) Handling the eligibility of each player and verifying each player's signature on the "official roster/consent form/line-up card".
Only rostered players will be eligible to participate
- i) *Managers are required to fill out first (1st initial is acceptable) & last name line-up card accompanied by umpire's game fee \$25 in cash given to the Recreation Staff five (5) minutes prior to the start of each game*
- j) Making sure the batting order is followed. Defensive changes may be made at any time. 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 regular substitute.
(S.C.M.A.F. Rule 6. Batting/Section2/F)
- k) MAKING SURE THERE IS NO ALCOHOL CONSUMED IN THE PARK BY ANY PLAYER OR SPECTATORS. THIS IS A CITY, THE GAME WILL BE FORFEITED BY THAT TEAM
- l) *AND THE OFFENDING TEAM WILL BE IMMEDIATELY AND PERMANENTLY REMOVED FROM THE LEAGUE. Teams in the adult sports program who are in violation of this ordinance will be permanently prohibited from future participation in adult sports league play. This penalty will be effective immediately upon the discovery of the violation and is not able to be protested.*
- m) Proper conduct of his/her team members and spectators.

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4. Rosters

- a) Official roster forms must be complete with name, addresses, dates of birth, and phone numbers for all players.
- b) The roster limit is twenty (20) players for the men's leagues, twenty (20) players for the women's leagues, and twenty-five (25) players for the co-ed leagues, which includes playing managers and coaches. *NOTE: The following S.C.M.A.F. rule will still be in effect – (Rule 6. Batting/section2/e) A team will have the option of batting any number of legally rostered players from 8-16 (unlimited substitution), with any remaining rostered players being withheld as substitutes.*
- c) Official roster forms MUST be turned in to the league representative at the game site before the team's first game.
- d) A player cannot be on more than one roster per night per league.
- e) A **noncompetitive recreational** division team may have NO MORE than four (4) previously rostered **Advanced** level players on their official roster. An **Advanced** recreation division team may have NO MORE the five (5) previously rostered **Advanced** level players on their official roster. If necessary, cases of misclassification may be referred to a hearing by the Softball Executive Board (Supervisor, Softball League Coordinator, and Head Official) for final determination of a player's classification.
- f) Coed League is allowed a minimum of three (3) players of either sex to start & finish a game.
- g) Coed is allowed a maximum of five (5) players of either sex on the field for defense

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5. Adding Players & Free Agents

- a) Managers can add and/or make changes to their official roster until game start time of the team's fifth (5th) game. *Players must sign Roster/Consent form before playing in any game!*
- b) Managers must submit drop/add forms for roster changes by the deadline in the following manners:
 - Faxed to the Recreation Specialist at 310-253-6671
 - E-mailed to the Recreation Specialist at darrell.fulton@culvercity.org
 - In writing, delivered in person to the registration office :
4117 Overland Ave. Culver City, CA 90230
(310) 253-6650
- c) To add a free agent, the team manager may request a copy of the "free agent list" by email.
- d) The team manager must notify the sports office of any additions to their roster from the free agent list in order to keep the list updated.

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6. Injured Player(s)

- a) After the roster and period has expired, changes regarding injured players may be made at ANY time during the *regular season* (*excluding* playoff and championship games) ONLY if written verification can be produced by the injured player's **physician** stating why the player cannot participate further in the league and for the estimated period of inactivity. Written verification must be turned into the *League Administrator*.
- b) Once written verification is produced, the injured player may be replaced with player of the manager's choice *& must fit the competitive level of the division to be determined by the Adult Sports Staff*.
- c) When the injured player is eligible to return (ONLY after he/she can provide medical clearance) the manager may drop any player of his/her choice.

It is strongly recommended that each player obtain his or her own insurance.

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7. Illegal Player(s)

a) Any team found using an illegal player (a player who has not filled out and signed the official roster/consent form) will be penalized in the following manner:

1) First Offense:

- One game suspension for the officially rostered manager of the offending team REGARDLESS if he/she was at the game or not AND one game suspension for the illegally rostered player & Forfeiture of the game in question.

2) Second Offense:

- Manager of offending team is suspended for the remainder of the season & Forfeiture of the game in question.

3) Third Offense:

- Offending team suspended from registering for participation in the following season & Forfeiture of the game.

8. Player Suspensions/Ejections

a) Any ejected player/fan will serve an automatic one (1) game suspension

ineligible for the period of time set forth by the league

b) Suspensions/ejections carry over to all leagues that the player in question participates in.

d) Any suspended player found not serving their suspension on all league nights will be subject to further disciplinary action.

c) All players serving suspensions must notify the managers of all teams they play on that they are

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9. Protests

- a) A PROTEST CANNOT BE MADE ON A JUDGEMENT CALL, ONLY RULE INTERPRETATIONS.
- b) A protest CANNOT be made by teams that did not participate in the game in question.
- c) A protest MUST be reported to the umpire in charge by the captain or manager of the protesting team prior to the next pitch.
- d) A protest regarding an “alleged” illegal player must be reported to the umpires in charge by the team manager of the protesting team before the “alleged” illegal player bats.
- e) The umpires will then notify the opposing team manager or representative and Recreation Staff that the game is under protest.
- f) A written protest MUST be submitted at the main Recreation Office by the protesting team no later than 5:00 p.m. up to two (2) working days AFTER the game in question along with a \$25 protest fee.
- g) If the protest fee does not accompany the written protest, the protest will not be considered valid. No fee is required for protest of illegal players.
- h) A formal protest should include the date, time, place of game, names of umpires and Recreation Staffs, the rule and section of the S.C.M.A.F. rulebook, and all essential facts involved in the protest.
- i) Protests are determined by the Softball Executive Committee (Sports Coordinator, Recreation Supervisor, and Head Official).
- j) If the protest is allowed, the protest fee will be returned. If the protest fee is disallowed, the protest fee will revert to the City of Culver City.

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10. Forming New Teams/Change or Transfer of Managers

- a) If anyone (managers or players) wishes to “break away” to form a new team, they will be considered a NEW TEAM and therefore will register as such.
- b) If a team is to have a change in manager, the former manager MUST notify the Sports Office of the change in writing.
- c) Notification should come from existing manager and consist of:
 - 1) Name of new manager
 - 2) Address and phone number of new manager
 - 3) State the fact that he/she is relinquishing his/her duty as manager

11. Game Status Line (310) 253-6654

- a) If games are cancelled due to weather conditions (i.e. rain, for) or special event(s), every effort will be made to notify each manager. *Decisions on whether to play when weather or field(s) is bad will be made by 4:30pm on the day of the game.*
- b) Managers are responsible for informing players of the game status line telephone number (310) 253-6654. This line will provide any information on game times and possible cancellations, *beginning at noon of game day.*

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12. Game Cancellations

- a) If an umpire deems it necessary, a game may be “called” due to ANY unsafe condition arising with the field and/or equipment. Cancelled games will be rescheduled at the end of the regular season.
- b) If more than one week of scheduled games is cancelled, they will be rescheduled in the order they occurred, at the end of the regular season.
- c) The original schedule should be followed to the end of the regular season’s games.
- d) Once a game has completed four (4) complete innings it will count as an official game. Make-up innings after the fourth (4th) are subject to review by the league administrator

13. Game Time Limits

- a) All regular season games will be 7 innings. No new inning may start after 1 hour and 10 minutes
- b) In ALL GAMES, if a game is tied at the end of regulation play, play will continue until the tie is broken (EXTRA INNINGS).
- c) Game time a grace period (10, starting with the first partial second beyond the officially scheduled game time, a run shall be awarded to the non-offending team.
- d) **Flip-Flop Rule:** If team in danger of forfeiting they will be allowed to bat first with their opponent’s consent. Once they are to take the field for defense they must have eight (8) legally rostered players or else the game will be forfeited be forfeited

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13. Game Time Limits (continued)

- e) The in danger of forfeiting **MUST** be able to field a minimum of eight (8) (COED LEAGUE: at least three (3) players **MUST** be of the same sex) legally rostered players. If the offending team is unable to comply, the game shall be considered a forfeit and the official score shall be recorded as 7-0.

- f) At the conclusion of the grace period, if **NEITHER** team is able to field a minimum of eight (8) legally rostered players (COED LEAGUE: at least three (3) players must be of the same sex) the game shall be considered a double forfeit and the official score shall be recorded as 0-0.

- g) Warm-ups may be taken, if time permits, and the responsibility of each team. "Time Available factor will be determined by the umpires in charge.

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14. Forfeits

- a) When a team forfeits, the forfeiting team must pay both officials a total of \$50.00
 - Forfeit fees are due 5 minutes before your next game played. Fees are to be sealed in an envelope check only make out to CASH. You will sign the scorebook as conformation of this transaction
- b) Forfeiting teams will NOT be allowed to play in the next scheduled game unless the forfeit fees are paid
 - When a team knows it must forfeit a game we strongly recommend notifying the Sports Office before 12 noon game day so efforts can be made to notify the opponent and staff.
- c) On the third forfeit of any one season, the forfeiting team shall AUTOMATICALLY be dropped from further participation in the league.
- d) Any time a team forfeits, it will count as a **game and a half loss** in the final standings.

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Rules and conditions for league play shall follow the rules outlined for regular softball in the Southern California Municipal Athletic Federation (S.C.M.A.F.) softball rulebook. The Culver City Softball Rules take precedence over the S.C.M.A.F. softball rulebook where contradiction(s) exist.

15. Culver City In –House Rules & S.C.M.A.F. Overwrites

- a) Batter(s) start with a one-strike count
- b) Dugouts: Visitors – first base side / Home – third base side.
- c) A minimum of eight (8) rostered players MUST be on the field
- d) Teams may play a maximum of ten (10) players on the field defensively.
- e) The batting line-up rule is as follows: (S.C.M.A.F. rule6. Batting/Section2/e) A team will have the option of batting any from 8-16 (Coed must alternate the sexes) (unlimited substitution), with any remaining rostered players being withheld as substitutes. 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 regular substitute. (S.C.M.A.F. Rule 6. Batting/Section2/F)
- f) Pitchers are allowed five (5) warm-up pitches in the first inning with two (2) warm-up pitches every inning thereafter.
- g) After a legal pitch, which is not hit, if the return throw to the pitcher reaches the outfield grass, the ball will be considered “live” and in play. Runner(s) may advance at their own risk.
- h) The maximum allowable arc of a pitched ball is 12 feet while the minimum allowable arc in the top of the batter’s head.
- i) The second foul ball after two strikes on a batter will be an out. (A caught fly ball supersedes this rule)

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15. Culver City In –House Rules & S.C.M.A.F. Overwrites (continued)

j) Unlimited COURTESY RUNNER/S

1. An unlimited number of courtesy runners will be permitted. However, an individual player may only serve as a courtesy runner once per inning per player. The courtesy runner may be any player on the roster. If the courtesy runner is on base and his/her turn at bat arrives he/she will be declared out. *Once a player uses a courtesy runner he/she must use a courtesy runner for the remainder of the game*
- k) Runners may take a lead-off **AFTER** the ball is released from the pitcher's hand.
- l) No fake tags – Any fake tag will result in a warning OR upon umpire's discretion, election from the game and possible suspension from the league.

- i. Definition: Fake Tag – ANY action that induces a runner to slide unnecessarily.
- m) Any time a team leads by 20 runs or more before the fifth inning, that team MAY NOT exceed one rotation through their batting line-up in any single team at-bat (half inning). If a team enters an inning and acquires a lead of 20 runs during that inning, they may only bat up to the original first batter of the inning then must return to their defensive positions.
- n) Mercy Rule: A game will end anytime after five innings, when a team is behind by 15 runs and has completed its turn at bat.

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15. Culver City In –House Rules & S.C.M.A.F. Overwrites (continued)

- o) Any team that goes 10-0 in the season and wins the playoffs MUST move up one level of play the following season.
- q) Any team who wins their Division two consecutive seasons MUST move up one level of play.
- s) Infield warm-ups will be permitted between innings if time permits. Umpire has official time.
- t) Any new team that wishes to participate in the “C” or higher level division must supply proof of participation
- p) Any team that goes 0-10 in the season or only win/s are by forfeiture MUST move down one level of play the following season
- r) The City reserves the right to place teams in the League it deems most appropriate at any time. in any equivalent level city or privately ran league. Example: Contact number for previous league administrator

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16. Equipment - Culver City reserves the right to ban any equipment at any time

- a) Only S.C.M.A.F. and ASA approved bats will be permitted. (See S.C.M.A.F. rule 1/ "Equipment "/Section 27/D. The Official Bat)
- b) The city of Culver City reserves the right to ban ANY bat at ANY given time.
- c) S.C.M.A.F Rule1/ The Official Bat/ Section 27/I states: "Agencies with field dimension constraints, or other potential safety issues, are encouraged to adopt more stringent restrictions pertaining to bats. Examples of further restrictions may pertain to, but are not limited to, multi-wall bats and/or composite materials and alloys."
- d) Bats may NOT be altered in any manner. (See S.C.M.A.F rule 1/The Official Bat/Section 27/H)
- e) Altered Bat Rule Defined: The Adult Sports Staff has the authority to inspect and/or confiscate examine the bat for a determination on whether the bat is altered at any point during a regulation game. During the examination of the bat by the Executive Board (League Coordinator, and Head Official), the board at its sole discretion may suspend the suspect offending player pending the decision. If the Executive Board determines that the bat has been altered, the Executive Board may suspend the first time offender for up to two (2) years from league play. For a second time offender, any suspension under this altered bat suspension process will be for life.

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16. Equipment - Culver City reserves the right to ban any equipment at any time (continued)

g) Altered bats are bats, which:

1. Had the surface of the barrel or the taper changed in any way such as by sanding or applying a solvent to the surface such as fingernail polish remover or by any other means.
2. Had the plug removed/replaced or changed in any way.
3. Had the knob removed/replaced or changed in any way.
4. Had anything removed or added to the inside or outside of the bat other than tape at the handle or knob.
5. Cracked, worn (pain/lettering wear is not a problem so long as the bat can be identified and has the appropriate BPF marking, but any wearing of the bat material or identifying paint or BFP wear will be cause for removal) or damaged bats are not altered bats, but will also be removed from play by the League Director and umpires. Such cracked, worn or damaged bats will not result in a player suspension, unless the player returns the offending bat into play after it has been removed or the bat is also altered.

h) Equipment protest that are called by the manager in order to be official the questionable equipment must be in use by the player/s

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16. Equipment - Culver City reserves the right to ban any equipment at any time (continued)

i) THE PENALTY FOR USE OF ILLEGAL EQUIPMENT

- 1) Immediate removal of the illegal equipment from the game.
- 2) The penalty for use of an illegal bat when the ball is hit fair or foul and discovered before the next pitch shall be:
 - a) The batter is declared out. b) Ball declared dead. c) The illegal bat is removed from the game.
- 3) The penalty for use of an illegal glove or mitt when the ball is hit fair or foul and the illegal glove or mitt is used and discovered before the next pitch, shall be:
 - a) The offensive team has choice of:
 - (1) The result of the play or (2) batter is awarded 1st base and all other baserunners advance 1st base if forced, and the illegal glove or mitt is removed from the game
- j) The league will provide the "Official" ball for play. Teams are required to provide a decent back up ball.

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17. Umpires

- a) Umpires have jurisdiction BEFORE, DURING, and AFTER all games.
- b) Two umpires will be scheduled to every game.
- c) Each team is responsible for paying \$25.00 to their games “Head Umpire” prior to the start of each game. CASH ONLY, no checks.
- d) No games will start until the umpires are paid. If a team fails to pay the umpire fee, the game will be forfeited.
- e) If an assigned umpire fails to appear for any scheduled league game, the game will be played with one umpire until the game is completed or until a replacement or assigned umpire arrives.
- f) If both assigned umpires fail to appear for any scheduled league game, managers MUST AGREE on a VOLUNTEER umpire until at least one of the assigned or replacement umpires appears, or until game time is completed. In either case, that game will be considered official.
- g) For Playoff games, umpire fees are \$25.00.

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18. Ground Rules

Syd Kronenthal Park

- a) **Parking Lot:** Any batted ball that enters the parking lot (right field) shall be declared dead and the batter shall be awarded a homerun.
- b) **Park Office Sidewalk:** Any batted ball that breaks the plane of the asphalt walkway in front of the park office shall be declared dead and the batter shall be awarded a homerun.

Veteran's Park

a) Parking Lots

1. Any batted ball that enters either the Recreation Office parking lot (left field) or the Senior Citizen's parking lot (left-center field) shall be declared dead and the batter shall be awarded a home run.

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18. Ground Rules (continued)

Veteran's Park

b) Pool Sidewalk

1. Any batted ball that makes contact with the asphalt walkway in front of the Municipal Plunge shall be declared dead and the batter shall be awarded a home run.

c) Right Field

1. Any batted ball that goes out of bounds BEYOND the closest tree to home plate shall be live.
2. Any batted ball that goes out of bounds BEFORE the closest tree to home plate shall be declared dead and the batter and all runners shall be awarded two bases from the base they occupied at the time of the pitch
3. Any batted ball that hits the trunk of the front set of trees is a "live" ball. If the ball hits the front set branches on a fly, the ball is dead and the batter is awarded second base and all runners advance two (2) bases from the base they occupied from the time of the of the pitch. If a batted ball goes over the trees, the ball is dead and the batter will be awarded a home run

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18. Ground Rules (continued)

Veteran's Park

d) Center Field

1. Any batted ball that strikes any light pole or tree on the fly shall be declared dead and the batter shall be awarded a home run. If a batted ball strikes the ground before touching a light pole or tree, the ball is "live" and in play.

e) Left Field

1. Any batted ball that goes out of bounds BEFORE the tree along the third base line shall be declared dead and the batter and all runners shall be awarded two (2) bases from the base they occupied at the time of the pitch.
2. Any batted ball that goes out of bounds BEYOND the tree along the third base line shall be live.

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19. Playoffs

- a) In cases where teams are tied at the end of the regular season, the following criteria will be used to break the tie(s) (in order):
- | | |
|---|---|
| 1) Forfeits count as a game and a half loss | 4) Record within conference (where applicable) |
| 2) Head-to-Head record of tied teams | |
| 3) Run differential (runs scored minus runs allowed) of tied teams (Head-to-Head) | 5) Run differential (runs scored minus runs allowed) within conference (where applicable) |
- b) Playoff formats will vary depending on the number of teams participating in each league and can be found on the “Official” League schedule.
- c) Top teams per division make the play-off (example: 2nd vs 5th, 4th vs 3rd & 1st automatic advancement to the championship). The winners from the 1st round will play a single elimination play-off to advance to the championship
- d) The Sports Coordinator reserves the right to change any element of the originally scheduled playoff format if necessary.

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19. Playoffs (continued)

e) All playoff games adhere to the following rules:

a) 1hr 15 min time limit 1st round play-off

c) 10 minute grace period

b) No time limit for 2nd round &
Championships

d) 15-run rule (mercy rule) is in effect.

f) To be eligible for playoff participation, all players must have played in **forty percent (40%)** regular season games (this does not apply to forfeited games).

g) Managers must turn in a completed line-up card first (first initial is adequate) & last name for all games, including forfeits, for players to receive credit for games played for playoff purposes. This rule applies to all roster changes including those that result from injury.

20. Awards

a) Individual awards will be presented to the team that wins the league championship in each league. A maximum of sixteen (16) will be given to all teams.

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Field Locations/Contact Info:

Game Status **310 253-6654** updated at 12-noon daily.

Please check the status line for any last minute changes that might occur during the season.

Veterans Park/Registration Office

4117 Overland Ave., 90230

310 253 6650

Syd Kronenthal Park

3459 McManus Ave., 90230

Web Links:

Download Registration Form http://www.culvercity.org/Government/PRCS/Recreation/SportsPrograms/~media/Files/PRCS/Sports/SFTBLL_Reg.ashx

Download Blank Roster Form: http://www.culvercity.org/Government/PRCS/Recreation/SportsPrograms/~media/Files/PRCS/Sports/SFTBLL_Reg.ashx

Schedules & Standings: <http://www.culvercity.org/Government/PRCS/Recreation/SportsPrograms/SoftballLeagues/SoftballSchedulesVeterans.aspx>

S.C.M.A.F (current rule book): <http://www.scmf.org/exec/scmaf/index.cfm?publicationID=40>

List of ASA Banned Bats: http://culvercity.org/parks/banned_bats.asp?sec=res

News: http://culvercity.org/parks/softball_news.asp?sec=res