

## LEAGUE STRUCTURE

All games will be played at Memorial Park softball field, located at the corner of Stevens Creek Boulevard and Mary Avenue.

### Nights and levels of play:

- Monday Men's D-2 League
- Wednesday Men's D League
- Friday Competitive Co-ed League

Each league will play a 10 game season and will consist of a minimum of four teams and a maximum of seven teams. We will use a 4 team playoff format. If a minimum number of teams fail to apply for any league, then the league may be changed to accommodate any excess level of teams.

### Explanation of league levels:

- D 3 home-run limit then equalizer
- D-2 2 home-run limit
- Co-ed 2-home-run limit

### League Fees:

**\$65 per game, for ten game season, and \$10.00** for each nonresident of Cupertino.

If league schedule needs to be shortened or lengthened for varying number of teams rates will be adjusted appropriately.

### Proposed league dates:

- Begin league play on Friday, March 16, 2018
- Conclude league play in late May early June.

**Game times:** Games are played at 6:30 p.m., 7:45 p.m., and 9:00 p.m.

## HOW TEAMS ARE PLACED IN LEAGUES\*

- Beginning with Priority #1, teams will be placed in leagues based on preference and their past performance in the league.
- As leagues begin to fill and team's first preference is no longer available, the team will be placed in their second preference.
- If all choices are filled and openings are still available, the manager will be contacted and offered available openings if those openings are neither too high nor too low for that team's ability level.
- The league director reserves the right to move teams to leagues of higher or lower classification to promote league balance.
- The number and type of leagues shall be determined by the Parks and Recreation Department. Teams may request league preference when registering, but the league director's placement is final.

\*New league formed for Wednesday will not be filled by above guidelines. Lack of previous years participation opened up, open enrollment to non-tenured leagues, first come first served basis.

## LEAGUE RULES

1. Unless otherwise stated in these rules, Amateur Softball Association (A.S.A.) Official rules will govern all league play.
2. **Time Limit and Run Rule:** All games will have a 70-minute time limit. Therefore, no new innings will begin after 63 minutes of play. A 12-run rule will be in effect during all league and playoff games. If a team leads by 12 runs or more after 5 innings, then the game will be stopped and the team leading will be declared the winner. If the home team is ahead by 12 runs or more after 4 ½ innings, the game will be stopped and the home team will be declared the winner.
3. **Strike Zone:** A strike zone mat will be used this season. Any legal pitch that "touches" any portion of the strike zone matt will be considered a strike.
4. **Home Run Rule:** All leagues, league games, and playoffs will be governed by a home run rule. A limit of over-the-fence home runs will be used in all games at Memorial Park. All balls hit over the fence in a game by a team in excess of the following limits will be ruled an out. In the D-1/D leagues, there will be an equalizer home run rule after both teams have hit their home run limit of 2/3. When both teams have hit their home run limit either team can hit the next. Whichever team hits the next home run cannot hit another home run until the other team has hit a home run. If a team hits a home run when they are one home run up on the other team, the player who hit the home run will be called out.
  - D - 3 home runs then equalizer
  - D-2 - 2 home runs
  - Co-ed - 2 home runs
5. **Game time is forfeit time.** The scorekeeper's watch is the official time. Teams must have at least eight (8) players on the field, in the dugout, or in the parking lot at game time; otherwise, the game is forfeited. The scorekeeper may grant a ten-minute grace period to allow players to reach the field. However, the 70-minute time clock will start at the scheduled game time. Teams must field at least eight (8) players throughout the game. If an additional player arrives (up to 10 players) while the game is in progress, then he/she may be inserted and placed at the bottom of the order. If at end of the grace period a team does not have at least eight (8) players, then the game will be forfeited. The decision to allow a grace period will be made by the scorekeeper.
6. A **continuous batting** order may be used up to 14 players. If more than 10 players (up to a maximum of 14) are used, all must bat and any 10 can play defense. If a team uses the continuous batting order, they must use it throughout the entire game. Defensive positions can be changed, but the batting order must remain the same. Teams can use "extra players" (11-14) only if they begin the game with them. Teams cannot add "extra players" (11-14) if they did not start the game with them. Line-ups are due to the scorekeeper 10 minutes prior to game time.

7. **Limited Substitution Rule for teams who do not use the continuous batting order:** A starting player may be substituted for once and still be permitted to re-enter the game again if the continuous batting order is not being used. The starter must re-enter in his/her original place in the batting order, but he/she is not restricted as to defensive position. Once the substitute is removed from the game, he/she may not re-enter.
8. **Injuries:** If a player is injured and cannot take his/her turn at bat then he/she is considered removed from the game and cannot return in that game. His/her substitute will take his/her spot. If there is no substitute available, then the next batter will take his/her turn at bat.
9. **Blood Rule:** A player, coach, or official who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment can be administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgment.

**The official shall:**

- Stop the game immediately and allow treatment if the injured person would affect the continuation of play.
  - Immediately call a coach or authorized person to the injured player.
  - Apply the rules of the game regarding substitutions, re-entry, and short-handed player if necessary.
10. **Courtesy Runner:** A courtesy runner may only be used **ONE** time by a player who is injured during the game being played. If a courtesy runner is used, the last out will take the injured player's place on base. The opposing team manager, as well as both umpires and the scorekeeper, must be informed of the courtesy runner before the courtesy runner will be permitted. The umpires and/or the scorekeeper have the final decision.
  11. **Player Contract Forms:** All players must have signed the two separate Player Contract forms and have them on file at the Parks and Recreation office prior to participating in any games. Failure to do so will result in a forfeit. Player Contract form signatures will be used to determine the use of illegal players.
  12. **All players must carry a valid I.D. at the field. A player failing to provide I.D. upon request of the scorekeeper or umpire(s) will be considered an illegal, ineligible player.**
  13. **Illegal Players:** It is the responsibility of the **teams** and **scorekeeper** to monitor teams and their players. If a **team** suspects another team of playing with an illegal/non-roster player (such as under an assumed name or the player has not signed the release forms), you have the ability to protest that player's eligibility by notifying the umpires, scorekeeper, and opposing manager during the game. An **intent to protest** must be filled out and this intent to protest must be followed by an official protest as described in protest procedures (8.1). It is the prerogative of the opposing teams to enforce this rule. If the **scorekeeper** notices a team using an illegal/non-roster player before the game begins, the scorekeeper will notify the manager to inform him that the illegal/non-roster player will not be allowed to play.

14. Any player ejected for any reason is automatically suspended for at least one league or playoff game. No exceptions. Any player ejected from the game for any reason may not be replaced by a substitute. **Their at-bat is an automatic out.**
15. An individual ejected from a game must leave the field, bleachers, and facility.
16. If they refuse to leave, the official will stop the game. If he/she continues to refuse to leave, his/her team will forfeit their game.
17. **No schedule changes** will be allowed.
18. **Rain outs:** In the event of rain, call 777-3120 after 3:00 p.m. to determine status of scheduled games. After 5:00 p.m. call 777-3123 for a recording on status of games. Managers, please remember, it is your responsibility to call and check game status. Rainouts will be played at the conclusion of the regularly scheduled season.
19. **Uniforms:** Tops or matching shirts are recommended but not required.
20. **No metal cleats are allowed.**
21. If one or more umpire(s) appear(s), the game must be played as scheduled. If no umpires appear, the game will be rescheduled and made up at the end of the regular season.
22. **ALL CATCHERS IN ALL LEAGUES MUST WEAR A MASK. Teams must provide their own mask.**
23. All **comments** concerning league managers, umpires, scorers, officials should be directed to the league director **in writing.**
24. **Pregame Rules**
  - No batting practice will be allowed on the playing infield prior to game time.
  - The manager shall give a finalized lineup to the scorekeeper at least **10 minutes** before game time. The Parks and Recreation Department will provide lineup cards, which will be at the scorekeeper's table, along with schedules. Games will not begin until both lineups are turned in, but the time will begin.
  - Infield practice will be permitted if, in the opinion of the scorekeeper, time permits.

#### **24. Softball Bats: ASA Bat Testing & Certification Program**

The official bat in ASA Championship Play must meet all of the requirements of Rule 3, Section 1 and:

1. The Official bat must bear **either** the ASA approved 2000 certification mark , **the ASA 2004 certification mark** as shown below, or the **ASA 2013 Certification Mark (Slow Pitch ONLY)**as shown below and must not be listed on an ASA Non-Approved Bat List with Certification Marks, **and**



2. must be included on a list of approved bat models published by the ASA National Office; or
3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect. This includes Wooden Bats

*All bats in ASA Championship Play, except seniors, must pass the ASA Bat Performance Standard. All bats having the 2000, 2004 or 2013 (**Slow Pitch, Men's Adult Fast Pitch, Junior Olympic Boy's Fast Pitch and Men's Modified Pitch ONLY**) Certification Mark and not listed on the list of Non-Approved bats with Certification marks will be allowed in ASA Championship Play. Bats with the 2013 Certification Mark will be allowed in Slow Pitch National Championship Play Only. For your convenience, the ASA website has a listing of all approved bats and bats that have ASA Certification Marks and are no longer approved. **NEW Certification Mark for SLOW PITCH ONLY for 2013 and BEYOND** There will be changes for Certification Mark and Test Standard for all bats used in the game of ASA Slow Pitch Softball for the 2013 season.*

The Amateur Softball Association of America (ASA)/USA Softball, the National Governing Body of Softball in the United States, in working with Easton Baseball/Softball Inc. (Easton), announced today (1/27/16) that Easton is voluntarily removing the following softball bat models from the ASA/USA list of certified bats: SCN1, SCN11BH, SCN1B, SCN2B, SCN3, SCN4B, SCN5, SCN5B, SCN6B, SCN7, SCN7B, SCN8, SCN8B, SCN9, SCX14, SCX14B, SCX24B, AND SCX3.

The Amateur Softball Association of America (ASA) no longer displays every bat made by bat manufacturers that do not comply with current ASA bat standards. If you want to know what bats are approved for use in ASA Championship Play, follow one of the steps below.

- check the approved list located in the drop down boxes above and search by the specific manufacturer or select all
- • check for either the 2000, 2004 or 2013 (Slow Pitch Only) ASA Certification Mark (all three depicted above) and then be sure the bat is not listed on the PDF's above as a Non-Approved Bats with ASA Certification Marks by ASA

Please be sure to read the specific ASA rules surrounding bats (a portion of which is located above) for a comprehensive review. Please remember that all bats that do not bear an ASA certification mark remain non approved unless they were made prior to 2000 and in the sole discretion of the umpire would pass ASA certification test if tested. Local ASA leagues and tournaments not conducted as part of ASA Championship Play may alter ASA playing rules as they see fit.

Please check <http://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment> for up-to-date lists of approved and non-approved bats.

## 25. Co-ed Rules

- a. A minimum of 4 males and 4 females will be required at game time and throughout the game or the game will be declared a forfeit.
- b. A maximum of 10 players can play in the field at one time with a maximum of 5 men.
- c. A continuous batting order may be used up to 20 players. Males or females may not bat back to back.
- d. Managers may choose to use a limited or unlimited substitution lineup prior to each game. Once the game begins, the manager's choice is final.
- e. Three balls and 2 strikes will govern an at bat. (On the second strike, if the ball is fouled off, the batter will be permitted one more strike.)
- f. On a walk to a male batter, he will go to second base. The next batter (a female) will take her regular turn at bat.
- g. Sliding is permissible if it is considered to be necessary. Unnecessary or sliding with intent to harm the player covering the base may result in expulsion from the game.
- h. Switching/changing defensive positions once a half-inning begins is not permitted. **Exception:** Player is injured and must be removed from the game, or the pitcher is being replaced. This includes a team playing with 8 or 9 players, as well.
- i. Defensive alignment of players is at the discretion of the manager. However, before the ball is in play, infielders need to stay on the infield dirt and outfielders need to remain on the outfield grass.
- j. An 11" ball will be used when females bat and a 12" ball will be used when males bat.
- k. If an additional player arrives while the game is in progress, he/she may be inserted and placed at the bottom of the batting order, up to the maximum of 20 players.

### l. **COMMIT LINE AND HOME PLATE LINE**

All Coed divisions will use a **commit line** that is approximately mid-way between third base and home plate, and a **home plate line** located at the front point of the plate.

Runners will be considered committed to home once crossing the commit line.

A runner will be considered to have crossed the commit line once they touch the ground on or beyond the line. Runners will be considered safe if they cross the home plate line, touching the ground on or beyond the line, before a force is made on them at home plate.

Runners are not allowed to touch home plate or to run through the batter's box.

Tagging a runner between the commit line and plate line does not constitute an out. Sliding into a commit line is considered an out unless in the opinion of the umpire it was done to avoid a dangerous situation.

## 26. All league standings will be determined by the following point system:

- a. Each team will receive two points for a win, one point for a tie, and zero points for a loss or a forfeit.

- b. In the event of ties (teams with identical points) in the final standings, the following tie breaking system will be used:
  - i. Forfeits
  - ii. Head-to-head competition. Who beat who (i.e.: If team A & B are tied and A beat B, then A would be the winner.)
  - iii. If games are split during the regular season, ties will be broken by how the tied teams fared against the other playoff teams. Whatever team has the most wins against the other playoff teams will be the higher seeded team in the standings.
  - iv. If tied teams have the same number of wins against other playoff teams, the team with fewest runs given up against the other during the regular season will be declared the winner.
  - v. If tied teams give up the same number of runs against each other, the team with the fewest total runs scored against them during the regular season will be declared the winner.
  - vi. Should tie breakers 1, 2, 3, or 4 not resolve the final standings, then a one-game playoff will determine the final league standings.

## 27. Playoffs

- a. Playoffs will be the top 4 teams from each league.
- b. Teams that qualify for playoffs must use the players listed during the season in the playoffs. In order for a player to be eligible for playoff games, the player must have participated as a player in at least five regular season games during the season. If a player is added after the add/drop date due to an injury or job transfer, they must combine to play five games.
- c. Teams using ineligible players in playoff games will have their game forfeited immediately.
- d. There will be a 70 minute time limit and a 12-run rule on all playoff games with the exception of championship games. Championship games will not have a time limit, but the 12-run rule will be in effect.

### TEAM AND PLAYER ELIGIBILITY

1. Teams can add/drop players prior to start of their sixth game of the season. After the add/drop date, players may only be added by written petition to the league director. Otherwise, rosters are final and cannot be changed.
2. League director reserves the right to disallow the addition of a player or players, based on known abilities that would raise the classification level of that team.
3. Each team may carry a maximum of sixteen (16) players, twenty (20) players for a co-ed team, which must include a **playing** manager. Only players listed on the official roster will be eligible to play. After being released, they may sign with any team they choose, providing they sit out the next game of their new team.
4. Teams which lose players during the season through injury or employment transfer may petition in writing or via phone to the league director to get permission to replace the injured or transferred player if the loss of said player creates an **emergency** situation. In the

event the player returns before season ends, the manager must decide which player to keep. Proof of the above must be submitted with the petition, a doctor's verification for injury or personnel office verification for job transfer.

5. An emergency situation means you will not have the minimum number of players necessary to play and will otherwise have to forfeit. At game time, if you have a sufficient number of players, the substitute player will not be allowed to play.
6. No player under 18 years of age will be allowed to participate, and no high school student is eligible.
7. No player shall be compensated for playing in any game.
8. All players must conform to the **PLAYERS CODE OF CONDUCT**. A player/team suspended by one public recreation agency will automatically be suspended in all other nearby recreation leagues in Santa Clara County.
9. Players wishing to participate in an A.S.A. or S.A.N.C.R.A. tournament must recognize that they may participate on one team in post-season play, regardless of how many teams they played on in the county during the regular season.
10. Teams that participate in one game or more forfeit their right to reclaim any part of their entry fee if they drop from the league.

## **LEAGUE REGULATIONS**

1. **Protests**
  - a. Protest shall be based on interpretation of rules only. **Decisions involving the judgment of umpires shall not be received or considered.**
  - b. Whenever a matter of protest arises during the game, the captain or manager of the protesting team shall immediately notify the plate umpire, scorekeeper, and opposing manager. This will enable all interested parties to take notice of the conditions surrounding the situation and will aid in the proper determination of the issue. In order to be legal, a written "Intent to Protest" form must be filed with the scorekeeper before leaving the field following the game. This notice of intention is **mandatory**. It is understood that filing of the "Intent to Protest" must be followed up by filing of an "Official Protest" form in the recreation department office by 5:00 p.m. on the following business day of the protested game, accompanied by \$20.00 protest fee. The fee is automatically forfeited if the protest is denied, returned if the protest is upheld.
  - c. The outcome of all protests will be decided by the league director.
2. **Forfeits:** Penalties for forfeited games shall be as follows:
  - a. A team shall be **fined \$20.00** the first time they forfeit a game.
  - b. A team shall be **fined \$60.00** the second time they forfeit a game. They also become subject to being dropped from the playoffs and possibly the league.
  - c. If a team wins due to a forfeit that is called in prior to game-time, the entire roster will receive credit for playing in that game.
  - d. In the event of a double forfeit, both teams will be credited with a loss.



- e. For a game-time forfeit, eight (8) or more roster players must be identified to the scorekeeper and their names placed on the official score sheet in order for a team to claim a win by forfeit.
- f. A forfeited game shall be declared by the umpire in favor of the team not at fault if a team employs tactics obviously designed to delay or to hasten the game in any way. No stalling will be allowed in order to reach a time limit.
- g. There will be no postponement of games allowed. Any team that foresees a conflict with their scheduled game and notifies the league director 6 hours or more prior to game time will be credited with a loss and not a forfeit. If you are unable to contact the director, please contact the front office at 777-3120 and ask them to relay the message.

### 3. **Manager's Responsibilities**

- a. The manager shall be the official team representative unless they designate one of the players as team captain prior to the start of the game.
- b. The manager will be held responsible for all rules as set up in this copy of the regulations and the A.S.A. rulebook.
- c. Managers shall be responsible to see that their players are acquainted with and adhere to the **PLAYER CODE OF CONDUCT**.
- d. **NO INTOXICANTS** OF ANY KIND ARE ALLOWED ON OR AROUND THE PLAYING FIELD, IN THE STANDS, OR IN THE PARK GROUNDS. PLAYERS WHO ARE UNDER THE INFLUENCE WILL NOT BE PERMITTED TO PARTICIPATE. **THIS IS AN IMPORTANT MANAGER'S RESPONSIBILITY.** MANAGERS ARE TO ASSIST UMPIRES, SCOREKEEPERS, AND FIELD ATTENDANTS IN CONTROL OF SPECTATORS.
- e. **NOSMOKING** ON OR AROUND THE PLAYING FIELD OR IN THE STANDS. Smoking is banned in all Cupertino Parks.
- f. Managers are responsible for the behavior of their fans
- g. Managers are responsible for the payment of all fees known and unknown incurred by the participation in Cupertino Adult softball leagues.

### 4. **Governing Body**

- a. The governing body shall be the league director.
- b. The league director has the final authority to expedite any problems that might arise. A protest board may be assembled to settle disputes if the league director deems it necessary.

- 5. **Insurance:** Persons or players participating in activities sponsored by the Cupertino Parks and Recreation Department are **not** covered in any way for personal liability or property damage. This means that players are competing in this program at their own risk. Information on team insurance through A.S.A. can be obtained upon request.

## **GROUND RULES**

The following are the basic ground rules governing all fields:

- 1. Dugouts and all cement aprons or strips are out of bounds.

2. A batted ball bouncing over or rolling under an outfield fence in fair territory will be a ground rule double. Effect: Two bases from start of play. A batted ball going over on the fly is home run.
3. Catch and carry: A fair hit ball caught inbounds and unintentionally carried out-of-play by momentum of the player will entitle runner or runners to one base from the start of play. A defensive player intentionally carrying a ball into out-of-play area will entitle the runner to two bases from position of runners at time ball was carried out.
4. Any batted fly ball hitting the foul pole in right or left field above the wire fence will be a home run.

### **MEMORIAL PARK FIELD TEAM USE POLICY**

Teams playing in Cupertino Parks and Recreation Leagues may reserve the softball field for team practices at no cost. There is a charge if lights and field prep are required.

- In order to reserve use of the softball field, it is necessary to come to the Parks and Recreation Department office and complete a reservation permit. The office is located at Quinlan Community Center, 10185 N. Stelling Road, Cupertino, and is open Monday – Thursday, 8:00a.m.-10:00p.m., Friday, 8:00a.m.-5:00p.m., and Saturday, 8:30a.m.-4:30p.m.
  - Reservation permits shall be made no more than sixty (60) days prior to the date of intended use.
  - Reservations must be made at least 7 days in advance if special requests are made.
  - Field may only be reserved in two-hour blocks of time for a maximum of 4 hours.
  - For field availability, contact the recreation department.
- Permits will be issued for softball only. Baseball is not permitted. Organized league play is prohibited—softball, cricket, etc.
- Charges for field use are as follows:
  - No charge Memorial field use for Cupertino League teams
  - \$ 37.00 Field preparation
  - \$ 12.00 per hour for field attendant (two-hour minimum).
  - \$ 10.00 per hour for lights in the evening.
- **NO SMOKING OR ALCOHOLIC BEVERAGES OF ANY KIND ARE PERMITTED IN THE SOFTBALL/TENNIS COURT COMPLEX--INCLUDING BLEACHERS. THIS ORDINANCE WILL BE STRICTLY ENFORCED.**

