



**GLENDALE COMMUNITY SERVICES & PARKS
SPORTS OFFICE -(818) 548-6420 Fax 818-409-7144
Revised 01/03/2017**

MEN'S and COED SLOW PITCH SOFTBALL RULES AND REGULATIONS

The official rules governing play in the Glendale Slow-pitch Softball League shall be those of the Southern California Municipal Athletic Federation (SCMAF) except as amended in this publication.

A. Teams, Players and Rosters

- a. All teams are limited to 20 players on your active roster. Players must be at least 18 years of age or older and out of high school.
- b. No players may play on a team unless their name has been properly listed on that team's roster and said player has signed the roster and city release of liability waiver form.
- c. A player found to be playing or attempting to play under an assumed name or with another team illegally on the same night will be suspended and/or put on probation.
- d. The game in which said player participated in will be declared a forfeit and all players who played in that game will not be counted as an eligible game for the playoffs.
- e. Individuals may play on multiple nights of the week on different teams but not on two teams on the same night.
- f. **Players may not play on two Men's or Coed slow-pitch team's on the same night (see Sec A #c for consequences)**
- g. All rosters and additions are subject to the approval of the Sports Department, with the intention of maintaining an even competitive balance in all leagues.
- h. All roster changes must be turned in before the start of the 2nd half of the season (before your 6th game). Changes may be made to your roster by submitting the roster change form with all the required information to the Sports Department.
- i. After the 2nd half of the regular season additions may be allowed only under special circumstances and to avoid the team having to forfeit the season. (example, season ending injury, moved away, etc.). This request is considered a hardship request and has to be approved by the Sports Department.
- j. The season is comprised of 10 regular season games followed by a two game playoffs and championship game round. The Sports Office will make every attempt possible to try and make up any cancelled games due to inclement weather or unsafe playing conditions but cannot guarantee all games will be made up due to unforeseen circumstances or extreme weather conditions.

B. The Game

- a. Each team must pay \$20.00 in cash per game for the umpire/scorekeeper fees before the start of the game for your regular season game. Umpires and Scorekeepers are not required to carry change.
- b. Team managers must submit a starting line-up to the scorekeeper 10 minutes prior to the start of the game. All players listed on the line-up must be at the field and ready to play. When a player arrives after the line-up has been turned in, they must check in with scorekeeper and be placed on the bottom of the team's lineup.
- c. All line-ups turned in for your game must include first and last name of all players and be legible.(this is for playoff eligibility purposes).
- d. Scheduled game time is start time. Game clock starts at end of manager's meeting on the field. Umpires will have official timers and they will be started once managers meeting is concluded. Delay's by either team will not change start time but will result in reduced playing time.
- e. Start times for games during the week are as follows: **6:25pm, 7:35pm, 8:45pm.** Start times for Sunday games are as follows: 200pm, 315pm, 430pm, 545pm, 700pm, 815pm. FYI: Games may start as early at 1:45pm depending on schedules.
- f. **There will be no grace period for any games, however, any game started after the scheduled start time to allow for late arriving players will come off the game clock and must be agreed upon by the other teams manager and umpire.**
- g. If teams are tied in the standings, the team's record against each other will determine the tie breaker. If team's have identical records in games played against the other teams, the winner will be determined by highest run differential in the games played against each other. If there is a tie between 3 or more teams head to head record between teams tied will determine the tie-breaker.
- h. Infield practice between games will only be allowed if time permits. This is umpire discretion.
- i. It doesn't matter what dugout you take whether your HOME or VISITOR. Please remember to keep your back gate (closest to bases) closed at all times.
- j. Manger's meetings are mandatory before games. Umpires have been instructed to go over ground rules and policies before each game. Any person who represents the team will be considered the manager for the duration of that game. Umpires will only converse with the person who represented the team before the game.
- k. A team may play an entire game with 7 rostered players and a maximum of 20. No more than 10 players can play defense at any time. There is no DH rule in slow-pitch softball and you can bat a maximum of 16 players.
- l. **7 innings shall constitute a game except no new inning will be permitted to start after 60 minutes of play.** An inning started before the time limit expires will be

played to completion if the home team is behind. Stalling will be considered unsportsmanlike conduct and may result in ejections.

- m. **MERCY RULE:** If a team is ahead by 15 runs or more at or after 5 innings of play the game will be called according to the Mercy Rule.
- n. If teams are tied after 7 innings have been completed or 60 minutes of playing time is over then game will be called a tie (½ win and ½ loss in standings).
- o. The pitcher may pitch the ball to the batter at an unlimited arc, however the ball must arc over the said batters head at the plate or it will be called illegal pitch. The pitching rubber is 50 feet from home plate and we have the pitchers box which is 6 feet behind the pitchers rubber that the pitcher can pitch from anywhere in the box as long as one foot is in.
- p. **NO LEADOFFS** – A base runner must maintain contact with the base they occupy until the ball is hit whether fair or foul. Runners on first and third base may step off the base into foul territory after the pitch parallel to the bag after the pitch has been released by the pitcher. Baserunners are not required to re-touch after coming off the base for safety reasons. NOTE: Pickoff plays will be enforced on a legal pitch swung on and missed if the ball reaches the base before the runner returns.
- q. **COURTESY RUNNERS** – You are allowed unlimited courtesy runners, but a player can only run once in an inning as a courtesy runner and if the said player is on base when they are supposed to bat, they are automatically called out and stay on the base they were running from (no double courtesy runner or original runner return). If a team bats around you can get another courtesy runner for the same person just not the same person can run.

C. Forfeits

- a. A team will forfeit if they do not have 7 eligible players present at their assigned game time. **There will be no grace period for any games during the week or on Sundays.**
- b. If the umpire and scorekeeper are ready at game time and if both teams agree to wait for players, the start time will not change. Result – wait time reduces playing time.
 - i. **NOTE 1:** Men's Division – If a team does not have 7 eligible players at game time, they may use players from another team to make a team of no more than 8 players. Managers do not have to ask permission to borrow players to make a team of no more than 8 players. Teams will not be allowed to ask to borrow players beyond the 8 player rule and if your regular rostered players show up then the borrowed players must leave and you must do a straight substitution for borrowed players. Umpires and Scorekeepers will be enforcing this rule.

NOTE 2: Coed Division Only – If a team does not have at least 7 eligible defensive players at game time, they may borrow players from another team to make a team of no more than 8 defensive players. Managers do not have to ask permission to borrow players to make a team of no more than 8 players defensively. **Examples:** If a team has 5 Male Players and 3 Female Players then they can borrow 1 Female player to have 8 defensive players on the field, 4 Males and 4 Females but can still bat all 9 players. If they

have 3 Males and 3 Females they can borrow one Male and One Female to make a team of no more than 8 defensive players, 4 Males and 4 Females. **(New Rule Exemption: A team may play defensively with 5 Males and 3 Females on the field if there are no Female players to borrow or pick up for the game. These 8 players must be on the original teams roster though so teams cannot borrow a Male player to make 5 Males if they already have 4 Males at game time.** Teams will not be allowed to ask to borrow players beyond the 8 player defensive team rule and if your regular rostered players show up then the borrowed players must leave and you must do a straight substitution for borrowed players. Also, the normal Coed Defensive Team rules will apply if regular team players arrive. Umpires and Scorekeepers will be enforcing this rule.

- c. If the home team is shorthanded they have the right to give up home team to the visiting team (flip flop rule). If both teams do not have 7 eligible and have no players to borrow then it will be deemed a double forfeit and both teams have to pay \$20 forfeit fee.
- d. Any team that forfeits will owe \$40 in cash which must be paid within 3 days of the forfeit. Teams who call in forfeits into the Sports Department still owe \$40 in case. A team may not play their next scheduled game if the forfeit fee has not been paid. We have instructed umpires and scorekeepers to enforce this rule. Any team that does not fulfill this obligation could be dropped from the league and all players made ineligible to play on any other team.
- e. All games using “flip/flop”, “add a player” and/or “forfeited” will be recorded as an official game.
- f. A player found:
 - i. To be playing or attempting to play under an assumed name
 - ii. Not meeting league requirements to play
 - iii. Not properly listed on team roster
 - iv. Players may be suspended and/or banned during the season and any or all games played will be declared forfeits.
- g. Players must be able to provide valid ID anytime during a game they are playing in. If a player comes into questions, the manager on the opposing team, umpire, scorekeeper or any City of Glendale Staff member can request an ID check (remember if you request this you better be sure all your players have theirs also). If said player cannot provide adequate identification at that moment, then game will go on under “Player Protest”. Player in question must furnish his ID to the Sports Department within 24 hours of the completion of said game. If ID does not match player on score sheet, or player does not show ID within 24 hour, said game will be forfeited and player suspended.

D. End of Season Awards

- a. The winner of the championship game in each division will receive 15 individual Awards.

E. Protests

- a. Managers desiring to protest a game must notify the umpire and opposing manager at the time of protest (See SCMAF rulebook pg.59 Appendix A, Section 1) and file a written protest with the Sports Department within 24 hours of the

incident. No protest will ever be considered concerning the umpire's decision based on judgement. Only matters in interpretation of rules shall be considered a protest. Protests will be ruled upon if games have bearing on final standings.

- b. **A \$10.00 protest fee must accompany all protests.** If the protest is upheld the fee will be returned and the game replayed from the point of the protest if it has a bearing on league standings. If protest is overruled then the fee will go to the City of Glendale.
- c. Any protests during make-up or tournament games will be resolved by the umpires and/or field supervisor at the time the protest is filed. Intent of rule is to eliminate any unnecessary games and to resume play.

F. Fields and Ground Rules

- a. Glorietta Park 1725 Glorietta Ave., Glendale CA 91208
- b. Montrose Park 3529 Clifton Place, Glendale CA 91208
- c. Glendale Complex 2200 Fern Lane, Glendale CA 91208
 - i. **Sports Complex #2, Glorietta Park, Montrose Park**
 1. At these three fields we will be using the 1 homerun per inning rule (effective 01/31/2016). Each team is allowed to hit 1 over the fence homerun per inning for either visitor or home team, any ball that is hit over the fence in same inning is called an out. **Only the batter/runner who hit the ball over the fence is required to touch first base, all other runners can return to dugout once the umpire has deemed it to be an over the fence homerun.**
 - ii. **Sports Complex #3**
 1. Unlimited Home Runs. The ball must clear either the fence or netting to be deemed an over the fence homerun. **Only the batter/runner who hit the ball over the fence is required to touch first base, all other runners can return to dugout once the umpire has deemed it to be an over the fence homerun.**

G. Equipment

- a. Please refer to the City of Glendale Sports Department Banned Bat List to determine which bats can and cannot be used in either Men's League or Coed League. We allow all ASA/USSSA/NSA bats as long as they do not exceed the 1.20 BPF performance factor.
- b. Umpires may remove a bat at any time during a game that they deem is not up to specifications of the bat. If a bat is in question only the person who was at initial manager's meeting can ask an umpire to check a bat.
- c. Bats may not be altered in any way (shaving, rolling, end cap removal, etc.) to increase the bats performance level. If anyone is found to using a bat that has been altered in such a way, the player will be suspended from league play for a determined amount of time.
 - i. **The City of Glendale Sports Department reserves the right to weigh any bat they deem does not meet specifications. If said bat does not meet manufactured guidelines as stated above players will be ejected and suspended.**
- d. The Sports Department will provide all game softballs (Worth Hot Dot 52/300).
- e. SHOES. Shoes must be worn; bare feet will not be permitted. Metal cleats are not allowed. Use of molded rubber or multi-purpose shoes is recommended.

H. Inclement Weather

- a. Monday through Friday
 - i. If you have not heard from the Sports Department by 3:00pm on weekdays you may call (818)548-6420 x 1. Do not call before 3:00pm please. There will be a message stating whether or not the fields are playable. If there is no messages please go to your field and umpires/field supervisors will determine if games will be played.
- b. Weekends
 - i. If you have not heard from the Sports Department by 12:00pm on the weekend you may call (818)548-6420 x 1. Do not call before 12:00pm please. There will be a message stating whether or not the fields are playable. If there is no messages please go to your field and umpires/field supervisors will determine if games will be played.
- c. Rain Out Game Fees Policy
 - i. If a game is called because of inclement weather conditions and the game has not gone at least 4 innings then game fees will be returned to teams by the scorekeeper or umpire. Managers please make sure to collect your game fees from the scorekeeper or umpire before leaving the field.

I. Playoffs & Championship Game

- a. If your team qualifies for playoffs, each player must present a valid picture ID (Driver's license, CA ID, Work ID, etc.). FACEBOOK will not be ALLOWED. Any player who fails to produce a valid ID, said player will not be allowed to play. Players must play in at least 3 league games to be eligible for playoffs.
- b. The top four teams from each division will qualify for playoffs. Teams will be seeded 1 through 4 depending on regular season record. 1st seed will play 4th seed and 2nd seed will play 3rd seed. Higher seed in each playoff game will be home team and highest seed winner will be home team for championship game.
- c. Playoff games will follow regular season time limit and mercy rule. Championship games will have a 1 hour 15 minute time limit or 7 innings whichever comes first and mercy rule is 15 runs after 5 innings.
- d. **All playoff and championship games will have a two umpire system scheduled. The umpire/scorekeeper fee for these games is \$30.00 per team per game. (Effective 01/31/2016). If scheduling conflicts do not permit a 2 Man Umpire System then one umpire will be used and the \$20 game fee will apply.**

J. Rule Clarifications

- a. Warming up on Deck – All players may loosen up with no more than one softball bat at a time. No added equipment is permitted (donuts, fans, parachutes, etc.).
- b. Re-Entry – There is no re-entry rule in the Glendale Adult Slow-pitch Softball League. If a player is removed from the game, they may not re-enter.

K. Spectators

- a. Every team and team manager is responsible for the conduct of their spectators. **NO ALCOHOLIC BEVERAGES ARE ALLOWED IN ANY CITY FACILITY (City Ordinance Glendale Municipal Code (GMC) Section 9.20.140).** Any persons (spectators or players) not complying with this ordinance may cause forfeiture or game in session and all remaining games with no refund.

- b. Unsportsmanlike conduct by players or spectators will not be tolerated (See Section on Sportsmanship Conduct below).

L. Scorecards

- a. The team manager or players may look at the official scorecard after the game, however, the manager is required to stay at the scorekeepers table while doing so. The scorekeeper is required to always have the scorecard in their possession.

SPORTSMANSHIP CONDUCT RULES

The Sports Department insists upon good sportsmanlike conduct among all participants by implementing the following:

Smoking is not permitted in any outdoor facility in the City of Glendale (City ordinance 8.52.020 THROUGH 8.52.230, AND 1.20.010(d)). If a person is seen smoking umpires, scorekeepers and field supervisors will ask the individual(s) to extinguish the cigarette or other devise. Failure to do so will result in the possible forfeit of games and possible suspensions.

Drinking of Alcoholic Beverages is not permitted in any park facility in the City of Glendale (Glendale Municipal Code (GMC) Section 9.20.140) Any persons (spectators or players) not complying with this ordinance may cause forfeiture or game in session and all remaining games with no refund. If a person is seen drinking it has been forwarded to our umpires, scorekeepers and field supervisors by the City Manager to ask it be disposed of. Failure to comply will result in possible suspensions.

SPORTSMANSHIP CONDUCT RULES (Continued)

If a team player coach or manager has been ejected from a game for any reason either before, during, or after a game has been completed, that person will not be eligible to play or participate on the field, in the dugout, in the stands, or general vicinity of the park or city facility for their next scheduled game and any and all league games that they may play in on other nights during the week (**EXAMPLE: If you get ejected on Tuesday nights and play on a Wednesday night team you may no play until the following Wednesday night which would mean you miss your next Tuesday game and you have already missed your Wednesday game – This example also is to be followed if you play more then two nights a week.**) Umpires, scorekeepers and field supervisors have been instructed to enforce these rules per the City Manager. Umpires and Field Supervisors have the right to have an ejected players removed from park property if they deem they are a problem. If the player does no comply, their teams game may be forfeited and said player is subject to arrest. The Sports Department has the right to suspend participants for an appropriate length of time beyond the standard one week/game suspension based on umpires incident report and witness statements. Managers are responsible for their players conduct and will be held accountable.

ALL THE PRECEDING RULES ARE SUBJECT TO CHANGE, REVISION, AND INTERPRETATION BY THE SPORTS DEPARTMENT OF THE CITY OF GLENDALE COMMUNITY SERVICES & PARKS DEPARTMENT.