

Semi Competitive CoRec "D" Rules

GAME AND PLAYING TIME

1. All summer weeknight games will be played to completion, daylight allowing.
2. Any time a team is 15 or more runs ahead after 5 innings, the losing team has the option of declaring the game complete.
3. No team may start or continue a game on offense or defense with less than 8 players, 4 of whom must be women. **At least 4 women must be on the field at all times.** Less than 8 players at the field 10 minutes after the scheduled game time constitute a forfeit.
 - ❖ If a team is short one woman (3 present) at game time, teams may still play, however, the team will be charged with an out every time the missing woman would come up in the batting order. All available women must play positions other than catcher and the team must play short one fielder (the missing woman's position).
4. In the event of a tie game, every effort must be made to continue the game until the tie is broken if daylight allows.
5. If a game is started and then called by the umpires because of darkness or rain, and 5 innings have been played, the game will be considered complete. Any make-up games will be scheduled immediately following the regular schedule or during the holiday break.

FORFEITS / PLAYER LIST

1. If a team is aware they are going to forfeit a game, it is the manager's responsibility to notify the umpiring team, the opposing team and the Sports Coordinator 24 hours or more in advance. Teams that forfeit on game day are subject to a \$25 fine payable to the Capitola Recreation office prior to their next scheduled game.
2. Teams may use have as many players as they wish on the roster. No players may be added after the third week of play. Players must play in three games to be eligible for the playoffs.

LEAGUE RULES

1. Unless otherwise stated, A.S.A. Official Softball Rules govern play.
2. Participants must be 18 years of age or older and may not be active in a college baseball or softball program at the time of registration.

LINE-UPS

1. The basic line-up starts with 10 players, 4 of whom must be women; there are no restrictions regarding positioning them in the batting order.
2. If you have more than 10 players present, you may add to the original 10; these players are called **Extra Players (EP's)** and can be added to the bottom of the batting order until your team has batted through the order once. The first E.P. (#11 on your line-up) must be a woman. Any number of women extra players may be added, but if men are used, the extra players must alternate woman, man, woman, man, etc.
3. Late-arriving players may be added to the bottom of the batting order until the team has batted around once. After this time, any additional late-arriving players must be used as substitutes only. Exception: If a team starts short, late-arriving players may be added to the bottom of the batting order at any time until the team is rounded out at 10.



1. If you are using extra players, any 9 players listed in the batting order may play defensively (there will always be a couple of people sitting out). Every inning, a different 9 can go out and play defensively and players do not have to play the same position each inning. There are no restrictions about positioning male and female players on defense; the only stipulation is that there must be 4 women on the field at all times.
2. A **substitution** is when another player comes into the game for a starting player and the starting player comes out of the game completely. The substitute will bat in the starting player's spot in the order. The starting player may re-enter the game once only and must return to his/her

original spot in the batting order. The substitute then comes out of the game, and cannot re-enter the game. In making substitutions, keep in mind that there must always be 4 women in the first 10 and EP's must alternate woman, man, etc.

3. If a team drops below the starting number of batters due to an ejection, that spot in the batting order will be an out when it comes up. In the case of an injury, or if a player has to leave early, there will be no penalty and that spot in the batting order will be skipped over. Any time a team drops below the minimum number of women players, the game will be forfeited.
4. Pitching Rules:
 - ◆ The pitcher may play a second position on the field when his/her team is on defense.
 - ◆ Only 3 pitches are allowed. Pitches must be a minimum of 6" feet high.
 - ◆ The pitcher must make every effort to get out of the way of any ball in play. If a ball accidentally hits the pitcher, it will be counted as a strike. If a pitcher obstructs a ball in play, the affected batter or runner will be out.
 - ◆ The pitcher is not obligated to catch a ball thrown from the outfield unless the play is clearly over and the runners have stopped forward motion and the ump has called time out.
 - ◆ Pitchers stand on the pitching rubber while pitching.

FIELDING RULES

1. No defensive player may displace any other defensive player who has a clear opportunity to field the ball or make a play on a runner. This is *encroachment*, and the call is made at the umpire's discretion at the conclusion of the play. Penalty: runners are awarded the bases they would have reached, in the umpire's judgment, had there been no encroachment.
2. Within an inning, switching positions is prohibited. A team may not switch its right fielder and center fielder, for example, based on the ability of the batter.
3. Any ball caught beyond the out-of-play area is considered dead and is not an out unless it was on the third pitch.

BATTING & BASE RUNNING

1. The batter must take a full swing; no bunting is allowed. The umpire will make the call; it will be considered a strike.
2. Any pitched ball may with an arc over 6' feet may be swung at, but the batter must stay inside the batter's box and not step on the plate while swinging at a pitch. Penalty: batter is out.
3. The bat is not to be thrown. Penalty: First infraction, warning, second infraction, ejection from the game.
4. Balls are considered live and play in progress unless the hit ball rolls over the hill in centerfield, or past the walking path in leftfield. **Note:** If the ball misses an obstruction, but the fielder must pass through the area to make a play on the ball, the umpire will call the play dead award the runner bases at his/her discretion.
 - ❖ A cone should be placed at Monterey Park between right and center fields to distinguish a live ball (anything to the left of the trees in center) from ground-rule doubles (anything past the track in right).
5. A runner turning to the left when running past first base is considered to be making a motion towards second and may be tagged out.
6. As long as runners are advancing, the ball is still live and may not be returned to the pitcher until the play is clearly over.
7. A runner may advance only one base on over-throws that go out of play.
8. Base runners must remain on the base until the pitched ball is hit, fair or foul. Penalty: the runner is out.
9. **Sliding is permitted, however, runners may not slide with intention of "taking out" a fielder. Penalty – the runner will be out. A runner going from first to second must either slide or veer out of the base. If the fielder on second base is attempting a throw to first.**
10. There will be a restraining line 185' from home plate, referred to as the **Women's Home Run Line**. When a woman is at bat, the outfielders, including the rover, must remain on this curved line until the ball is hit. If a woman hits a ball past this line in the air, it will be ruled a home run regardless of whether it is caught. If a woman hits a ball past this line in the air in foul territory, and it is caught, it will be ruled a foul ball, unless it is the third strike.
11. All plays at home will be considered force plays; there will be no tag plays at the plate. To be safe at the plate, the runner must cross a line drawn as an extension of the first base line, outside the diamond and avoiding the catcher, before the catcher has possession of the ball and touches the plate. There will be a "commit line" drawn across the third base line 20' from home, and if a runner crosses this line, s/he **must** continue to the plate.
12. The runner coming into home is responsible for avoiding collisions with the catcher on plays at the plate. S/he must stay to the outside of the veer line when crossing the "home plate line" and **not touch home plate when scoring**. Penalty for colliding with the catcher or purposely appearing to collide with the catcher to create confusion during the play will result in the runner being called out.
13. The catcher must make all defensive plays at home. Penalty for encroachment by other player: runner is safe.
14. **Courtesy Runner Rule:** The team manager should identify the player(s) for whom a courtesy runner will be used. The batter must make it to first base on his/her own; the replacement runner will be the last player of the same sex to have made an out.

PLAYER CONDUCT

1. Managers and players are responsible for being familiar with League Rules and with the SANCRA Code of Conduct.
2. Team managers will be held responsible for the actions of their players and spectators. Violations of League Rules or the Code of Conduct will result in appropriate penalties, and suspension from all other SANCRA agencies.
3. Alcohol is strictly prohibited at all sites at which Cap. Rec. league games are conducted. Failure to comply with this rule will result in immediate ejection of the offending player(s) and/or team, forfeiture of the game, and/or possible suspension from the league.

MISCELLANEOUS

1. Metal cleats, bare feet or thongs are not allowed at any time. Penalty: the player(s) will be removed from the game.
 2. Each team must supply their own bats. No hardball or altered bats are allowed.
 3. With the exception of base coaches and the on-deck batter, all offensive players must remain behind fences or the dead ball lines.
 4. The team at bat must provide a shagger.
 5. Each team will remove their trash at the end of the game. No glass containers of any kind are allowed at the field. Our continued use of the school fields requires your cooperation; violations of this rule may result in the removal of the entire team from the league.
 6. It is recommended that the catcher wear a facemask. Other equipment is optional.
 7. The wearing of uniforms or same-color jerseys is optional but encouraged.
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