

Cypress Recreation and Community Services
SOFTBALL Rules

REGISTRATION:

To register your team in an Adult Softball League, you must turn in a roster that is completely filled out with signatures, full payment and a copy of every new participant identification card with a date of birth (e.g. driver's license, Passport, California Identification Card). Registration Packets can be found on our website at www.cypressrec.com. To ensure a place in one of our leagues, completed packets are accepted at the Cypress Community Center front office during league registration. All registration deadlines will be strictly enforced. Incomplete packets will not be accepted.

OUTSTANDING BALANCE/REFUND POLICY:

Refunds for Adult Sports League Fees must be requested in writing ten (10) working days before the first scheduled game. There is a \$5.00 administrative fee for each team registration. Any team that is removed/ dropped from the league will not be refunded any portion of their league fee. Refunds for league fees will be processed only if the league is cancelled. It takes 3-4 weeks to process any refund requests. Remember: Once your refund request has been submitted, you have given up your team's space for that League.

If an outstanding balance of forfeit/protest fees is not paid in full, the team manager will not be able to participate in any Cypress Recreation and Community Services programs, including but not limited to sport leagues, park and facility reservations, contract classes, youth sports, ect., until the balance is cleared.

ROSTER/PLAYERS:

- A. All teams will defensively consist of ten (10) players. Games may be played without a forfeit with eight (8) roster players present at game time.
- B. Maximum roster size is sixteen (16) players for Men's Leagues. Maximum roster size of twenty five (25) players for Co-Ed Leagues.
- C. Once the game has begun, a team may not play with seven (7) players resulting from ejection, injury, etc.
- D. Roster changes can be made at any time. A player Add/Drop form must be completely filled out including a signature and a copy of their identification card with proof of age.
- E. All players must be 18 years old or older to participate in the City of Cypress Adult Sports.

NAMING YOUR TEAM:

No team shall include any of the following: References to drugs or profanity, any sexual references, sexual related terminology, anything that is degrading or offensive or poor taste. The City of Cypress reserves the right to deny the use of your team name if deemed inappropriate.

PLAYER ELIGIBILITY:

A participant may play for one (1) men's team, and/or one (1) coed team organized by the City of Cypress, but NOT more than one (1) team in any specific division or league.

- A. ALL PLAYERS must sign the Code of Conduct (roster) sheet and agree to abide by such rules.
- B. For playoffs, players must be signed on the team's official roster or on an official add/drop form. Players must have played at least two (2) games to be eligible for playoff game(s).
- C. If a player has been released from a team, he/she may play for a second team providing it's agreeable with all team managers and is approved by the Adult Sports League Coordinator. A player that quits on their own accord is ineligible for any further league play for that season.
- D. No team may enter the league after league play has started.

ILLEGAL PLAYERS:

An Illegal player is-

- A. A person playing on a team whose name and signature does not appear on that team's official roster or official add/drop form.
- B. A person on more than one team roster in the same league.

Any team found using illegal players will automatically forfeit any and all games in which the illegal player participated in. It is each team manager's responsibility to monitor or protest illegal players.

ADDING/DROPPING PLAYERS:

- A. Prior to participating in a game, all players must be on the roster.
- B. The Recreation and Community Services Office is open Monday – Friday 8:00am-5:00pm. For after hours, use the drop box located adjacent to the Office or email to adultsports@ci.cypress.cs.us.
- C. No ADD/DROP forms will be accepted after the fifth week of the league. Additional Add/Drop forms are located on our website at www.cypressrec.com

PLAYER CONDUCT:

- A. The City of Cypress Recreation and Community Services Code of Conduct will be strictly enforced. All players must sign the Code of Conduct before playing in any of the City of Cypress Adult Sports Leagues.
- B. Each manager is responsible for the conduct of the team and spectators. Any manager, or acting manager, ejected from the game, will cause his/her team to forfeit that game.
- C. No player or coach may address any official, player, or spectator while in possession of a bat. This applies to all participants, spectators, and coaches before, during, or after the game. Violation of this rule will result in immediate ejection from the game and indefinite suspension from the league until further review by the Adult Sports League Committee.
 - 1. **FIGHTING:** Any team, player(s), or spectator(s) fighting before, during or after any City of Cypress Adult Sport League game will be ejected from the area immediately. The area consists of the field, parking lot, and any portion of City property. If a team, player, or spectator refuses to leave the area or stop fighting, the police will be called and additional team and individual penalties will be assessed. The minimum penalty for an individual for fighting is a one game suspension, which will be the next scheduled game. Depending on the severity, individual(s) could be suspended for the remainder of the season and/or permanently banned from all City of Cypress Adult Sports Leagues. Once suspended, the player(s) or spectator(s) may not participate or attend any City of Cypress Adult Sports Leagues during the duration of their suspension. Failure to comply will result in additional penalties.
 - 2. **TRASH TALKING/VERBAL ABUSE:** Abusive language and/or gestures by any player(s), spectator(s), or coaches directed towards officials or other participants will not be permitted. The official will issue a warning on the first offense, if abusive conditions continue the individual(s) in question will be ejected from the area. The minimum penalty for individual(s) is a one game suspension, the next scheduled game. Depending on the severity, individual(s) could be suspended for the remainder of the season and/or permanently banned from all City of Cypress Adult Sports Leagues. Once suspended, the player(s) or spectator(s) may not participate or attend any City of Cypress Adult Sports Leagues during the duration of their suspension. Failure to comply will result in additional penalties.
 - 3. **ALCOHOL/DRUGS:** Alcoholic consumption or drug use on any City property is strictly prohibited. Any player(s) or spectator(s) believed to be under the influence of alcohol or any other drug will be immediately ejected from the area and will be suspended for a minimum of one week from the City of Cypress Adult Sports leagues. If the player(s) or spectator(s) refuse to leave the area, a forfeit will be called and the player(s) or spectator(s) will be suspended indefinitely pending a determination by the Adult Sports Committee. If a manager knowingly allows a member of the team to participate under the influence of alcohol or drugs, they will be subject to suspension. Managers are also responsible for the conduct of their spectators. Any violation of these rules could result in criminal prosecution.

PLAY REGULATIONS:

A. **OFFICIAL LINEUP:** The manager must provide a lineup to the umpire before the start of the game. Late arriving players may be added to the bottom of the batting order.

1. Teams must bat all players present on their roster. Players must bat in alternating order by sex. The batting order shall not change during the game, but defensive changes may be made at any time. Skipping players or batting out of order is to be called by the manager. In the event batting out of order is discovered, an out will be recorded in the position in the order that was skipped.
2. When a player is ejected from the game, or removed from the game due to injury, an out will be recorded in that spot the next time that person would have batted. This will become the new batting order.

B. **DEFENSE:**

Men: All teams will defensively consist of ten players. Games may be played without forfeit with eight (8) roster players present.

Co-ed: All teams will defensively consist of ten players, 5 female and 5 male or 4 female and 6 male. Games may be played without forfeit with eight (8) roster players present. A team of nine (9) roster players can consist of 5 female and 4 male or 4 female and 5 male. A team of eight (8) roster players can consist of 4 females and 4 males. 5/3 is not a permissible distribution of female/male or male/female.

If there are 5 females then all must play both defense and offense. If there are 6 females present then only 5 are required to play defense. If there are 4 females present then all must play both defense and offense.

1. Once a game has begun a team may not play with (7) players or less resulting from ejection, injury, etc.
2. Co-Ed Line: A minimum of (3) fielders must be behind an outfield restriction line (180 foot arc from home plate) when the batter hits the pitch. Penalty: The batter and all the base runners will be awarded one base unless each has advanced one base safely, in which case the player proceeds without reference to the violation.
 - i. There will be no restriction on a player (man or woman) as to which defensive position he or she may play.

C. **LENGTH OF GAME/GAME TIMES:**

1. All games will last seven (7) innings or 65 minutes, whichever occurs first.
2. An inning that begins within the time limit will be completed unless it is the last half of an inning and the home team is ahead.
3. Weekday games will be regularly scheduled for 6:30, 7:40, and 8:50 p.m. Weekend games will be regularly scheduled for 4:30, 5:40, 6:50 and 8:00 p.m. NOTE: The aforementioned times are subject to change.
4. In the event of an umpire “no-show”, games will be re-scheduled. Recreation Staff will not officiate any games. Please call the Adult Sports League Programmer at 714-229-6794 or 714-686-1436.
5. Teams that have a forfeit or “no show” umpire may still have the field until their designated game time is over.

D. **SEASON/LEAGUE:** Each season/league will consist of ten (10) games.

E. **APPROVED FOOTWEAR:**

1. Metal cleats are not allowed in any City of Cypress Adult Softball League. Rubber-soled soccer style cleats are the recommended footwear for all leagues.
2. Players found to be wearing metal cleats will be asked to change. If a player refuses to change cleats, does not have another pair of legal cleats, or is not legally substituted out of the game, the player will be ejected for the remainder of that game.

F. **WARM-UP:**

1. No infield practice is allowed. After the first inning, pitcher will be allowed only one warm-up pitch.

2. No infield practice in between innings.
3. No infield or batting practice will be allowed on the infield prior to the game.

G. HOME TEAM/VISITING TEAM: The home team will occupy the third (3rd) base dugout.

H. PITCHING DISTANCE:

1. The pitching distance will be fifty (50) feet. And the ball must not exceed a height of more than 12 feet above the ground.

I. PITCHERS SAFETY BOX: The field will be marked with a "Pitcher's Safety Box". This box is an extension of the pitcher's mound. The extension is six (6) feet back and two (2) feet wide on either side of the pitching rubber. The pitcher can pitch from anywhere inside the box, as long as both feet are inside the box when the pitch is released. The pitcher can move outside the box once the pitch is made, but if they are hit while outside the PSB, the ball is live.

1. Spirit of the rule: The spirit of the rule is to create a safe zone around the most dangerous position in softball.
 - i. If the batted ball travels through the Pitcher's Safety Box (PSB), the hitter is out, and it's a dead ball (runners cannot advance, and no double plays).
 - ii. It does not matter where the pitcher is when the hit is made, nor does it matter if the ball hits or misses the pitcher. It's where the ball is hit. Like a strike zone, it stays consistent.
 - iii. The height of the PSB is from the mound to 3 feet above the head of the pitcher. If a ball hits the ground before the mound, the ball is live. If it travels 3 feet above the head of the pitcher, it is also live.

J. COURTESY RUNNER: One courtesy runner per inning is allowed. However, additional courtesy runners are allowed if agreed upon by both team managers prior to the start of the game.

K. LEADING OFF: The base runner may lead off the base once the ball has been pitched.

L. ONE-AND-ONE COUNT:

1. All Adult Softball league participants will start each at bat with a one (1) ball and one (1) strike count.
2. The batter is out on the second foul ball strike (2). (Ex. The batter has two (2) strikes, fouls off a ball. The next contact of the ball must be fair.)

M. THREE STRIKE RULE:

1. Strike three lands on the plate or the mat.
2. Batter hits a second foul ball with a two strike count.

N. INTENTIONAL WALKS - MEN:

A male batter who is intentionally walked on three (3) consecutive balls, without a strike called during the at bat will be awarded second (2nd) base. Base runners will only advance if forced to do so.

O. BATS:

*Men's Open Bat League: Any bat listed as Single Wall Aluminum, Multi- Wall or Composite are eligible to be used in the Cypress Men's Open Bat Softball Leagues.

*Co-Ed League: Only bats listed as Single Wall Aluminum bats are eligible to be used in the Cypress Co-Ed Softball Leagues.

ALL Bats must be ASA approved and have a stamp

Bats made of or containing titanium and bats that exceed a 1.2 bpf ranking will not be allowed in league play. Any player caught using an illegal bat will be ejected from the game and receive a minimum one game suspension.

1. ALTERED BATS: Bats may not be altered in any manner. The umpire has the authority to remove any bat that he/she suspects has been altered in any way. This judgment is left entirely to the discretion of the umpire in any given game. The game shall be immediately forfeited by any team whose player takes a position in the batter's box with any bat that has been previously removed by the umpire in accordance with this rule.
2. BANNED BATS:
 - BASS: QUAKE
 - COMBAT: VIRSP3 LADY VIRUS
 - EASTON: SCX2 SYNERGY
 - EASTON: SCX22 SYNERGY 2
 - LOUISVILLE SLUGGER: FP136
 - LOUISVILLE SLUGGER: FP1368
 - LOUISVILLE SLUGGER: FP1369
 - LOUISVILLE SLUGGER: FOC305 CATALYST (-8)
 - LOUISVILLE SLUGGER: SB304
 - LOUISVILLE SLUGGER: SB34 GENESIS
 - LOUISVILLE SLUGGER: SB404
 - LOUISVILLE SLUGGER: SB73V TPS VOLTAGE
 - MIKEN (ALL BATS THAT ARE MIKEN ARE BANNED)
 - NOKONA: TOMAHAWK
 - SCHUTT: RED/SLIVER SCHUTT BAT
 - WORTH: EST9
 - WORTH: QESTFP
 - WORTH: SBWK (WICKED)
 - WORTH: SBWA
 - WORTH: WWSCA WICKED COMPOSITE (SP ONLY)
 - WORTH: WWSCA
 - WORTH: XEST9X
 - WORTH: XGOLD
 - WORTH: XPST4
 - WORTH: XRED
 - WORTH: XWICKX WICKED (SP ONLY)

A complete Approved Softball Bat list can be found at:
www.asasoftball.com

ANY BATS NOT ON THE LIST PROVIDED TO THE UMPIRES ARE CONSIDERED ILLEGAL AND NEED TO BE APPROVED BY CYPRESS ADULT SPORTS STAFF!

- P. MERCY RULE: A Slow-pitch game may end any time after five (5) innings when a team is behind by fifteen (15) runs or more and has completed its turn at bat, or when official time has expired.

GROUND RULES:

1. ARNOLD/CYPRESS FIELD
 - i. The "one-up" rule will be in effect. Once a team has hit a home run they cannot hit another home run until the opposing team has either equaled the one home run total or has a one home run lead. At no point shall the difference between the amount of home runs hit by each team be greater than one. Any batter hitting a home run with a one home run lead is out and the ball is dead.
 - ii. Home team can go up in the last inning of the game.
 - a. Example: Team A hits the first home run of the game. Team A cannot hit another home run until Team B has hit a home run. Team B can now hit two home runs, which would make them have a one home run lead.
 - iii. Any ball bouncing over the fence will be ruled as a ground-rule double.
 - iv. Any batted ball that lands fair and then goes beyond the outfield fence line (while still in play) will be declared a ground-rule double.
2. OAK KNOLL PARK:
 - A. Any batted fair ball that goes into the bleachers in left field on a roll or bounce will be ruled a ground rule triple and the ball is dead.
 - B. Any ball going into field #5 dugouts will be ruled a Home-Run.
 - C. Any batted fair ball that goes into the bleachers on a fly will be ruled a Home Run
3. CENTRAL PARK-LA PALMA:
 - i. Any ball hit into the pavilion in centerfield or leftfield, such that it is not playable will be ruled a ground rule triple.
 - ii. Any ball hit that rolls into the parking lot in leftfield or is hit onto the tennis court on the fly will be ruled

- a home run.
- iii. Any ball hit off a light pole or a tree is live and in play.
- iv. Any ball rolling onto any of the out field concrete will be ruled a ground rule triple.

RECLASSIFICATION:

The City of Cypress reserves the right to move teams up or down, if necessary. The team's record at the time of the move remains as is. If a team is currently in the highest level of league play, The City of Cypress reserves the right to not accept the team's registration for the next season or terminate league play and refund the league fee due to the team's level of play. Suggestions of more competitive leagues can be made upon request.

FORFEIT TIME and FEE:

1. Game time is forfeit time. If a team is late and both managers agree upon it, there is a five (5) minute grace period for the first game only. The grace period will be subtracted from game time.
2. The forfeit fee is \$30 per forfeited game. Forfeit fees are to be paid in full at the Cypress Recreation and Community Services Office one (1) working day prior to the next scheduled game. No fee will be taken at the field.
3. If a team forfeits more than two matches and/or two matches in a row, the team will automatically be dropped from the league. Dropped teams will lose all playoff privileges regardless of record. If a team is dropped from the league, all records will be adjusted at the date of team's second forfeit whereby all teams previously defeated by said team will be credited with a win.
4. Games will be forfeited if:
 - i. A team does not pay the umpires fee (\$15) prior to game time
 - ii. A team can not field eight (8) players at game time
 - iii. Not meeting the minimum of 4 females for Co-Ed leagues
 - iv. A team found to have used an illegal or non-roster player
 - v. A team continues to harass the umpire or if the umpire feels the situation is such that a physical harm may come to him/herself, other players, or spectators
 - vi. Any player consuming any alcoholic beverages on the playing fields, park facility, or parking lots. Teams who violate this rule before, during, and after a game will forfeit the game and will be suspended from the league. If a manager knowingly allows a member of the team to participate under the influence of alcohol or drugs, they will be subject to suspension. Any violation of these rules could result in criminal prosecution. Refer to Sec. 17-40 of Cypress Municipal Codes.

OFFICIALS /SCOREKEEPING:

1. One (1) umpire per game. The umpire keeps the official score and time.
2. Managers will be given a score card to put the team lineup on it. The score card will be kept at home plate with the umpire.
3. It is the responsibility of the managers to verify the score at the end of the game. Both teams should keep score.
4. Umpire fees are \$15 per game per team.

PLAYOFFS/TIE BREAKERS:

1. Single elimination tournament will be utilized. The top four teams in each division bracket will advance to the playoffs. When appropriate, first, second and third round playoffs will be played on the usual night and location of league play. Teams will be seeded for the tournaments.
2. In the event of a tie in the final standings of a league, the following tie breaker will be used:
 - i. Total wins
 - ii. Regular season head-to-head competition
 - iii. Run differential between those teams
 - iv. Most runs scored in the season
 - v. Fewest runs allowed for the season

vi. Coin toss

3. Home team will be decided on the seeding of the teams. The higher standing team receives Home advantage.
4. Playoff Games will be seven (7) innings or 65 minutes whichever occurs first, unless there is a tie and then California tie breaker will be in effect. Mercy rule applies to all playoff games.
5. Championship Games will be seven (7) innings, with no time limit, and no mercy rule. California tie breaker will be used if game still tied after (7) innings.
 - i. California tie breaker--at the top of the inning (when the visiting team is up to bat), and each half inning after that, the team on offense will start the inning with a runner on second base.

RAIN OUTS AND COMPLETE GAMES:

In the event that a game is called due to rain, weather hazards, or any other conditions that might cause a game to be called before the allotted time the following rules will apply:

1. If the game has completed 4 innings, the game will be considered final and will count towards the standings. In the event that the game has gone more than 4 complete innings the final score will be the score at the end of the last complete inning.
2. If the game has not completed 4 innings, the game will be considered a "Dead Game," and the game will be replayed completely.
3. In the event that a playoff game is called, the game will resume at a later time and date at the point which it was stopped. In the event that a game resumes and a player in the lineup is not available to play, another player or substitute may not play for that person. You must skip the absent player in the lineup and move onto the next player. At least 8 players from the originally lineup must be present to play the game or else it will be a forfeit.
4. If it is raining the day of the game, please call the weather hotline after 2:00pm at 714-229-6734

PROTESTS:

1. Oral Protests must be made by the team manager with the official and the opposing team prior to the next live ball situation.
2. Written protests will not be considered unless they are received in the Recreation and Community Services office within one working day of the incident.
3. Protests for ineligible players must be made by the opposing manager before the last out of the game to allow the official/recreation leader to check the identification of the player in question. No protest fee is required at that time. Any player requested by the official/recreation leader to show identification must do so within 10 minutes following the completion of the game. If the player in question does not return within the 10 minute time period or if the identification does not match the name and signature on the roster, the game will be called a forfeit. If the player in question provides identification that matches the name and signature on the scorecard and the opposing manager still feels that the player is illegal, that manager must follow the standard protest procedure.
4. Protest fees are \$15.
5. For protests to be submitted, a written protest on the protest form and \$15 needs to be received at the Recreation and Community Services Office within one working day of the protest.
6. If the protest is upheld, the fee of \$15 will be returned.
7. Protests will be decided upon the spot during the playoffs.

SCMAF BLOOD RULE:

Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, is prohibited from further participation in the game until appropriate treatment has been administered. If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time. A player, coach, or official will not be allowed to participate unless:

1. All bleeding has stopped
2. Any exposed cut/scrape which has bled is completely covered
3. Bloody clothing is removed

It is recommended that teams have spare clothing available at the game site to be used if necessary.

FIRST AID:

The City of Cypress provides basic first aid supplies at the Adult Sports Programs/Facilities.

CITY OF CYPRESS ADULT SPORTS COORDINATOR:

- B. The City of Cypress Adult Sports League Coordinator is the final authority for all on and off the field decisions, including suspensions. The Adults Sports Coordinator has the authority to see to the safety of all of the participants, officials, spectators, and equipment at any Adult Sports venues.
- C. If necessary, the Adult Sports Coordinator is authorized to warn individuals of actions contrary to the City of Cypress Adult Sports Rulebook and eject any participant(s), spectator(s), or anyone else who does not comply with the rules and regulations as stated above. This authority does not affect the official of a game in anyway. It is in addition to that authority.
- D. No rules or regulations dealing with a team's right to protest are changed by this supplement. See Protests.
- E. The Adult Sports League Coordinator determines schedule changes, league relocations, and team reclassification as necessary.
- Q. The Adult Sports League Coordinator determines whether any games are subject to suspension, replay, of forfeit as determined by the City of Cypress Adult Sports Rulebook.

CITY OF CYPRESS ADULT SPORTS COMMITTEE:

The City of Cypress Adult Sports Staff is the final authority for all clarification and interpretation or rules and regulations as outlined in the City of Cypress Adult Sports Rulebook and the Participant's Code of Conduct.

AWARDS:

1. Individual awards will be given for 1st place.
2. A maximum of 16 shirts will be awarded.

Current Official SCMAF Rules as well as these rules will be the official rules for this league.