

Sierra Adult Coed Slow Pitch Softball League Rules

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The Sierra Adult Slow Pitch Softball League Rules will govern league play with certain exceptions set forth in these rules and regulations. The Sierra Youth Sports Board of Directors has final authority over any disparities.

Liability

1. Persons or players participating or spectating in the Sierra Adult Coed Slow Pitch Softball League are not covered by insurance and the league does not assume responsibility for personal injury or property damage.

Conduct & Sportsmanship

1. Sierra Youth Sports 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 Sierra Adult Slow Pitch Softball League are requested to be mindful of our goal and to enforce and uphold the Code of Conduct at all times.

2. The League reserves the right to remove and/or prohibit a team, manager or any players from league play at any time due to inappropriate behavior or unsportsmanlike conduct. Additionally, the League 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 League.

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. Members of the Board of Directors may review any incident resulting in ejections or suspensions and issue harsher disciplinary action if deemed necessary.

Rosters and Player Eligibility

1. Participants must be at least eighteen (18) years of age.
2. Team rosters are limited to sixteen (16) players plus a playing manager. Rosters are due prior to the start of the first league game.
3. Players may be added or deleted until the fifth (5th) game of the season. Submit changes to the softball president via email at softball@sierrayouthsports.com. Additions must include name, address and phone number of new player(s).
4. The standard configuration for a coed team consists of five (5) females and five (5) males. However, a game may be played with a minimum of eight (8) players without forfeit. The number of males playing defensively must not exceed five (5). There is no maximum number of females.

Examples:

- a. If only (8) players are fielded, (5) males maximum and (3) females minimum are allowed
 - b. If only (9) players are fielded, (5) males maximum and (4) females minimum are allowed
 - c. If all (10) players are fielded, (5) males maximum and (5) females minimum are allowed
5. 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.
 6. Only rostered players and managers are allowed in the dugout. Family members and spectators are asked to sit in the bleachers.

Game Rules

1. There is a ten (10) minute grace period for all games. In the event a team does not have the minimum number of players after ten (10) minutes, a forfeit will be declared.
2. Managers are required to complete the line-up card PRIOR to the scheduled starting time of their game.
3. A game called on account of inclement weather will be made up if possible. The remaining schedule will stay the same
4. 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, or after time is out the game, the game will be recorded as a tie. -- one half win, one half loss for each team in the standings.
5. 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.
6. A maximum of ten (10) defensive players may play at anytime
7. There is a "mercy rule" in which a game will end any time if a team is ahead by 20 runs or more after (4) innings (3 -1/2 if the home team is ahead) or 15 runs or more after (5) innings (4-1/2 innings if the home team is ahead.
8. Teams may use a rover as the 10th defensive player. The rover must remain on the outfield grass until the ball is hit by the batter. Only a female is eligible to be the rover. NO male rovers.
9. No female player shall be thrown out at first base (force) either by an outfielder, including rover, or once a ball has reached the outfield grass.
10. 60 foot bases are used.

Batting / Baserunning Rules

1. Batting Order: Two separate batting line-ups will be used, one for females and the other for males. The manager shall indicate which sex will lead off the game and the sexes shall alternate from that point. Two players of the same sex may never bat in consecutive order unless a rule violation or automatic out is being enforced.
2. Complete Batting Order (CBO) will be in effect; teams must bat their entire roster. The starting batting order will be followed for the remainder of the game.
3. All batters will start with a "1 and 1" count (1 ball and 1 strike.)
4. A male batter who is walked on four (4) balls during his at-bat (regardless of number of pitches thrown) shall be awarded second base. If there are no outs or one out, the following female batter will bat. If there are two outs, the following female batter shall be awarded 1st base.
5. ALL foul balls are strikes. A foul ball with a two (2) strike count will result in the batter being called out.
6. No bunting is allowed. No chop hitting or slap hitting is allowed. (Umpire's Judgment).
 - a. Penalty: Batter will be called out.
7. A base runner may leave the base when the pitcher releases the ball.
8. No stealing is allowed.
9. No sliding is allowed.
10. Any batter that is hit by the pitch will not be awarded first base.
11. Any base runner that intentionally runs into a baseman will automatically be out and will be ejected from the game.
12. Coed teams may have an unlimited number of substitute runners for both men and women. The substitute runner must be of the same gender and a player can only be a substitute runner once per inning. A substitute runner is not allowed for a substitute runner unless the runner is injured.
13. Home run rule: Each team may hit one (1) homerun over the fence per inning. All other home runs that are hit over the fence, in the same inning, by the same team will be an out.

Pitching Rules

1. A legal pitch must arc higher than the batter's head and may not exceed 16 feet above the ground.
2. A pitched ball hitting any part of home plate or the plate extension is a strike.
3. A balk by the pitcher will not be penalized.
4. The pitching distance will be 43 to 50 feet.
5. A pitcher can be moved to another position on the field and return to pitch any time in the game, including in the same inning. If a pitcher is removed from the game defensively, he/she may still return to pitch.

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 (white,) and the batter-runner must use the outside base (orange.) 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. All bats must be USA/ASA Softball-certified single wall or a wood bat designated as "Official Softball".

- a. Women are allowed to use double wall or 100% composite barrel bats

- b. If a male uses a composite or double wall, his hit will automatically be recorded as an out and all base runners will return to their bases before the ball was hit.

- b. If a bat is on the Illegal Bat List, it is NOT PERMITTED for use

- c. 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.

- d. If an illegal bat is used, 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. Slow-pitch softballs sized 12" shall be used for all Coed games.