

# Summer 2021

## ADULT SOFTBALL

### RULES & INFORMATION

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**The City of Lakewood adult softball leagues follow the SCMAF Slow Pitch softball rule book unless stated otherwise below.**

#### **GENERAL RULES:**

1. **NO ALCOHOLIC BEVERAGES ALLOWED!!!** Lakewood Municipal Code, Article IV, Chapter 5, Section 400: “DRINKING IN PUBLIC PLACES. No person shall drink any malt, spirituous or vinous liquor containing more the ½ of 1% of alcohol by volume...within any area maintained by City for park and recreation purposes, or in any automobile parking lot... owned, maintained or operated by the City...” If a team or team spectator is in violation of this rule, the team may have their game(s) forfeited and may be subject to expulsion from the League with no refund.

2. An ejected player **WILL BE SUSPENDED FOR THAT GAME** and must leave the facility. In addition, the player will be suspended from the next schedule game. (Depending on the player’s actions, suspensions for additional games/season may result).

#### **TRASH TALKING, TAUNTING AND FOUL LANGUAGE**

The City of Lakewood Recreation Services Department and S.C.M.A.F. encourages League Directors and Game Officials to emphatically reject this negative activity. Behavior such as this only seems to make difficult situations worse. The greatest majority of players involved in the City of Lakewood and S.C.M.A.F. programs are looking for positive recreational activity. Everyone involved shares the responsibility of eliminating activity such as trash talking, taunting, and foul language from participants.

**If a team or a team spectator is in violation of good sportsmanship, the team may have their game(s) forfeited and may be subject to expulsion from the league without refund.**

3. **FIGHTING WILL NOT BE TOLERATED!** The Recreation Department will not tolerate anyone instigating or participating in any hostile actions towards players, officials or recreation staff. The length of suspension will be determined by the league director based on the official’s recollection of the events. There will be no protests accepted for the game in which the fight has occurred.

4. The rosters submitted for application to the league is the official roster of the team. Rosters are limited at all times to a maximum of 16 players. Slow pitch teams must maintain at least ten players on the roster at all times. **Each team will be limited to roster changes as follows:**

- Lakewood resident teams must maintain no fewer than eight Lakewood residents on the roster at all times. If a Lakewood resident is added to the roster, proof of residence must accompany the roster addition form in order for that player to count toward the minimum.
- Each manager has been provided with official forms for the roster changes. All additions must be submitted on the official form. No new payer is eligible until the written form is given to the

umpire/scorer prior to a game. New players must sign the roster change form before he/she is eligible.

- Each team may add five players, if a team needs to add more than five players, a \$10.00 administrative fee will be charged for each additional player.
- The last game to add/drop players is the fourth game of the season.
- Once a player's name has been dropped from the roster, he/she will not be eligible to compete with that team for the remainder of the season.
- All players are limited to playing on one team in any of the softball programs. For example, a player may not play on two Men's Slow Pitch teams. **PENALTY: Player is immediately declared ineligible, and the Adult Softball League Directors will determine subsequent eligibility.**
- Players must be at least 16 years of age. Players under 18 years of age must have a parental wavier signed. Note: Team roster is limited to a maximum of five players under the age of 18.

**PENALTY FOR VIOLATION OF ELIGILITY RULES:** *Any team discovered using an ineligible player (i.e. Non-roster player, player playing under assumed name, non-qualified pitcher, etc.) will be penalized with the declaration of each game involved forfeited and will receive (2) minus points in the standings for each game. In addition, the offending team will be placed on probation: **NOTE:** **With probable cause, an umpire or league director may ask for verification of identity from a possible illegal player. A team discovered by the umpire or league director to be playing an illegal player shall suffer the consequences stated above.***

5. Only the manager or designated player may address the umpire
6. Pitchers will be allotted three warm-up pitcher prior to pitching their first inning and one pitch prior to each succeeding inning they pitch. No balls will go out for warm-up for the infielder/outfielders after the first inning.
7. Games have a time limit of one hour or 7 innings. No new inning may begin after one hour. Games may go one additional inning only to break a tie, if time allows. **There is a 10 minute grace period for the first game only.** All other games, **GAME TIME IS FORFEIT TIME.** Game time will begin when the umpire calls both managers for the pre-game meeting.
8. **Any** game forfeited due to an insufficient number of players to begin the game will result in the loss of one point in standings for the team that forfeits. Forfeit of a practice game will also result in a loss of one point (i.e. the team that forfeits will start league player with "-1" championship point). Forfeits declared by the umpire due to player ejection or team misconduct will result in the loss of one point. Forfeits due to violation of player eligibility rules will cause a loss of **two points.**
  - Once a game has begun with a sufficient number of players, a team that cannot continue due to injury will not be assessed a penalty of a loss of one point in standings
9. No loud radios or distracting sounds are allowed from the dugouts.
10. The officials/scorekeepers score is the **final score.**
11. All bats will be sanctioned by A.S.A. rulings. If a bat is declared illegal for play by A.S.A. thus that bat will not be legal to use in the City of Lakewood Adult Softball League.

**12. All titanium, multiple wall, bats are banned in the City of Lakewood Adult Softball Leagues. No bat may exceed 1.20 performance levels. Players using a banned bat will be ejected from the game and the next scheduled game.** (Does not apply to Bat Provided and Wood Bat leagues). If you have a question regarding the legality of a specific bat, please contact Jonathan Gorne at [jgorne@lakewoodcity.org](mailto:jgorne@lakewoodcity.org)

**\*Single wall two-piece bats are allowed. A composite handle is allowed, if the barrel is single wall non-composite.**

**13. PROTESTS:** Disputes involving rule interpretations may be protested by the manager of the team by orally informing the umpire before the game resumes, following the incident.

- A team's use of an ineligible player must be protested **by the Manager** prior to or immediately after the player's first at bat. (i.e. before the next batter following the protested player receives his/her first pitch).
- In protest situations regarding rule interpretation or a player's eligibility, in addition to the protest lodged on the field, a written protest **signed by the protesting team's manager** must be submitted to the Recreation Department at City Hall no later than 5:00 p.m. the next working day. Protests involving judgment will not be considered. If protest is upheld, the game will be replayed from point of protest, **only** if protested call had a bearing on the outcome of the game.

**14.** Non-playing personnel are not allowed on the playing field or in the dugouts (i.e. cameramen, batboys, etc.)

**15.** No steel cleats allowed at any time during any game. A player caught using illegal cleats will be ejected from the game immediately. The player will be ejected from the next schedule game as well.

**16.** All SCMAF slow pitch base-running rules will be in effect

**17.** No base stealing. Runners may advance only on hit ball. Runners may lead off only after ball leaves pitcher's hand. (See SCMAF rule book for details on these rules.)

**18. Pitching** - The pitcher shall deliver the ball to the batter at a **moderate** speed. The ball must arc higher than the batter's head as a minimum, and not more than 16 feet above the ground. If, in the opinion of the umpire, the ball is pitched too fast, or without proper arc, it shall be called a ball unless the batter attempts to hit pitch, in which case the pitch shall be considered legal.

**19. Strike Zone** - The strike zone shall be determined by a rectangle on the ground extending 17" back from the rear point of home plate, making a 17" by 34" STRIKE ZONE. A legally-pitched ball not struck at, that touches any part of the strike zone, will be ruled a strike by the umpire. Catcher must allow the ball to land on the strike zone for a called strike.

**20. Warm-up Rule** – Pitcher's will be allotted three warm-up pitches prior to pitching their first inning and one pitch prior to each succeeding inning they pitch. No ball will go out for warm-up for infielders/outfielders after the first inning.

## 21. General Rules:

- **Game balls and umpires will be provided**
- **Use 12” Softball**
- **Pitching height is 16 feet**
- **Batters start with a 1-1 count**
- **60’ bases in all leagues**
- **Double bag at first base for all leagues**
- **50’-56’ pitching distance for slow pitch**
- **There is NO MERCY RULE IN EFFECT**

### *A DOUBLE BASE is used at first base. The following rules apply.*

- A. A batted ball hitting the inside base shall be declared fair and a batted ball hitting the outside base shall be declared foul.
- B. Whenever a play is being made on the batter-runner must use the outside base. 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.
- C. The batter-runner must see the outside base on the first attempt at first base, however, should he reach and go beyond first base, he must return to the inside base.
- D. Should the batter-runner round the base on a hit to the infield or outfield, he must return to the inside base.
- E. On any force-out attempt by the defense from the foul side of first base, the defense and batter-runner may use either base.
- F. In the case that a batter-runner touches the incorrect base, it shall be treated as though said batter missed the base. If an appeal is made prior to the batter-runner returning to the base, said batter-runner shall be declared out.

## **PLAYERS CODE OF CONDUCT:**

**The Player’s Code of Conduct is governed by S.C.M.A.F and the City of Lakewood Softball League. Procedures covering its use and implementation and any penalties necessary are the responsibility of S.C.M.A.F. and the City of Lakewood Softball League.**

**Sec. 1: NO PLAYER SHALL:** At any time lay a hand upon, push, shove, strike, or threaten to strike an official.  
**PENALTY:** Officials are required to immediately suspend the player from further play and report such a player to the league Executive. Such player shall remain suspended until his/her case has been considered by the Executive Committee.

**Sec. 2: NO PLAYER SHALL:** Refuse to abide by official’s decision.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such a player to the league Executive. Such player shall remain suspended until his/her case has been considered by the Executive Committee.

**Sec. 3: NO PLAYER SHALL:** Be guilty of objectionable demonstration by throwing a glove, bats or any other forceful action.

**PENALTY:** The degree of infraction of this tenet of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty or removal from the game. Officials are required to immediately suspend from further payer, and player who throws a bat in an unsportsmanlike manner.

**Sec. 4: NO PLAYER SHALL:** Be guilty of heaping personal, verbal abuse upon any official for any reason or imaginary wrong decision of judgment.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such a player to the league Executive. Suck player shall remain suspended until his/her case has been considered by the Executive Committee.

**Sec. 5: NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain.

**PENALTY:** The degree of infraction of this tenet of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game.

**Sec. 6: NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing team.

**PENALTY:** Officials are required to immediately suspend the player form further play.

**Sec. 7: NO PLAYER SHALL:** Be guilty of using physical attack as an aggressor, upon any player, official or spectator.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such a player to the league Executive. Suck player shall remain suspended until his/her case has been considered by the Executive Committee.

## **PROCEDURES FOR INCLEMENT WEATHER:**

On days when weather conditions may be a concern, (i.e. rain, day(s) after rain, severe wind or smog alert) a manager may call Mae Boyar Park (562-925-6912) when there are any questions regarding the schedule. Please call after 3:00 p.m. on weekdays/12:00 noon on weekends and the park staff will be able to advise you of the current conditions. If games have not yet been cancelled, teams should be prepared to play. However, please note, that a game can and will be called as late as the scheduled game time, if necessary.

## **DETERMINATION OF LEAGUE CHAMPIONS:**

### **Men's Slow Pitch and Ko-Rec Slow Pitch:**

- At the conclusion of ALL league play, there will be a single elimination playoff tournament. The tournament will take the top four places from each league. If a tie exists at the end of league play, head-to-head play will be the first tie breaker. If head-to-head record does not break the tie, and the tie:

- Exists between two teams already qualified for the tournament - a coin flip will determine seeding.
- Exists between two teams tied for the fourth and final playoff spot - a one-game tie breaker will be played to break the tie.

**Standings:**

- League Standings will be available at [www.lakewoodcity.org/sports](http://www.lakewoodcity.org/sports) every two weeks beginning with the third league game. Standings will also be emailed every other week during the season.

## **PICKUP PLAYER RULE**

This rule is to minimize or prevent on-field forfeited games .

**\*\* THE FOLLOWING IS ACCEPTABLE ONLY WITH OPPOSING MANAGER CONSENT ... WITHOUT CONSENT PENALTIES WILL BE APPLIED \*\***

1. With the Opposing Manager’s consent, a team may utilize up to **four (4)** "Pickup Players" to bring the total number of players to ten (10). The total number of pickup players allowed is also at the Opposing Manager’s discretion – he/she can limit you to playing with **ONLY** the minimum needed of eight (8).
2. **ILLEGAL PLAYER PENALTIES:** If, at any point during a game, an **“ILLEGAL” player** is discovered by a Lakewood Official and/or Opposing Manager, the Opposing Manager will be consulted as to whether they wish to **(A) remove the ILLEGAL player from the game** (may result in your team forfeiting if you no longer have the minimum number required to play), **(B) continue playing using the PICKUP PLAYER RULE**, or **(C) receive automatic WIN by FORFEIT due to cheating – NO EXCEPTIONS / NO DISCUSSIONS.**
3. If a rostered team member(s) arrives late, the corresponding number of "Pickup Players" must leave the game.
  - “Pickup Players” may **ONLY** play the following defensive positions: **CATCHER OR RIGHT FIELD** (RIGHT-CENTER AND LEFT-CENTER FIELD allowed if more than 2 “Pickup Players” are used).
  - “Pickup Players” may **ONLY** bat at the **BOTTOM** of a lineup.
  - “Pickup Players” may **NEVER** be used during Playoff and/or Championship games.
  - “Pickup Players” must be 18 or older.
  - “Pickup Players” must be a player in a Lakewood Adult Sports program.
4. **LINEUP CARD REQUIREMENTS:** Managers, you **MUST** make it clear to the Scorekeeper when using “Pickup Players”.
  - List on the lineup card as **PICKUP PLAYER** or put a **P** in front of their name **CLEARLY**.
  - “Pickup Players” must sign the lineup card using their **REAL** names.
  - “Pickup Players” may not be placed onto a lineup under a rostered player’s name – this is **ILLEGAL**

**NOTE:** If the opposing manager consents to the “PICKUP PLAYER RULE” **they have WAIVED any “win” by forfeit they may have received and the game will be played as normal.** The game will be considered a LEGAL game. **\*\* No protests related to player eligibility will be accepted after a game is played \*\***

## **GAME TIMES/FORFEITS**

A forfeit will be declared when a team does not have eight (8) eligible players on the field ready to play at the following times:

### ***FRIDAY EVENINGS:***

*Game Times:*

- 6:00 p.m.
- 7:15 p.m.
- 8:30 p.m.

*Forfeit Times:*

- 6:10 p.m.
- *Scheduled game time or conclusion of the preceding game (whichever is later)*
- *Scheduled game time or conclusion of the preceding game (whichever is later)*

### ***SUNDAY AFTERNOONS:***

*Game Times:*

- 1:00 p.m.
- 2:15 p.m.
- 3:30 p.m.

*Forfeit Times:*

- 1:10 p.m.
- *Scheduled game time or conclusion of the preceding game (whichever is later)*
- *Scheduled game time or conclusion of the preceding game (whichever is later)*

## **BAT PROVIDED LEAGUES**

The bats provided for league play are the property of the City of Lakewood. Any intentional damage to a bat before, during or after a game will be cause for an immediate ejection for that player. In addition, the responsible player/team will have 3 business days to provide payment for a replacement bat. Failure to provide payment will result in forfeiting every game until payment has been received.

## **SUPPLEMENTAL GROUND RULES**

Balls hit into the basketball courts at San Martin Park (over, under or through the fence) will be awarded three (3) bases.

# **MEN'S SLOW PITCH RULES**

## **LINE-UP/SUBSTITUTION**

Prior to the beginning of each game, the manager will declare the method of lineup to be used by his team: REGULAR or FREE.

The REGULAR method will consist of the traditional lineup of ten players playing both offense and defense. A player may be replaced by a substitute at which time the removed player is not eligible to participate for the remainder of that game.

The FREE method allows a team the option of batting any number of legally rostered players from 10-16 with any remaining players withheld as substitutes.

In either FREE or REGULAR method, substitutes must be designated prior to the game.

Any batter failing to bat for any reason, regardless of number of batters in the batting order, will be called out the first time his/her spot is skipped in order. If the player is unable to continue in the game, his or her spot in the line-up will be skipped for the remainder of the game with no further penalty.

The choice to play REGULAR or FREE may not be changed once the game has begun.

The purpose of this rule is to enhance the recreational philosophy of the program. There is no disadvantage imposed on any team, as everyone has the freedom of choice, yet the ability to involve more players on a regular basis is created.

**NOTE:** Any player arriving late may play. If a regular lineup has been declared, he/she may enter as a substitute. In a free lineup, he/she must be placed at the bottom of the existing lineup.

## **RULES EMPHASIS**

1. If the second foul ball after two strikes (four-strike rule) is caught on the fly and the fielder remains in live playing area, the ball is alive and in play. Runners may advance as on any other fly out.
2. Infield fly rule is enforced in Men's Slow Pitch.



# **KO-REC SOFTBALL RULES**

## **LINE-UP/SUBSTITUTION**

All team members must bat. The batting order must alternate male, female, etc. The original batting order cannot change during the game, unless to add late-arriving players.

(Roster players arriving late may be inserted at the end of the lineup.) At no time may two males bat consecutively for a team. If a team has more male players than female, the team may form two separate batting orders male and female players and alternate between two lineups.

Team X has five females and seven males. Two batting orders are created:

- |          |          |
|----------|----------|
| 1. M - 1 | 1. F - 1 |
| 2. M - 2 | 2. F - 2 |
| 3. M - 3 | 3. F - 3 |
| 4. M - 4 | 4. F - 4 |
| 5. M - 5 | 5. F - 5 |
| 6. M - 6 |          |
| 7. M - 7 |          |

The order in which Team X players bat will be:

- |          |           |           |
|----------|-----------|-----------|
| 1. M - 1 | 6. F - 3  | 11. M - 6 |
| 2. F - 1 | 7. M - 4  | 12. F - 1 |
| 3. M - 2 | 8. F - 4  | 13. M - 7 |
| 4. F - 2 | 9. M - 5  | 14. F - 2 |
| 5. M - 3 | 10. F - 5 | 15. M - 1 |

Eventually, M-1 will follow F-3, F-4, F-5.

**\*If a team only has 8 players present, the ratio must be either 4:4 or 5:3 women:men. A 3:5 women:men ratio will not be allowed.**

## **RULES EMPHASIS**

1. Infield fly rule will not be enforced.

## **DEFENSIVE ALIGNMENT**

A minimum of three outfielders must remain behind an outfield restriction line (180-foot arc from home plate) until the batter swings at the pitch. (When a female is batting, the rover may be any player, male or female.)

**Penalty:** Batter awarded first unless he or she reaches first safely, in which case no penalty will be imposed.

The SCMAF intentional walk rule will be implemented as stated below:

**\*A male batter who is walked on four consecutive balls with no strikes thrown during his time at bat shall be awarded second base. Base runners advance only if forced to vacate their bases.**