



**CITY OF  
CHULA VISTA  
ATHLETICS SECTION  
SLOW-PITCH SOFTBALL  
Fall 2007**

**I. REGISTRATION INFORMATION**

**A. TEAM FEE**

The team fee is for an 8-10 game regular season and a postseason. The team fee includes:

	<u>MEN</u>	<u>COED</u>
1. ASA Registration	\$ 12.00	\$ 12.00
2. Awards	\$ 34.00	\$ 34.00
3. Game Balls & Supplies	\$ 25.00	\$ 25.00
4. General Fund	\$100.00	\$100.00
5. Gypsum	\$ 5.00	\$ 5.00
6. League Coordinator	\$ 55.00	\$ 55.00
7. Score Keeper	\$126.00	\$126.00
8. *Forfeit Deposit ( <b>Refundable</b> )	\$ 48.00	\$ 48.00
<b>RESIDENT TEAM TOTAL FEE</b>	<b>\$405.00</b>	<b>\$405.00</b>
9. Non-Resident Surcharge	\$105.00	\$105.00
<b>NON-RESIDENT TEAM TOTAL FEE</b>	<b>\$510.00</b>	<b>\$510.00</b>

**Each team will be required to pay \$12 cash to the umpire at each game. If the team does not have \$12 cash, they will forfeit the game.**

**\*This deposit covers two nights of umpire fees. If your team forfeits a game the entire fee for the umpires of \$24 will be deducted from this deposit. If you forfeit a second time, you will have until Friday of the current week (or the following Monday for Friday teams) to reimburse the entire fee of \$48, or forfeit your spot in the league. However, if your team does not forfeit a game or doesn't use the entire deposit, it will be refunded to you. Play-offs fall under the same rules for forfeits.**

**B. REGISTRATION PROCEDURE**

Registration starts: **ALL LEAGUES** – August 20, 2007. Registration will be held at Monteville Gym, 840 Duncan Ranch Road and Parkway Gym, 385 Park Way. Registration will be taken from 2:00 to 6:00 pm Tuesday – Friday at Parkway Gym, and 12pm-8pm Monday – Friday at Monteville Gym until September 21<sup>st</sup>, or until leagues are full. The season will begin the week of October 1, 2007.

**MANDATORY** Manager's Meetings will be held the week of September 24th at 7pm, at Monteville Gym, on the night your team will play.

Registering teams will need to bring in payment (cash or check only) and pick up a team roster / liability waiver to have signed by all playing members of the team prior to the first game.

- a. **Resident Teams:** Teams with 70% of its players who are residents of the City of Chula Vista will be able to register as a resident team. **Sponsored teams** may also register as a resident team if the business is located in the City of Chula Vista.

**Non-Resident Teams:** Teams who do not meet the resident team requirements will register as a non-resident team. These teams will have to pay the non-resident surcharge.

#### C. PAYMENT OF FEES

**The entire fee must be paid at the time of registration. No partial payments will be accepted. Additionally, the payment options are a) one check, b) all cash, or c) one check and the rest cash. We are not allowed to take more than one check. Also, no post-dated checks will be accepted.** If the bank for any reason returns the team's check, the team manager will be contacted and will have one day to correct the problem. A \$25 service charge will also be required.

#### D. LEAGUE DAYS AND FIELDS

**Men's Leagues: Monday – Friday (Rohr, Chula Vista Community, Eucalyptus, Veteran's, and Monteville)**

**Coed: Thursday – Friday (Discovery Park)**

When a team registers they will be guaranteed the night that they request as long as there are openings for that night. **There are limited spaces on each night. You may request a specific field but there is no guarantee that you will be placed there.**

#### E. WAITING LIST

When the maximum number of teams allowable has been registered or after the registration deadline, the remaining teams will be placed on a waiting list in order of first come first serve priority. Teams that are contacted will have two days to submit the entry fee.

#### F. REFUNDS

Refunds will only be given to teams if another team on the waiting list is willing to play on that night or, if the League is cancelled. **Refunds will not be given to teams who are not willing to play at a specific field or league.**

### II. GENERAL INFORMATION

***\*EACH MANAGER WILL BE RESPONSIBLE FOR INFORMING HIS/HER PLAYERS OF THE CONTENT OF THIS RULES PACKET AND WILL BE RESPONSIBLE FOR THE CONDUCT OF HIS/HER TEAM, PLAYERS, AND SPECTATORS\****

#### A. ROSTERS

1. The team roster must be turned in prior to the first game.
2. **All players** must sign the team roster before they play. Each roster may have a **maximum** of twenty-two players throughout the season.
3. Players may play on multiple fields each night.
4. Player additions that cause the team to exceed the twenty-two-player limit must have written approval from the Athletics Section.
5. **\*\*NON-ROSTERED PLAYERS\*\***: A team may elect to play a game with up to 2 non-rostered players, as long as the opposing manager agrees to allow the non-rostered players to participate in that game, and the non-rostered players sign the waiver. If the opposing manager agrees to allow them to play, the game's final results will stand. If the opposing manager disallows the non-rostered players to play, the game will be determined a forfeit and there will be no umpire or scorekeeper for that game.
6. **\*\*Any team that chooses to add players to their roster after the 5<sup>th</sup> game of the season will forfeit their right to qualify for the playoffs.**
7. Players must be at least 18 years old. If 18 years old, the player must have graduated high school.
8. Last names of players must be used on all score sheets.
9. Players changing teams during the season must have the approval of the Athletic Section.
10. Players must have a valid California Identification card, or a California Drivers License, or a copy of an identification card with an identifiable picture (**It is**

**under the discretion of the League Coordinator to determine if the picture is identifiable) in order to play in the League.**

#### **B. INELIGIBLE PLAYERS**

A forfeit will be declared if a player is **not** able to show proof of eligibility as indicated above. A team using an ineligible player, in whatever sense of the word ineligibility may have, may be forced to forfeit the game or games in which the ineligible player played in. The Athletics Section will make this decision.

#### **C. PROTEST**

The following procedure must be followed in order to have a protest considered:

1. The manager of the protesting team must notify the following people **immediately (before the next pitch)**:
  - a. Umpire behind home plate
  - b. Opposing manager
  - c. League Coordinator/scorekeeper
2. The full protest must be typed and submitted to the Monteville Gymnasium office within two days of the game in question. Protests must be accompanied by \$20.00; to be refunded only if the protest is judged valid.
3. Protests may be judged valid but not necessarily enforced.
4. Protest will not be considered if it concerns a decision based solely on the accuracy of the judgment on the part of umpires.
5. **ROSTER CHECKS WILL BE HANDLED IMMEDIATELY BY THE SCOREKEEPER.** Please follow item 1 under Protest first.

#### **D. PLAYER CODE OF CONDUCT**

1. A player ejected from a game shall leave the area of the field immediately. If ejected for unsportsmanlike behavior, the player will be required to leave the bleacher area and the park (sight and sound). Failure to do so may cause the player's team to forfeit the game.
2. **A player ejected from a game for unsportsmanlike behavior will face a one game suspension which will be enforced the following game.** If the player's actions warrant it, they may be required to meet with the League Coordinator and the Recreation Supervisor. Depending on the severity of the action, the player may face suspension from the league, or worse. The League Coordinator has the final decision.
3. A player who is ejected from a game a second time shall be ineligible from further participation this season.
4. The team manager is responsible for his/her own fans. If the team manager cannot control an obnoxious or unruly fan they could forfeit the game. The umpire will warn the managers first before forfeiting the game.
5. **Any player determined by the umpire to have been drinking before or during the game will not be allowed to play.** Trash talk, taunting and foul language will not be tolerated. Any violation of this rule will result in ejection.

### **III. CITY OF CHULA VISTA LEAGUE RULES AND REGULATIONS**

**The Amateur Softball Association Softball rules shall be enforced unless otherwise noted.**

**Insurance:** Players are responsible for providing their own insurance.

**Placing:** Placing is done at the discretion of the Athletics Section, with the goal to have the most competitive leagues as possible.

**Game times:** Game times will be 6:30, 7:40, and 8:50. The game clock will begin at the designated game time, regardless of if the teams are ready to play. There will be no new inning started after 60 minutes. If the inning is not complete at this time, the inning will be completed or **the game will end at 65 minutes** whichever comes first. If the home team is at bat and is ahead in score at 65 minutes, they will be declared the winner. If the score is tied at 65 minutes, the game will end in a tie. If the visiting team is at bat when the game ends at 65 minutes,

the game reverts back to the previous inning. If the home team is at bat, and is trailing in score when the game ends at 65 minutes, the game reverts back to the previous inning. If the umpire is late for the game time, the game clock will begin once the umpire is on the field and has started the game time.

**Balls:** All of our game balls for the Men's, Women's, and Coed leagues are Dudley Thunder COR .40. Each manager is responsible for providing a back up ball prior to the start of the game. **A team without a COR .40 back-up ball, or access to one, will forfeit the game.** Balls will be available for sale at Monteville Community Center for \$5 each. **Back up balls – COR .40 or lower.** A team **must** use their own back-up ball when batting, if it's available. It's encouraged that all teams bring extra balls in case the three balls that you are playing with are not retrieved.

**Bats:** The ASA banned bat list will be in effect. Check the ASA non-approved list for banned bats. Bats with the ASA 2004 stamp will be considered legal, if not altered. If a player appeals to the umpire to check a specific bat, and there is no ASA 2004 stamp, the bat must be checked by the scorekeeper against the banned bat list.

**[http://www.softball.org/about/certified\\_equipment.asp](http://www.softball.org/about/certified_equipment.asp)**

Any player using a banned bat will be ejected from the game. If a banned bat is present in the dugout, the owner will be ejected. If the owner does not step forward, the manager will be ejected.

**Batting:** A player arriving after the game begins must be added to the end of the batting order and may bat when their turn comes up. Teams have the options of batting up to 15-players (Coed 16-players). If the manager elects to bat all players present at game time, the manager will have free substitutions on defense.

**Cleats:** Metal cleats **will not** be allowed. Any player caught wearing metal cleats during a game will be ejected.

**Courtesy Runners:** No more than 2 players may have courtesy runners without opposing manager's approval. Courtesy runners should be used for legitimate injuries only. The players who need a courtesy runner must be declared before the game, unless an injury occurs during the game, then a player may request a courtesy runner (up to 2 maximum) to the umpire and scorekeeper. The courtesy runners will be the last out. If the last out is not available, the next to the last out will be used. If there are no outs, or if the last out is a player who needs a courtesy runner, the last player on the lineup will be used. Before the game the umpire will ask the managers if they would rather use courtesy runners "as needed". In this case, any player may use a courtesy runner and they do not need to be identified before the game. The courtesy runner will remain the last out in this case.

**Forfeit:** A team must have 8-roster players at game time to avoid forfeit (**coed 4 men and 4 women**). A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. If an umpire is not present at game time, the grace period will begin immediately once the umpire is on the field and has verified the number of players for both teams. This time will be deducted from the game time.

**Home Team:** The home team is the second team listed on the schedule game time.

**Home Runs:** The "one-up" rule will be in effect (**this rule doesn't apply to Rohr #18 or Veteran's**). The "one-up" rule states that no team may hit more than one home run more than the opposing team. An illegal home run will be ruled a foul ball (**at Eucalyptus an illegal homerun will be ruled an out**). If both managers agree, the rule may be waived during their pre-game meeting with the umpire at all fields except Eucalyptus.

**\*\*\*THERE WILL BE UNLIMITED HOME RUNS AT ROHR #18\*\*\***

**\*\*\*THERE WILL NO HOME RUNS ALLOWED AT VETERAN'S\*\*\***

At Veteran's, any home runs that land on or over the mow curb or the concrete walkway in the outfield will result in an out. Any subsequent home runs by the same player will result in an ejection.

**Mercy Rule:** The mercy rule will be in effect when any team is winning by 20+ runs after 4 complete innings or 12+ runs after 5 complete innings. At this point the game is over.

**League play:** The leagues will be played as follows: All teams will play a round robin plus additional games chosen at the discretion of the Athletics Section. Your standings seat you in the tournament.

**Line-ups:** The player's first and last name must be on the line-up. A written line-up must be delivered to the scorekeeper, the opposing manager, and the umpire before the game starts.

**Scorekeeping:** City staff will be onsite to scorekeep the games. In the event a staff scorekeeper is not present at the games, the home team will be responsible for keeping the official score. The winning team must give the final score to the umpire **and** call in the results to the Athletics Office at 409-5893 within 48 hours or the game will be considered a no-contest.

**Standings:** Standings will be with the scorekeeper each week and will be posted on the website every Monday after the game.

**Tournament Play:** The top four teams in the league are eligible for the tournament (This can be adjusted depending on league size). League rules stand for post-season play. For a player to be eligible for the post-season tournament, they must play in half of the games during the season. This tournament will be played in one night and the top two winners of the tournament will receive the awards. There will be no awards for the best records during the regular season. Your season standings seat you in the tournament only. **IF A TOURNAMENT GAME ENDS IN A TIE, THE TEAM WITH THE HIGHEST SEEDING WINS THE GAME. THERE WILL BE NO EXTRA INNINGS.**

**Tiebreakers in the standings** will be decided using this criteria and in this order: a) head to head record, b) total runs head to head, c) least runs allowed, d) most runs scored, and e) play-off game. If 3 teams are tied with the same record, the tiebreaker criteria will be as follows: a) most total wins against other 2 teams, b) least runs allowed against other 2 teams, c) most runs scored against other 2 teams.

**Tied-games:** If a game is tied after game time and the last inning has been completed, the game will end in a tie. Each team will receive a ½ win ½ loss. There will be no extra innings to settle a game unless there is still time left prior to 60 minutes and 7 innings have been completed. If this occurs see “Game Time” in this packet.

## **ADDITIONAL HOUSE RULES: ALL LEAGUES**

**Strike Zone** - 17” from rear of plate, making 17”x34” rectangle. A legally pitched ball not struck and that lands ON ANY PART OF the strike zone which is 17” wide and 34” in length including the plate, will be ruled a strike by the umpire.

**Base Running** – Any runner may lead off a base as soon as the ball leaves the pitchers hand. There will be no base stealing. If a runner illegally advances and touches the next base, the runner is declared out. If the runner does not touch the next base and is returning to the base that was vacated, the runner can be forced out if the defensive fielder touching that base first catches the throw. After a legal pitch, which is not hit, a ball thrown to any fielder other than the pitcher is dropped, or an overthrow of the intended fielder is the result, the force is removed from the runner and the runner must be tagged to be out. All runners must retouch before advancing at their own risk.

**Called Game** – In a “called game” 4 complete innings constitutes a complete game. With this, after 3 ½ innings, if the home team is winning and the game is called this will be a complete game and the home team will get the win.

**Extra Innings** – If seven innings have been completed and the game is tied before 60 minutes are up, extra innings may be played until time is up. Follow our end of game rules.

**“Wet Bag Condition”** – As field conditions change there may be a situation where the umpire declares a “WET BAG CONDITION”. When rounding the bases either when advancing on a batted ball or a multiple base hit if “WET BAG CONDITION” is declared it means that all runners may go “over the top/break the vertical plane of the base” when rounding the bases. If any runner does not break the vertical plane of the base it is an “appeal play” just as leaving a base too early on a caught ball. **If there is a force out a player must touch the base.** This rule is a judgment call by the umpire and cannot be protested.

**Pitching** -The pitcher may take a position in a direct line any distance behind the pitchers plate. The pitcher may also elect to pitch from the pitching plate. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery. *Once the first pitch has been delivered to a batter the pitcher may continue to pitch from that location or can move closer to or further from the plate, the pitcher does not*

*need to wait until a new batter is up.* If the pitcher elects to pitch from a distance behind the pitchers plate all pitching regulations are in effect.

**Batting** - The batter will start the at bat with a count of one ball and one strike.

**Bad weather:** In case of bad weather call **409-3871** after 2:00 PM for the status of the day's games. You can also check the City web site for field conditions.

[www.chulavistaca.gov/rec](http://www.chulavistaca.gov/rec)

### Go to Sports & Athletics

<b>Drinking and playing:</b>	No player determined to be drinking before the game will be allowed to play.
<b>Smoking:</b>	Smoking is prohibited in all City parks.
<b>Glass containers:</b>	No glass beverage containers are allowed in City parks.
<b>Children:</b>	Children may not be left unattended in the City Parks. Also, children may not be in the field dugout.
<b>Pets:</b>	Pets may not be left unattended in the City parks.
<b>Sportsmanship:</b>	Trash talk, taunting, and foul language will not be tolerated. Disruptive behavior will be punished.
<b>Ejection:</b>	Any player ejected from a game for unsportsmanlike conduct is ineligible to play the following game.

## COED RULES

**The Amateur Softball Association Softball rules shall be enforced unless noted by the following rules:**

1. A defensive team shall consist of 10 players. A game may be played without forfeit with (8) rostered players. The player combinations may be the following, and only the following: (6 men – 4 women; 6 women – 4 men; 5 men – 4 women; 5 women – 4 men: these combinations may only be used if there are only 4 women present); 5 men – 5 women; 4 men – 4 women  
**If a team has a minimum of 5 women present at game time, all 5 women must play defense.**
2. In Coed play, an outfield player who begins the play behind the restriction line may not attempt to throw a batter-runner out running to first base on a hit ball. In the event an outfield player who begins the play behind the restriction line throws the ball to first base when a player has hit that ball and is running to first, the play will be dead, the batter-runner will automatically be awarded second base and the team and player who threw the ball will be warned. Upon second occurrence and subsequent occurrences thereafter of the same act by the same team, the player who threw the ball will be ejected from the game.
3. Substitutes must be listed at the bottom. Substitutions or courtesy runners must be of the same sex as the individual being replaced. **If you have lower than 8 rostered players (4 men & 4 women) the game will be forfeited.**
4. Batting order. A batting order must be submitted prior to the game and followed during the game. The batting order will be fixed, may not exceed 16 players, and must be followed such that **three** batters of the same sex may never bat consecutively. **Suggestion:** It is best to alternate a male and female batter at the top and bottom of your line-up in case another player shows up to the game late. An example would be: 1. Male, 2. Female....8. Male, 9. Female. This way, either a male or female would be able to be inserted into the line-up if they showed up late. Otherwise, the person showing up late may have to be used as a substitute.
5. Courtesy runners shall be the last recorded out made by the player of the same sex. If no player of the same sex has recorded an out, the player of the same sex listed last in the batting order shall be the courtesy runner. Teams are allowed one male and one female courtesy runner.
6. A minimum of 3 outfielders must be behind an outfield restriction line (160 foot arc from home plate) when the batter hits the pitch. While a female is batting, the rover can only be a female. Penalty: the

batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.

7. There will be no restrictions on a player (man or woman) as to which defensive position he or she may play except for rover position when a female is at bat.
8. A male batter, who is walked on 3 consecutive balls without any strikes pitched during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their base. **If 2 outs only:** If the **next batter** is a woman, she has the option to take first base or take her at-bats. Note: After a male batter receives 1 or more strikes and is then issued an intentional walk, he shall be awarded first base and if the next batter is a woman, she must take her at-bats.
9. There will be a “scoring plate” at home for the Coed Division. The purpose of the “scoring plate” is to eliminate all plays at home plate.

The “scoring plate” will be set approximately 8 feet away from the original home plate. All plays at home plate shall be by force out only, provided the runner from third has crossed the commitment line. To score, the runner must touch the “scoring plate” before the defensive player touches home plate with the ball in possession. The defensive team may not tag the runner going home: Penalty: the runner is safe and the ball is declared dead. The runner may not slide: Penalty: the runner is out, the ball is declared dead.

Commitment line: If a base runner touches or crosses the commitment line, they are committed to go forward: they may not go back. Penalty: the runner is out and the ball is declared dead.

**If you have any questions please call 409-5893. THANK YOU.  
Please visit the City of Chula Vista web site for updated information on your league.**

[www.chulavistaca.gov/rec](http://www.chulavistaca.gov/rec)

**Go to Sports & Athletics / Adult Sports**



## **ATHLETICS SECTION**

### **CHULA VISTA COMMUNITY PARK EAST FIELD**

#### **ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

##### **HOME RUNS**

THE "ONE-UP" RULE WILL BE USED. THE "ONE-UP" RULE STATES THAT A TEAM MAY HIT NO MORE THAN ONE HOME RUN THAN THE OPPOSING TEAM. AN ILLEGAL HOME RUN WILL BE RULED AS A FOUL BALL.

##### **CALLED HOME RUNS AT CHULA VISTA COMMUNITY PARK**

- 1) A BALL HIT IN THE AIR AND LANDING OVER THE CEMENTED SIDEWALK OR CURB WILL BE RULED A HOME RUN.
- 2) A BALL HIT IN THE AIR AND LANDING OVER THE CEMENTED SIDEWALK OR CURB AFTER BEING TOUCHED BY A FIELDER WILL BE RULED AS A HOME RUN BUT WILL NOT APPLY TOWARDS THE "ONE-UP" RULE.
- 3) A BALL THAT HITS THE FOUL POLE ON THE FLY ABOVE WHERE THE MESHING BEGINS WILL BE RULED A HOME RUN.
- 4) "INSIDE THE PARK" HOME RUNS WILL NOT COUNT TOWARDS THE "ONE-UP" RULE.
- 5) A PLAYER MAY NOT STEP INTO HOME RUN TERRITORY TO CATCH A BALL.

##### **GROUND RULE DOUBLES**

- 1) A BALL THAT HITS THE FOUL POLE ON THE FLY BELOW WHERE THE MESHING BEGINS WILL BE RULED A DOUBLE.

##### **GROUND RULE TRIPLES**

- 1) A BALL THAT ROLLS ON OR OVER THE CEMENTED SIDEWALK WILL BE RULED A GROUND RULE TRIPLE.



## **ATHLETICS SECTION**

### **CHULA VISTA COMMUNITY PARK WEST FIELD**

#### **ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

##### **HOME RUNS**

THE "ONE-UP" RULE WILL BE USED. THE "ONE-UP" RULE STATES THAT A TEAM MAY HIT NO MORE THAN ONE HOME RUN THAN THE OPPOSING TEAM. AN ILLEGAL HOME RUN WILL BE RULED AS A FOUL BALL.

##### **CALLED HOME RUNS AT CHULA VISTA COMMUNITY PARK**

- 6) A BALL HIT IN THE AIR AND LANDING ON OR OVER THE CEMENTED SIDEWALK WILL BE RULED A HOME RUN.
- 7) A BALL HIT IN THE AIR AND LANDING ON OR OVER THE CEMENTED SIDEWALK AFTER BEING TOUCHED BY A FIELDER WILL BE RULED AS A HOME RUN BUT WILL NOT APPLY TOWARDS THE "ONE-UP" RULE.
- 8) A BALL THAT HITS THE FOUL POLE ON THE FLY ABOVE WHERE THE MESHING BEGINS WILL BE RULED A HOME RUN.
- 9) A BALL THAT HITS THE TREES ON THE FLY IN DEEP CENTER WILL BE RULED A HOME RUN.
- 10) A BALL THAT HITS THE LIGHT POST ON THE FLY IN DEEP CENTER WILL BE RULED A HOME RUN.
- 11) "INSIDE THE PARK" HOME RUNS WILL NOT COUNT TOWARDS THE "ONE-UP" RULE.
- 12) A PLAYER MAY NOT STEP INTO HOME RUN TERRITORY TO CATCH A BALL.

##### **GROUND RULE DOUBLES**

- 2) A BALL THAT HITS THE FOUL POLE ON THE FLY BELOW WHERE THE MESHING BEGINS WILL BE RULED A DOUBLE.

##### **GROUND RULE TRIPLES**

- 2) A BALL THAT ROLLS ON OR OVER THE CEMENTED SIDEWALK WILL BE RULED A GROUND RULE TRIPLE.

Recreation Department

**ATHLETICS SECTION**

**DISCOVERY PARK  
EAST FIELD**

**ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

**HOME RUNS**

THE "ONE-UP" RULE WILL BE USED. THE "ONE-UP" RULE STATES THAT A TEAM MAY HIT NO MORE THAN ONE HOME RUN THAN THE OPPOSING TEAM. AN ILLEGAL HOME RUN WILL BE RULED AS A FOUL BALL.

**CALLED HOME RUNS AT DISCOVERY PARK, EAST FIELD**

- 13) A BALL HIT IN THE AIR AND LANDING OVER THE CEMENTED CURB OR ON THE BANK WILL BE RULED A HOME RUN.
- 14) A BALL HIT IN THE AIR AND LANDING OVER THE CEMENTED CURB OR ON THE BANK AFTER BEING TOUCHED BY A FIELDER WILL BE RULED AS A HOME RUN BUT WILL NOT APPLY TOWARDS THE "ONE-UP" RULE.
- 15) A BALL HIT IN THE AIR AND STRIKING THE FOUL POLE WILL BE RULED A HOME RUN.
- 16) A BALL HIT IN THE AIR AND STRIKING ON THE FLY THE TREE IN RIGHT FIELD WILL BE RULED A HOME RUN.
- 17) A BALL HIT IN THE AIR AND STRIKING ON THE FLY THE LIGHT POST IN RIGHT FIELD WILL BE RULED A HOME RUN.
- 18) "INSIDE THE PARK" HOME RUNS WILL NOT COUNT TOWARDS THE "ONE-UP" RULE.
- 19) A PLAYER MAY NOT STEP INTO HOME RUN TERRITORY TO CATCH A BALL.

**GROUND RULE DOUBLES**

- 3) A BALL THAT ROLLS OVER THE CEMENTED CURB WILL BE RULED A DOUBLE.



## **ATHLETICS SECTION**

### **DISCOVERY PARK MIDDLE FIELD ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

#### **HOME RUNS**

THE "ONE-UP" RULE WILL BE USED. THE "ONE-UP" RULE STATES THAT A TEAM MAY HIT NO MORE THAN ONE HOME RUN THAN THE OPPOSING TEAM. AN ILLEGAL HOME RUN WILL BE RULED AS A FOUL BALL.

#### **CALLED HOME RUNS AT DISCOVERY PARK, MIDDLE FIELD**

- 20) A BALL HIT IN THE AIR AND LANDING OVER THE CEMENTED CURB OR ON THE BANK WILL BE RULED A HOME RUN.
- 21) A BALL HIT IN THE AIR AND LANDING OVER THE CEMENTED CURB OR ON THE BANK AFTER BEING TOUCHED BY A FIELDER WILL BE RULED AS A HOME RUN BUT WILL NOT APPLY TOWARDS THE "ONE-UP" RULE.
- 22) A BALL HIT IN THE AIR AND LANDING OVER THE FENCE OF THE T-BALL FIELD WILL BE RULED A HOME RUN.
- 23) A BALL HIT IN THE AIR AND STRIKING THE FOUL POLE ABOVE WHERE THE MESHING BEGINS WILL BE RULED A HOME RUN.
- 24) A BALL HIT IN THE AIR AND STRIKING THE OVERHANG OF THE TREE IN RIGHT FIELD WILL BE RULED A HOME RUN
- 25) "INSIDE THE PARK" HOME RUNS WILL NOT COUNT TOWARDS THE "ONE-UP" RULE.
- 26) A PLAYER MAY NOT STEP INTO HOME RUN TERRITORY TO CATCH A BALL.

#### **GROUND RULE DOUBLES**

- 4) A BALL THAT ROLLS OVER THE CEMENTED CURB TO THE **RIGHT OF THE LIGHT POST IN RIGHT FIELD** WILL BE RULED A DOUBLE.
- 5) A BALL THAT HITS THE FOUL POLE ON THE FLY BELOW WHERE THE MESHING BEGINS WILL BE RULED A DOUBLE.

#### **GROUND RULE TRIPLES**

- 1) A BALL THAT ROLLS OVER THE CEMENTED CURB TO THE **LEFT OF THE LIGHT POST IN RIGHT FIELD** WILL BE RULED A TRIPLE.
- 2) A BALL THAT ROLLS BEHIND THE T-BALL FENCE WILL BE RULED A TRIPLE.

#### **OTHER GROUND RULES**

- 3) THE T-BALL FIELD INFIELD IS CONSIDERED "IN-PLAY" TERRITORY.



## **ATHLETICS SECTION**

### **DISCOVERY PARK WEST FIELD**

#### **ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

##### **HOME RUNS**

THE "ONE-UP" RULE WILL BE USED. THE "ONE-UP" RULE STATES THAT A TEAM MAY HIT NO MORE THAN ONE HOME RUN THAN THE OPPOSING TEAM. AN ILLEGAL HOME RUN WILL BE RULED AS A FOUL BALL.

##### **CALLED HOME RUNS AT DISCOVERY PARK, WEST FIELD**

27) A BALL HIT IN THE AIR AND LANDING OVER THE CEMENTED CURB OR ON THE BANK WILL BE RULED A HOME RUN.

28) A BALL HIT IN THE AIR AND LANDING OVER THE CEMENTED CURB OR ON THE BANK AFTER BEING TOUCHED BY A FIELDER WILL BE RULED AS A HOME RUN BUT WILL NOT APPLY TOWARDS THE "ONE-UP" RULE.

29) "INSIDE THE PARK" HOME RUNS WILL NOT COUNT TOWARDS THE "ONE-UP" RULE.

30) A PLAYER MAY NOT STEP INTO HOME RUN TERRITORY TO CATCH A BALL.

31) A BALL HIT IN THE AIR AND STRIKING THE FOUL POLE ABOVE WHERE THE MESHING BEGINS WILL BE RULED A HOME RUN.

##### **GROUND RULE DOUBLES**

6) A BALL THAT ROLLS OVER THE CEMENTED CURB WILL BE RULED A DOUBLE.

7) A BALL THAT HITS THE FOUL POLE ON THE FLY BELOW WHERE THE MESHING BEGINS WILL BE RULED A DOUBLE.

##### **OTHER GROUND RULES**

4) THE T-BALL FIELD INFIELD IS CONSIDERED "IN-PLAY" TERRITORY.



## **ATHLETICS SECTION**

### **EUCALYPTUS PARK SOFTBALL FIELD**

#### **ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

##### **HOME RUNS**

THE "ONE-UP" RULE WILL BE USED. THE "ONE-UP" RULE STATES THAT A TEAM MAY HIT NO MORE THAN ONE HOME RUN THAN THE OPPOSING TEAM. AN ILLEGAL HOME RUN WILL BE RULED AS AN OUT.

##### **CALLED HOME RUNS AT EUCALYPTUS PARK**

- 1) A BALL HIT IN THE AIR AND LANDING OVER THE OUTFIELD FENCE IN FAIR TERRITORY WILL BE RULED A HOME RUN.
  
- 2) A BALL HIT IN THE AIR AND LANDING OVER THE OUTFIELD FENCE IN FAIR TERRITORY AFTER BEING TOUCHED BY A FIELDER WILL BE RULED AS A HOME RUN BUT NOT COUNT TOWARDS THE "ONE-UP" RULE.

##### **GROUND RULE DOUBLES AT EUCALYPTUS PARK**

- 1) A BALL THAT LANDS IN FAIR TERRITORY AND BOUNCES OVER THE OUTFIELD FENCE WILL BE RULED A GROUND RULE DOUBLE.

Recreation Department

**ATHLETICS SECTION**

**MONTEVALLE PARK SOFTBALL FIELD**

**ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

**HOME RUNS**

THE "ONE-UP" RULE WILL BE USED. THE "ONE-UP" RULE STATES THAT A TEAM MAY HIT NO MORE THAN ONE HOME RUN THAN THE OPPOSING TEAM. AN ILLEGAL HOME RUN WILL BE RULED AS A FOUL BALL.

**CALLED HOME RUNS AT MONTEVALLE PARK**

- 3) A BALL HIT IN THE AIR AND LANDING OVER THE OUTFIELD FENCE IN FAIR TERRITORY WILL BE RULED A HOME RUN.
  
- 4) A BALL HIT IN THE AIR AND LANDING OVER THE OUTFIELD FENCE IN FAIR TERRITORY AFTER BEING TOUCHED BY A FIELDER WILL BE RULED AS A HOME RUN BUT NOT COUNT TOWARDS THE "ONE-UP" RULE.

**GROUND RULE DOUBLES AT MONTEVALLE PARK**

- 2) A BALL THAT LANDS IN FAIR TERRITORY AND BOUNCES OVER THE OUTFIELD FENCE WILL BE RULED A GROUND RULE DOUBLE.



## **ATHLETICS SECTION**

### **ROHR PARK #18 FIELD**

#### **ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

##### **HOME RUNS**

THE "ONE-UP" RULE WILL BE USED. THE "ONE-UP" RULE STATES THAT A TEAM MAY HIT NO MORE THAN ONE HOME RUN THAN THE OPPOSING TEAM. AN ILLEGAL HOME RUN WILL BE RULED AS A FOUL BALL.

##### **CALLED HOME RUNS AT ROHR PARK, #18**

- 5) A BALL HIT IN THE AIR AND LANDING OVER THE OUTFIELD FENCE IN FAIR TERRITORY WILL BE RULED A HOME RUN.
- 6) A BALL THAT STRIKES A FOUL POLE ON THE FLY WILL BE RULED A HOME RUN.
- 7) A BALL HIT IN THE AIR AND LANDING OVER THE OUTFIELD FENCE IN FAIR TERRITORY AFTER BEING TOUCHED BY A FIELDER WILL BE RULED AS A HOME RUN.
- 8) A BALL HIT IN THE AIR AND STRIKING THE LIGHT POST IN FAIR TERRITORY ABOVE WHERE THE PADS WOULD BE WILL BE RULED A HOME RUN.

##### **GROUND RULE DOUBLES AT ROHR PARK, #18**

- 3) A BALL THAT LANDS IN FAIR TERRITORY AND BOUNCES OVER THE OUTFIELD FENCE WILL BE RULED A GROUND RULE DOUBLE.
- 4) A BALL HIT IN THE AIR AND STRIKING THE LIGHT POST IN FAIR TERRITORY WHERE THE PAD WOULD BE WILL BE RULED A GROUND RULE DOUBLE.



## **ATHLETICS SECTION**

### **VETERAN'S PARK SOFTBALL FIELD**

#### **ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

##### **HOME RUNS**

NO CALLED HOME RUNS WILL BE ALLOWED AT VETERAN'S PARK. "INSIDE THE PARK" HOME RUNS WILL BE ALLOWED. ANY PERSON HITTING A HOME RUN WILL BE RULED OUT. A PLAYER WHO HAS ALREADY BEEN CALLED OUT FOR HITTING A HOME RUN WILL BE EJECTED FOR HITTING ANY SUBSEQUENT HOME RUNS.

HOME RUN OUTS ARE BALLS HIT ON OR OVER THE CEMENTED CURB THAT BORDERS THE RIGHT FIELD TO LEFT CENTER FIELD. ALSO A BALL HIT ON OR OVER THE WALKWAY IN LEFT FIELD WILL BE CONSIDERED A HOME RUN OUT.

##### **GROUND RULE DOUBLES**

- 8) A BALL THAT ROLLS OVER THE CEMENTED CURB INTO THE PLANTER WILL BE RULED A GROUND RULE DOUBLE.

##### **GROUND RULE TRIPLES**

- 3) A BALL THAT ROLLS OVER THE WALKWAY IN LEFT FIELD WILL BE RULED A GROUND-RULE TRIPLE.



## **ATHLETICS SECTION**

### **ROHR PARK #17 FIELD**

#### **ADULT SOFTBALL SPECIFIC FIELD RULES AND REGULATIONS**

##### **HOME RUNS**

THE "ONE-UP" RULE WILL BE USED. THE "ONE-UP" RULE STATES THAT A TEAM MAY HIT NO MORE THAN ONE HOME RUN THAN THE OPPOSING TEAM. AN ILLEGAL HOME RUN WILL BE RULED AS A FOUL BALL.

##### **CALLED HOME RUNS**

- 1) A BALL THAT HITS THE TREES IN FAIR TERRITORY IN LEFT AND CENTER FIELD WILL BE RULED A HOME RUN.
- 2) A BALL LANDING OVER THE CEMENTED CURB IN THE BUSHES IN THE RIGHT FIELD WILL BE RULED A HOME RUN.
- 3) A BALL THAT HITS THE FOUL POLE ON THE FLY ABOVE WHERE THE MESHING BEGINS WILL BE RULED A HOME RUN.

##### **GROUND RULE DOUBLES**

- 1) A BALL THAT ROLLS ON OR OVER THE CEMENTED CURB IN RIGHT FIELD WILL BE RULED A GROUND RULE DOUBLE.
- 2) A BALL THAT BECOMES OBSTRUCTED BY AN OBJECT OR AREA IN THE OUTFIELD WILL BE RULED A GROUND RULE DOUBLE.
- 3) A BALL THAT HITS THE FOUL POLE ON THE FLY BELOW WHERE THE MESHING BEGINS WILL BE RULED A DOUBLE.

##### **LIGHT POLES**

- 1) A BALL THAT HITS A LIGHT POLE WILL PLAYED AS IF IT HIT A FENCE.