

## Slow-Pitch Softball Rules

### 1. Rules

- A. Game time is forfeit time. (Ten minute grace on all games.)
- B. Southern California Municipal Athletic Federation Rules (S.C.M.A.F.) will be the official rules with the exceptions detailed in the El Cajon's Slow-Pitch Softball Rules.
- C. First named team is "home" team.
- D. If, for lack of players, an official game cannot be started at game time and both managers agree, a player currently playing or having played for another team may be picked up for an official game. If the game is played, the score stands. If one manager wishes to call the forfeit, no game will be played during the allocated time period. Any illegal player protest must be handled according to protest policy.
- E. A fifteen run rule will be in effect after five complete innings. (Example: after five complete innings, the score is 20-5, the game would be called.) This rule is optional and must be declared prior to the game. The fifteen run rule is mandatory in post season play.

### 2. Time Limits

- A. Time limit of one hour and five minutes will be imposed for each game. The umpire has the official time. No warm-up pitches after the first inning.
- B. All play stops after one hour and five minutes. If an inning is not completed, the score reverts to the previous inning.
- C. If, after seven innings, the game is tied and time is available, extra innings will be played. If the tie is not broken in complete innings before the time limit expires, both teams will receive  $\frac{1}{2}$  a win and  $\frac{1}{2}$  a loss. When a game is called the score shall be what it was at the time the game was called if the team second at bat has more runs than the team first at bat or if the team second at bat has in that inning tied the score. If the team second at bat has fewer runs than the first team at bat when the game is called, the score shall be that of the last completed inning by both sides. Tournament games will be played with a one hour forty minute time limit. If the tournament game becomes a regulation drawn game, the winner will be decided by the number of base runners left on base. In the event there is still a tie, total hits will decide the winner. Championship games will be played until a winner is decided.
- D. Regular S.C.M.A.F. Slow-Pitch Rules will govern all situations not covered by these rules.

### **3. Players**

- A. A maximum of seventeen players on a roster; ten players constitute a full team.
- B. Ten players make up an official game. However, a game may be played without forfeit with eight rostered players. (Minimum of 4 women required for co-rec, courtesy runners must be same gender as individual being replaced).
- C. All players must be eighteen years of age or older.
- D. Free substitution; however, the substitute must play at least three outs in the field before he or she may bat, and must take the place in the order of the player substituted for.
- E. If a team has only nine players and a player must leave the game due to an injury, the game may continue. No team may play with less than eight players at anytime.
- F. No metal spikes or cleats allowed. Molded one-piece rubber cleats or gym shoes may be worn. Shoes are mandatory. No street shoes are allowed.
- G. No drinking is allowed on school or park grounds. Any player who has been drinking will be removed from the league. Any team whose fans or players are consistently observed violating the no beverage prohibition will be removed from the league.
- H. Players may not play on more than one team in the same league during a season.
- I. Players must play in 50% of the league games to be eligible for post-season play; exceptions to this must be approved by the league supervisor.
- J. Co-Rec only: A minimum of three outfielders must remain behind an outfield restriction line (160 arc from home plate) until the batter swings at the pitch. Penalty: Batter will be awarded first base unless he or she reaches the base safely.

### **4. Pitching**

- A. The ball must arc higher than the batter's head.
- B. The ball must not exceed a height of more than twelve feet above the ground.
- C. If the arc or height rules are violated, the pitch shall be called a ball.
- D. The pitcher must present the ball in one or both hands with one or both feet in contact with the pitcher's rubber.
- E. A pitched ball not struck at that touches the ground before crossing home plate shall be called a ball and declared dead. If the ball touches the ground and the batter swings and hits or misses it, the pitch will be ruled a strike and declared dead and the batter is out.
- F. The pitching distance for men's league and co-rec league is 46'
- G. The pitching distance for the women's league is 40' (46' optional).

### **5. Strike Zone**

- A. The strike zone shall be 17" from the rear of the plate making a 17" by 34" rectangle. A legally pitched ball not struck at that lands on any part of the strike zone including the plate will be ruled as a strike.  
NOTE: The catcher must let the ball land on any part of the strike zone to be called a strike (for safety purposes).
- B. When, after having two strikes, the batter hits a second foul ball (4 Strike Rule), the batter is out. If the ball lands or is touched and not caught in foul territory, the ball

is dead; if the batted ball is caught on the fly and the fielder remains in live playing area, the ball is alive and in play.

NOTE: Any ball hit over the south property line of Wells Park on the fly will be an automatic out.

## **6. Batting**

- A. A team will have the option of batting their entire roster or any number of players from ten to seventeen. If only eight players are present, an official game may take place. The batting order will be established prior to game time. Any player that shows up after the game has started, in order to bat, must be substituted in. However, if their team is batting all players present with no subs on the bench, the late player has the option of being added to the bottom of the line-up or can be used as a substitute. If the player shows up late and their team is not batting all players present, the late player, if he/she is to bat, must be substituted in for another player. Any player who substitutes in must play three outs in the field prior to batting. If a team is batting all players present, it is not necessary for them to play in the field prior to batting. If a team is batting a portion of its players, those players who are batting can alternate in on defense. Playing in the field for three outs prior to batting is only required for players who come off the bench as substitutes.
- B. Batting out of order will not be an appeal to play. When the error in batting is discovered, the scorekeeper shall call the correct batter who will then take the place at bat. If the error is discovered while the incorrect batter is at bat, the correct batter shall take his/her place and assume any balls and strikes. If the error in batting is discovered after the incorrect batter has completed their turn at bat before there has been a pitch to another batter, go by the following:
  - 1. If the incorrect batter reaches base safely, all advancement of other runners and scoring is nullified and the correct batter shall bat with all runners to return to their original bases. There is no penalty to the incorrect batter.
  - 2. If the incorrect batter gets put out, the out will stand and the player who should have batted will lose his/her turn at bat and the next batter shall be the player who follows the incorrect batter.
- C. If a player has been removed from the line-up and has not been substituted for, that player removed shall be called out for failure to bat. There will be no further penalty to that player for failure to bat.
- D. The person at bat shall not deliberately bunt or chop at the ball. Batters will be declared out and runners may not advance. It will be treated as a dead ball.
- E. Co-Rec Only: Players must bat in alternating order male/female. In situations where there are an odd number of players 2 women would bat consecutively.
- F. Co-Rec Only: A male batter who is walked on four consecutive balls with no strikes thrown during his time at bat, or intentionally walked, shall be rewarded second base. Base runners advance only if forced to vacate their bases. The female batter following the male batter who was walked has the option of hitting or walking. The male batter who intentionally was walked shall touch first base, then proceed to second base. Bases must be touched in legal order. Failure for a runner to follow this order will cause said runner to be called out for taking second base illegally. The female batter who follows an intentionally walked male batter and requests the option to be walked, must make this request from the batter's box.

## **7. Base Running**

- A. A runner may lead off after the ball leaves the pitcher's hand. Runners will be called out if they lead off before the ball is pitched.
- B. Base runners are not required to slide when approaching the base or home plate. They have the option of running to the base standing, sliding or giving themselves up, "surrendering to the out." The intent of this rule is to avoid collisions whenever possible. At no time do we insist or make it mandatory for anyone to slide.
- C. 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.
- D. A base runner, by coming into a base standing up causes contact with a player attempting a double play, that base runner and the batter runner may be called out. If the umpire deems the action as flagrant, the base runner may also be ejected.
- E. At a close play at home plate, runners are encouraged to score on the carpet and the catcher is encouraged to take the plate to avoid collisions.

## **8. Stealing**

- A. No base stealing. If a runner advances illegally to the next base, he/she is declared out. If the runner does not touch the base and is returned to his legal base, he can be forced out if the throw reaches the base first.
- B. If the ball is thrown to any fielder other than the pitcher and a dropped ball or an overthrow of the intended fielder results, the force is removed. All runners may advance at their own risk and need not retouch.

## **9. Equipment**

- A. League will provide a game ball. Home team is responsible for providing one good softball for back up.
- B. All bats must meet current City of El Cajon "bat rule" criteria. Please consult bat rule memo for specific conditions or contact league director with questions.
  - a. All players may loosen up with only one official softball bat or approved warm-up bat. No added equipment may be attached to a bat such as a donut, fan, etc., when loosening up, except for the "Pow'r Wrap" type bat weight.

The degree of infraction of this rule shall, in the official's judgment, draw a minimum penalty of a warning or a maximum penalty of removal from the game with possible suspension to follow or forfeiture by team of game in question.

## **10. Player/Fan Conduct**

- A. The S.C.M.A.F. players code of conduct will be in effect.

## **MANAGERS PLEASE NOTE THE FOLLOWING ITEMS**

1. Please let the staff at Kennedy Center know about any new telephone numbers.
2. Please make sure all of your players have signed the roster.
3. During inclement weather, it is your responsibility to call Kennedy Center, 441-1676, after 2:00 PM to find out if the games have been rescheduled.
4. No alcohol in the park.
5. If you cannot field a team, please let us know as soon as possible.
6. Please get your line-up to the scorekeeper 10-15 minutes prior to game time, with first and last names.
7. Please leave the dug-outs clean.
8. It is the manager's responsibility to be certain of the legality of any bat used by their team during league play.
9. Remember this is a recreation league. HAVE SOME FUN.

Thank You,

EL CAJON RECREATION DEPARTMENT STAFF