



City of Burbank
Parks and Recreation Department

ADULT SPORTS MEN'S SLOW PITCH SOFTBALL LEAGUE RULES AND REGULATIONS

The rules of the Southern California Municipal Athletic Federation (SCMAF) shall be enforced in the Burbank Parks and Recreation Department Slow Pitch Softball program, except as amended below:

I. GENERAL RULES

- 1) Teams will be classified by the immediately preceding season's final standings. The number of Divisions within the League will generally be between 4-8.
- 2) Typically, the Divisions are A through G depending on the night and number of teams.

II. PRE-GAME PLATE MEETING

- 1) At the start of the game, each team shall designate their Head Coach.
- 2) The Head Coach shall meet with the umpires prior to the start of the game to discuss ground rules, official start time, any special rules that are pertinent to the game.
- 3) Plate Umpire shall announce game time after the pre-game meeting.
- 4) The Coach, who attended the plate meeting, will be the only individual to enter the playing field for the purpose of necessary time outs, rules interpretations by the Umpires or to attend an injured player.

III. EQUIPMENT

1) Balls

- i. Diamond .44 core, .375 Compression balls will be furnished for each game. The umpire will have backup balls when they go out of play.

2) Shoes

- i. Players must wear appropriate athletic shoes while playing. Rubber cleats are acceptable. Metal cleats of any kind are not acceptable.

3) Bats

- i. Prior to being used in a game, all bats must be checked and approved by Sports Office staff and validated for use with the current season sticker.
- ii. Bats shall be made of Wood or Metal; no 100% Composite or double-walled bats – (handles may be composite, barrels can only contain metal or wood).
- iii. Bats must be a USA Softball certified single wall (which includes Fast Pitch) or a wood bat designated as "Official Softball".
- iv. Bats prior to 2000 can be used if the umpire deems it legal.
- v. A list of currently unacceptable bats will be available at the Sports Office upon the request of the teams, or online through <https://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment> Certified Equipment-Bats
- vi. **Altered/Illegal Bat Policy**
 1. Umpires will inspect all bats prior to the start of the game to check for validity and approval sticker.

2. The umpire will remove non-approved, illegal, or altered bat(s) from the game and inform the manager.
- vii. Entering the batter's box with an illegal, non-approved or altered bat will result in the following penalty.
 1. **EFFECT:** The ball is dead, the batter will be called out and if a pitch was thrown and contact made, all runners must return to the last base occupied at the time of pitch. The bat will be removed, the manager will be warned and the player disqualified from the remainder of the game.
- viii. When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat previously identified by the umpire during the pre-game conference or used by a prior batter (whether a pitch is thrown or contact is made or not)
 1. **EFFECT:** The manager and the player are ejected from the game and will serve a one-game suspension, and the team shall forfeit the game. The score will stand as long as the team receiving the forfeit is ahead by more than 15 runs, otherwise, the score will reflect 15-0.

IV. REGULATION GAME

- 1) All games will be scheduled for 7 innings or a time limit of 1 hour 10 minutes and if the home team is losing, the inning must be completed if the time limit has expired.
- 2) No new inning will be started after 1 hour and 10 minutes.
- 3) **Playoffs:**
 - i. Semi-final and championship games will be seven innings regardless of the time limit; however, the mercy rule is still in effect.
 - ii. For playoffs or championship games, the game will end after 5 innings or 4 ½ innings if the home team is ahead by 14 runs.
 - iii. If the playoff and championship games are played on one night/day, the semi-final games will be time limit; Championship game will be 7 innings.
- 4) **Radical Run Rule:**
 - i. A 14-run lead will constitute a radical score. Any game with a 14-run lead after 5 innings or 1 hour may be called with the consent of the losing manager. If the losing manager wishes to continue, the game will stop at 1 hour and 10 minutes without completing the inning regardless of which team is at bat.

V. INFIELD PRACTICE

- 1) There is no infield practice. Games will begin on time.

VI. DUGOUTS

- 1) Home team will occupy the bench on the third base side of the field.
- 2) Visitors will occupy the first base side.

VII. SUBSTITUTION

- 1) Teams have the option to use Straight Substitution or Free Substitution during the game. The team manager must declare at the pre-game meeting, which type of batting order will be used, for the game.
 - i. Free Substitution: If a team used free substitution, they must list all their players on the lineup card and maintain the same batting order for the entire game. Players may play any position defensively and enter or re-enter the game as often as necessary without penalty.
 - ii. Straight Substitution: If a team wishes to bat only 10 players, they must list the 10 players as batters on the line-up card. The remainder of the players must be listed as substitutes and the team does not have the ability to use the Free Substitution rule once the line-up card is official. The line-up card is considered official when accepted by the plate umpire. Any changes after

that point will be considered a substitution. All starters may re-enter the game 1 time without penalty during the game.

VIII. **CONFERENCES**

- 1) Defensive: There will be 1 charged conference between the Manager or other team representative with each pitcher in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.
- 2) Offensive: Shall not be allowed more than 1 offensive conference each half inning. Additional requests in the same inning shall be denied by the umpire.

IX. **BATTING**

- 1) Batters will begin with a 1 and 1 count.
- 2) No bunting is allowed.
- 3) No chop hitting or slap hitting is allowed. (Umpire's Judgment).
 - i. **Penalty:** Batter will be called out.
- 4) When the count contains 2 strikes, batters will be able to foul off one more pitch. The Batter will be called out if they foul off any additional pitch.
- 5) The opposing manager can request the Umpire to have any batter given an intentional walk without having to pitch 3 straight balls to the Batter.
- 6) **The Batter will be called out under the following circumstances:**
 1. If he/she steps on or in front of the home plate or steps outside the Batter's box dimensions and makes contact with the ball. Dimensions are 7 feet long and measure 4 feet up from the center of the plate and 3 feet back from the center of the plate.
 2. Takes a running start from behind the plate to make contact with the ball, no pitch will be called, and a warning will be given to the Batter. If the Batter continues to take a running start, they will be called out.

X. **BASES**

- 1) The double base will be used at first base. On all plays being made on the batter-runner going to first base, the batter-runner must use the outside base and the fielder must use the inside base.
- 2) If the batter-runner does not touch the outside base, they will be considered to have missed the base and subject to being put out on appeal, unless they re-touch the base before a play is made on them.
 - i. **Exceptions:**
 1. If the ball is thrown from the foul side of the first baseline.
 2. When an errant or missed throw pulls the defensive player into foul ground
 3. If when using the double base, and there is a force play by an infielder on the batter-runner, the batter-runner, in any way, interferes with the fielder's ability to make the play while on the inside base, interference will be ruled on the batter-runner and all other runners will be returned to the base last occupied at the time of interference.

XI. **BASE RUNNING**

- 1) A base runner may leave the base when the pitcher releases the ball.
- 2) No stealing is allowed
- 3) The catcher may pick off runners. This is considered a force out. No tag is required.
- 4) Runners may advance at their own risk if a play is made on another runner, not on a battery error.
- 5) **COURTESY RUNNERS:**
 - i. Each team will be allowed a maximum of 2 courtesy runners per sex.
 - ii. All courtesy runners must be the last out of the inning. if there are no outs or the last out is on base, at bat, or on deck, then the courtesy runner will be the last batter scheduled to bat in that inning.

- iii. If a batter had a courtesy runner in the same half inning and that player bats again, they can be a runner again without counting towards the 2-runner maximum.
- iv. If the correct courtesy runner is not used, the incorrect courtesy runner will be declared out once the pitcher has made one pitch to the next batter and the umpire or the defensive team discovers it.

XII. **DEFENSIVE TEAM**

- 1) Defensive team shall consist of 10 players. The game may be played with a few as 8 players.
- 2) All outfielders must be on the grass when the batter hits the pitch.
 - i. EFFECT: Batter will be awarded first base unless they reach the base safely.
- 3) All infielders must be on the infield dirt when the batter makes contact with the pitch.
 - i. EFFECT: Batter will be awarded first base unless they reached the base safely.
- 4) Infield/Outfield must have a minimum of 2 players and a maximum of 4 players excluding the battery.

XIII. **PITCHING**

- 1) No more than two warmup pitches are allowed between innings.
- 2) Pitching height is from 6 to 16 feet.
- 3) Pitching distance is 50 feet.
- 4) A line will be drawn at 56 feet; the pitcher may start their delivery with one foot anywhere between the 50 and 56-foot line.
- 5) No more than 2 warmup pitches are allowed between innings.

XIV. **JEWELRY RULE**

- 1) Exposed jewelry such as wristwatches, bracelets, large or hoop-type earrings, and neck chains may not be worn during the game. Medical Alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body.
- 2) Casts or splints may not be worn during the game under any circumstances.

XV. **TIE BREAKER**

If a league game is tied after the time limit or 7 innings, the following tiebreaker will be used.

- 1) Each team will designate 3 hitters. The visiting team will bat first, home team will bat second.
- 2) The team will bat their 3 hitters. If a batter reaches first base safely, he/she becomes a base runner.
- 3) The 3rd batter will be considered at-bat with a two-out situation.
- 4) All batters must complete their turn at bat.
- 5) Base on balls may be accepted or declined by the offensive manager. If declined, the batter will bat again at the end of the 3-person order.
- 6) The total number of bases accumulated by the three hitters will determine the winner.

XVI. **FORFEITS**

- 1) Teams consist of 10 players, (8 are needed to start and complete a game.)
- 2) If a team does not have the minimum number of players to start the game, if they have 7 present, they will automatically become the visiting team and bat first. If by the end of their turn at bat, they do not have the minimum numbers of players required (8), they will forfeit the game. If both teams do not have the minimum numbers of players to start the game, it will be a double forfeit.
- 3) When a team forfeits their scheduled game, it will be recorded with a score of 15-0 against the forfeiting team. A \$10 forfeit fee will be posted on the manager's account and must be paid before the next scheduled game.

XVII. **PROTEST AND PROCEDURES**

- 1) Eligibility protest for players may occur at any time during the season but must be recorded at the game. When a player's eligibility is in question, the following procedures will be followed:
 - i. The staff will request the player in question to sign the scorecard and produce a valid picture ID.
- 2) If it is found the player is ineligible or the requirements listed above are not met:
 - i. **EFFECT:**
 1. Forfeiture of the game(s) the player has participated in for the season.
 2. Suspension of the player for the remainder of the season
 3. Minimum two game suspension of the manager of the team(s) involved.
- 3) All rule interpretations (Protest) must be ruled on at the field with the umpires and staff before the next pitch. No formal protest may be filed with the Sports Office.

XVIII. **WEATHER/RAINOUTS/LOSS OF LIGHTS POLICY**

- 1) In the event of rain, the decision to cancel games will not be made until after 3:30 PM Monday- Friday or two hours prior to game time on weekends.
- 2) When a determination cannot be made by this time, the call will be made on the field by the staff and umpires.
- 3) The "Field Conditions Hotline"- 818-238-1970 is updated as soon as possible and will have the most updated information.
- 4) In the event games are canceled, they will be rescheduled at the end of the round, time permitting.
- 5) In the event of lightening, teams will clear the field for 20 minutes. If the weather clears the game will continue or resume from the point of suspension.
- 6) The game will be considered a complete game if 1 hour or 4 innings have been completed or 3 ½ if the home team is ahead. If the game has not reached this point, no game will be declared.