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# Men's Softball Rules

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## GAME & PLAYING TIME

1. All games (except playoffs and the last game of the day) will be played on a time limit: no new inning shall begin after 70 minutes.
2. No team may start or continue a game on defense with less than 8 players. Less than 8 players at the field 10 minutes after game time constitute a forfeit. (The visiting team may begin batting short players, but must have at least 8 by the last out of their first at bat).
3. All players present at game time may bat; any 10 can play defensively. 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 will be used as substitutes only. Exception: If a team starts short, with 8 or 9 players, late-arriving players may be added to the bottom of the batting order at any time until the team is rounded out at 10.
4. The scorekeeper will keep the official time and score.
5. In the event of a tie game, every effort must be made to continue the game until the tie is broken if daylight allows and *if another game is not scheduled for play*. Tie games will be counted as a half point (better than a loss, not as good as a win).
6. No postponement of scheduled games will be allowed, other than for weather conditions or office needs. Rained-out games will be rescheduled at the conclusion of the regular season.
7. Any time a team is 15 or more runs ahead after 5 innings, the losing team has the option of declaring the game complete.

## 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.
3. The manager of each team must give his or her team's line-up to the scorekeeper at least 5 minutes before game time.
4. 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.
5. Unlimited arc pitching rule will be in effect.
6. A mat will be used to delineate the strike zone. The plate will also be called a strike. Corners will be called according to the umpire's discretion.
7. Metal cleats are not allowed at any time.
8. One new and one used game ball will be provided for each game.
9. Courtesy runner rule: A courtesy runner may only be used: (1) If a player is injured in the course of running the bases and comes out of the game, or (2) If a player has a special medical problem/injury; in this case the team must request the use of a courtesy runner for him or her *at the beginning of the game*. A team in any game may use no more than 3 courtesy runners. The last person out is the courtesy runner. Players who cannot be a courtesy runner (due to physical limitations) may be skipped. Teams should not gain an advantage by using a courtesy runner.

## PLAYOFFS

1. One of a variety of playoff formats may be used at the end of the season to determine the league champions. **Games will be played to completion during playoffs; the optional 15-run rule will be in effect.**
2. Players must have played at least 3 regular season games to be eligible to play for that team in the playoffs
3. If two teams have the same record the following tie-breaking criteria will be used:
  - ◆ Who beat whom
  - ◆ Least number of runs given up in games between the two teams
  - ◆ Least number of runs given up for the entire season.
4. If 3 teams have identical records and no team has defeated both other teams twice, the following tie-breaking criteria will be used:
  - ◆ Least number of runs given up in games between the 3 teams
  - ◆ Least number of runs given up for the entire season.

## 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.
3. Violations of League Rules or the Code of Conduct will result in appropriate penalties. Players who are suspended in the Capitola leagues will automatically be suspended in all other SANCRA organizations, including Santa Cruz, Watsonville, the San Jose area, and the Hollister and Gilroy areas.
4. **Any player who is ejected from a game must leave the field within 2 minutes or his/her team will forfeit the game. That player will automatically be suspended for the next game.**
5. Alcohol is strictly prohibited at all sites which Capitola Recreation league games are

conducted. Failure to comply with this rule will result in immediate ejection of the offending player and/or team, forfeiture of the game, and/or possible suspension from the league.

## 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 opposing team's manager 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 players from the player list at any time throughout the regular season (not including playoffs) to keep from forfeiting a game. These players must sign a liability release form, but will not be charged any fees. This addition is for one game only unless otherwise approved by the Sports Coordinator.

## MISCELLANEOUS

1. Normally, two officials will be present to officiate each game. Games will be played if only one official is present. If no officials are present, the game will be postponed and rescheduled at the end of the season.
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