

# 2018 SPRING SOFTBALL LEAGUE INFORMATION

---

1. INTRODUCTION      League Website: [www.quickscores.com/ssf](http://www.quickscores.com/ssf)

This brochure will explain all registration procedures for the South San Francisco Adult Softball Program. It will also review all major rules and regulations in our league program. Please be sure to note your league preference when registering your team. Make sure to note all-important dates as failure to get requested materials in on time may result in a denial of your application.

2. LEAGUE DATES (Week of April 16, 2016)

2018 Tentative Starting Dates:

- Men's – D-1 (April 19) D-2 (April 18)  
Coed (April 16)
- \* See Page 2, Section 4 for Scheduling Details

3. REGISTRATION (Spring registration week March 12 - 16 )

All managers must complete the following procedures for their team to be eligible to play in a softball league.

A. League Entry Request

Fill out Adult Sports League Entry Request indicating league choices.

B. Adult Sports Team Roster

Fill out (type) team roster with name, address, telephone numbers, and player participation in other city leagues, and signature. \*The signature applies to the waiver of liability listed above the roster sheet. Failure to complete the roster forms and entry request may jeopardize your team's entry into the league.

C. Fee's

**Men's League - \$680.00** plus \$12.00 for each non-resident (8 Game Season).

**Coed League - \$510.00** plus \$12.00 for each non-resident (6 Game Season).

Enclose a cashiers check, money order, cash **payable to**  
**"City of South San Francisco"** for the full amount of your league fees.

**Resident** is someone who **lives** within the South San Francisco Unified School District parameters or **works** in South San Francisco.

D. Registration Priorities

A team's entry into the league will be based on the percentage of South San Francisco residents (residing within the South San Francisco Unified School District) and South San Francisco employees on your roster. A player who either lives in South San Francisco or works in South San Francisco will be included in this percentage. A player who works AND lives in South San Francisco counts as only one.

Teams past participation in the league or resident percentage will count in a team's entry.

**The registration week for Spring Leagues – March 12 - 16, 2018**

All business teams should enclose a letter on official stationery listing the members of their team who work for a South San Francisco employer.

E. Deadlines

All registration materials must be sent in by mail or brought to our **Recreation Office at the Terrabay Gymnasium & Recreation Center at 1121 South San Francisco Drive**. No phone registration will be accepted. Forms for the Summer League must be received between June 1 -10. Failure to meet these dates may result in a denial of your application. Forms must be completed with full league fees.

F. Refunds

Absolutely **NO** refunds will be given with the exception of a team that is not accepted into the league.

4. SCHEDULING

In order to help you choose your league preference, please note the playing day for the following leagues. This listing is only intended to serve as a guide. **Teams may play different days of the week due to rainouts or if a league has a large number of teams.**

A. Playing Days - Summer League

Mondays	Coed
Wednesdays	"D-2" Men's
Thursdays	"D-1" Men's

B. Rainouts – Field Condition Line

The League Director will reschedule all rainouts and cancellations. There will be **no exceptions** to this ruling. If you are unsure as to whether a game will be played, please call the Recreation Department Field Condition Line the day of the game at **650- 829- 4682. Make-up games may be played on off league nights in order to finish within the season.**

5. PLAYOFFS

All playoff procedures and schedules will be determined by the Recreation Department and playoff schedules will be included in your league schedules. All players must have played in at least three regular season games to be eligible for the playoffs. In the event of a rainout, the playoff game will be scheduled the next available open day.

6. ROSTERS AND ELIGIBILITY

A team must also have a **minimum of twelve (12)** players on their roster and a **maximum of twenty (20)**. This is to insure that teams have enough participants for each game and to avoid forfeits. If a team desires it may sign only ten (10) or eleven (11) to its roster. However, a team that has less than twelve (12) on its roster will be charged a non-resident fee for each open space. These non-residents will also be figured into the overall percentage when determining team residency qualifications. Any changes on your roster must be reported (in writing) to the League Director 72 hours before the next ball game. Rosters (with signatures) will be at all fields and **any team using an illegal player will have that player removed from the game.** Teams have until the third game to add a player. All players are required to have an appropriate Picture I.D. in their possession at all times during the season. **Failure to produce such I.D. will prohibit player from participating.** No individual under 18 years of age or any High School Student is eligible to play in our league. All additions must be entered on an Addition and Deletion Form and handed in, at the Terrabay Gymnasium & Recreation Center at 1121 South San Francisco Drive, South San Francisco, twenty four (24) hours before playing.

7. FORFEITS, EJECTIONS, PROBATIONS, SUSPENSIONS, PLACEMENT OF TEAMS

All teams will be subject to the rules and regulations established by the Recreation Department and enforced by the umpires. All managers will be made aware of these regulations and failure to adhere to any of these rules could result in a suspension of an individual or team from future league play. The League Director's decision on probations and suspensions are final and may not be appealed. **Two forfeits will automatically drop a team from participation in future leagues.** Under the League Director's discretion and for the betterment of the league a team may be moved up based on current and past performance. A team may also be moved down if they are unable to compete at that particular level.

8. PRE-GAME RULES

- A. No batting practice will be allowed on the infield prior to game time. Warm-ups along foul line shall not interfere with play in progress. Stay off the infield.
- B. Managers will meet with umpires prior to the game to go over the ground rules.
- C. The manager will give the line-up card to the scorekeeper **10 minutes** before game time. Make sure to report all substitutions to the scorekeeper. **Team managers may request three (3) I.D. checks prior to game time.** Once a game begins the only players that can be protested are players who come late, up to a maximum of two (2) players.

- D. Teams must field at least eight (8) players at all times.
- E. The scorekeeper's book is official.
- F. If scorekeepers or umpires fail to show up, please call Terrabay Gymnasium & Recreation Center @ 829-4680.

9. PLAYING TIME (Subject to change)

- A. Game time is 1 hour and 5 minutes except for championship game.
- B. If the game ends in a tie, an additional inning will be played provided there is sufficient time. International tiebreaker rules will apply. The umpire shall have the final decision in this matter.
- C. Umpires may call a game due to rain or darkness for safety reasons. If the game exceeds 5 or more innings it will be considered official. Games lasting less than 5 innings will be replayed in their entirety.
- D. A 3-2 count will be used in all games. This means that a batter will receive a base on balls with three balls and a strikeout on two strikes. A foul ball after the 2nd strike will result in a batter being called out.
- E. A pitching mat will be used in all games. Any pitched ball that hits the mat is a strike. The plate is a ball.

10. GAME AND RULE NOTES

- A. Unless noted by the League Director, either verbally or in writing, all Amateur Softball Association Rules will apply.
- B. Teams may use one of the following when deciding their batting order for the game:
  - 1. If you start a game with 8 or 9 players and the 9th and/or 10th player shows up during the game, they can be inserted but must bat in the 9th and 10th spots in the order.
  - 2. Standard 10 Batting Order - Ten players are listed to bat and the Re-Entry Rule can be used. When using this batting order and someone is thrown out or leaves the field and there is no replacement, an out is declared each time that spot comes up. If a player is injured each player moves up one spot in the order with no penalty.
  - 3. Standard 11 Batting Order - Eleven players are listed to bat and the Re-Entry Rule can be used. When using this batting order and someone is thrown out or leaves the field and there is no replacement, an out is declared each time that spot comes up. If a player is injured each player moves up one spot in the order with no penalty. Players can be substituted defensively at any time.

4. Continuous Batting Order - Used to bat all players present at the game.  
Example: If a team has fifteen players, all fifteen can be listed to bat. Defensive changes can be made at any time. There is no Re-Entry Rule allowed but you can substitute. Once a player is substituted for they cannot return. Players can be added to the order provided the team has not batted through the line-up. If this occurs, then they can only come in as a substitute. If a player is thrown out or leaves the field an out is declared each time that spot comes up. If a player is injured each player moves up one spot in the order with no penalty.
- C. ***One courtesy runner will be allowed per inning, last batter will be used.*** In addition, a base runner has the right of way when approaching the base and a defensive player may not block the base. Both players are responsible for avoiding contact. **Male for male and female for female only. Courtesy runners must be decided before the next batter has completed their at bat.**
- D. A game will be stopped if any team is ahead by twelve (12) runs after the 5th inning or 20 runs after the 4<sup>th</sup> inning or **25 after the 3<sup>rd</sup> inning**, provided the home team has completed the inning except in the championship game. Championship game has a 20 run-rule after 5 innings.
- E. Defensive players may not fake a tag without the ball.
- F. Pitching height will be 6ft -13ft.
- G. Catchers are recommended to wear a mask. Masks are available from the scorekeeper.
- H. Only rubber cleats made for softball will be considered acceptable footwear for players. No metal spikes allowed. No player may play with a cast.
- I. All team members should wear same color shirts/tops.
- J. All injuries must be reported to the scorekeeper immediately.
- K. **Game time is forfeit time for last two games of the night. First game, a 5 min. grace will result in that team losing their first at bat.**
- L. Anchored bases are used at all Adult League softball fields. Double first base is used.
- M. A player or coach who is bleeding or has blood on their uniform shall be prohibited from participating further in the game until treatment can be administered.
- N. All bats must be approved by ASA. For approved bats, go to **[http://asasoftware.com/about/certified\\_equipment.asp](http://asasoftware.com/about/certified_equipment.asp)**

## 11. COED LEAGUE - SPECIAL RULES

These rules are in addition to the A.S.A. rules.

### A. Line-Up

Team must have at least 4 females in the lineup at all times as well as on defense.

### B. Batting Order

A female must be your leadoff hitter to start the game.

### C. Position

Females may play any position as long as there are 4 females on defense at all times.

### D. Male Batter Walks

Any walk to a male batter will result in a two base award if a female is the next batter. The female hitter then has the option of hitting or taking a walk before the first pitch. No matter how many outs are recorded at that time. A male shall only receive one base if the next batter is another male.

### E. Outfield

Outfielders must remain on the outfield grass until the ball is hit.

### F. Commit Line (Coed Only)

After touching 3<sup>rd</sup> base, if a runner touches or crosses the chalk line (about 30 feet past 3<sup>rd</sup> base) that runner must continue toward home. The runner is not allowed to go back to 3<sup>rd</sup> base. Runners are not allowed to touch home plate when scoring, they must touch the ground past the chalk line on the side of home plate. **The umpire will rule runners "out" who steps on the plate while trying to score. Force out at home.**

## 12. PLAYOFF GAME RULES AND NOTES

The following additional rules will be in effect for all playoff games:

### A. The following tiebreaker procedures will be used for teams with identical records:

1. Head-to-head competition
2. Run differential between tied teams
3. Record against playoff teams (Ex. – Teams tied for 3<sup>rd</sup>; record vs. 1<sup>st</sup>/2<sup>nd</sup> place)
4. Run differential between playoff teams
5. Coin flip

### B. There is a 20 run-rule after 5 innings for the **championship game**.

- C. Games may be called by the umpire due to rain, darkness, or for safety considerations. Games exceeding 5 innings will be resumed beginning with the last completed inning. Games lasting less than five (5) innings will be replayed in their entirety.
- D. In case of ties, extra innings will be played until a winner is determined. No time limit for championship game; time limit for all other playoff games. \* **subject to change**

13. ALTERCATION / OFF THE BENCH RULE

In the case of a player(s) initiating an altercation, that player(s) will be automatically ejected from the game and will receive a minimum two game suspension. Any other player that comes off the bench and leaves the dugout during an altercation will be automatically ejected from the game and will receive a minimum one game suspension. Any player already on the field during the normal course of a game who leaves their position during an altercation, for any reason, will be automatically ejected from the game and will receive a minimum one game suspension. If either or both teams have participants automatically ejected, leaving either or both teams without enough participants to continue the game, the game will be considered a forfeit or double forfeit.

14. ALCOHOL, INTOXICANTS, ABUSIVE LANGUAGE, FAN CONDUCT

**No alcohol, stimulants, or foul language is allowed in either the dugout or playing field. No alcohol or stimulants are allowed in the parking lot, field or stands before during or after a game. Officials have the right to eject anyone failing to adhere to these rules or anyone who, in their opinion, is in an intoxicated state. Any player with alcohol in the dugout will be automatically ejected as well as the manager. Teams and/or managers are also responsible for the actions of their fans and may forfeit a game if, after a warning, the fans continue to ignore the same rules that the team is expected to follow.**

15. INSURANCE

Persons participating in activities sponsored by the South San Francisco Recreation and Community Services Department are **NOT** covered in any way for personal liability or property damage. Players are competing in this program at their own risk.

16. PROTESTS

- A. Whenever a matter of protest arises during a game, the manager of the protesting team must immediately notify the opposing manager, the plate umpire, and the scorekeeper. This must be done immediately after the "contested" decision is made. Failure to do so will automatically deny the protest. In addition, a written protest must be filed at the Recreation Department offices by 5:00 p.m. the next working day by the manager of the team.
- B. All protests should include date, time, and place of the game, the names of both umpires and scorekeeper, and all essential facts and rules involved in the matter protested.

- C. All protests should be based on interpretation of rules and not the judgment of officials. The League Director and Recreation Supervisor will decide all protests.

**Illegal Bats:**

Any player caught using an illegal bat will be ejected from the game and may face a suspension from future games. Any player caught using an **altered bat** will be banned from the league. **See additional rules on altered bats.**

17. **FIELD RENTAL**

Teams may rent various practice fields throughout South San Francisco. Teams in the softball league do not have to pay a rental fee for any daytime weekday practices. Lights are an extra fee (\$40.00 for two hours). **To rent a field call 829-4683 or email Bill @ [bill.stridbeck@ssf.net](mailto:bill.stridbeck@ssf.net). Orange Park is the only field available for rental when available. Weekends are not permitted out due to other city run programs.**

18. **AWARDS**

Divisional winner, team finishing first & second in the playoffs will receive a team trophy. The first place teams in the playoffs will receive 14 individual t-shirts. Coed will receive 17 shirts.

19. **GROUND RULES**

A. **Orange Park Field**

All surrounding grass area will be designated as in play. This includes the area between light poles and fences down the first and third base lines. Any ball hit over the backstop fence and its extensions will be out of play. On the first base line the fence extended, right angle to the fence along Orange Avenue, will be out of play. If a ball goes through the open fence in left field, it will be played as a live ball.

B. **Hillside Athletic Field**

All surrounding fenced area will be designated as in play. The light poles in left and right fields are in play. Any ball hit over the fence on a fly in left field is an "automatic home run." Each team is allowed **two "automatic home runs" per game**. Any ball hit over the fence by a team having already hit their limit will be an **"automatic out"**. **Any foul ball that goes into the school down the right field line on a fly is an "automatic out"**.

Any ball that hits the soccer bleachers in right field on a fly, by bounding, or by rolling, will be a **ground rule triple**. Bushes down the right field foul line are also a triple.

Any ball that lands beyond the line of trees/bushes in left field on a fly, by bouncing, or by rolling, will be a **ground rule triple**.



## 20. INFORMATION

For further information, please call the Terrabay Gymnasium & Recreation Center at 829-4680 between 9:00 am and 5:00 pm.

### BAT TESTING DEVICE

SANCRA has purchased a bat-testing machine and random testing can occur during the season.

- The bat testing process takes less than one minute per bat.
- Any bat may be tested or retested during the game or season.
- If a bat fails the test before or during a game, the bat will be stored in the scorekeeper's booth until after the game.
- A player having a bat that fails a test will have their name listed and sent to other cities informing them of the failed test.

### Illegal and Altered Bats

Only ASA approved bats may be used in South San Francisco Softball Leagues. Approved bats will have an ASA stamp **AND not appear** on the ASA list of banned bats, or have an ASA re-certification stamp. This list of banned bats may be found on the ASA website at [asasoftware.com](http://asasoftware.com) Bats which are considered **ILLEGAL**, will be posted at both parks, and umpires will be checking them prior to the game.

### **SANCRA HAS PURCHASED A BAT TESTING MACHINE AND WILL BE CONDUCTING RANDOM TESTING THROUGH OUT THE SEASON.**

Bats that do not pass the on site testing will not be allowed in the game. The bat will be stored in the scorekeeper's booth until the game is over. Bat may be kept up to two days to have further testing done.

1. Players caught using an illegally Altered bat will be ejected, and no substitution will be allowed, and an out will be recorded for every time that players batting order slot come up.
2. Bats that rattle will be considered illegal and will be not be allowed for the rest of the game.
3. The bat barrel shall not have signs of excessive wear.
4. Bats that have either tape on the end of the knob-or have a "Trigger" on the end of the bats are illegal.
5. Bats that have been shaved, loaded, compression viced (rolled), or repainted are considered illegally altered.
- 9.
6. South San Francisco reserves the right to remove any bats that appear to be altered, and/or send to ASA for bat testing. Should these bats be altered, painted, or deemed illegal, the owner will be suspended from SANCRA for 2 years. If the player refuses to turn the bat over to the league director, then that player will be suspended for 3 years. By playing in this league, all players agree to these conditions.

**It is the manager's responsibility to make sure each player on their team knows these rules**

**and the penalties that may occur.**