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## ADULT SOFTBALL RULES & BY-LAWS

**Updated: August 19, 2022**

### League Information

Please remember that the league does guarantee night of play but can **NOT** guarantee classification or game times.

### Website

League schedules, scores and standings are available online at [www.lfsportspark.com](http://www.lfsportspark.com)

### Points of Emphasis

**Maximum pitching height is 16 feet for all divisions.**

**Bats listed on the ASA Non-Approved Bat List will not be permitted for any league. For coed leagues, men can use single wall bats only. No double wall, multi-wall, two-piece bats or composite (handle or barrel) will be permitted for men in coed play. ALL BATS MUST HAVE AN ASA STAMP.**

### Homerun Rule

All teams initially get a maximum of 3 homeruns. Once both teams reach 3 home runs, the one up rule goes into play. Once you are one up against the opposing team, you may not hit another homerun until the opposing team hits another. If you do so, you will be called out. If you are the first team to reach 3 homeruns and the opposing team has not, you will be called out for any additional homeruns hit until your opponent reaches 3.

### Pitchers Rectangle

The rectangle will extend six feet back from the pitching rubber and will be the same width as the rubber. Pitchers may pitch from anywhere inside the rectangle. The same rules will apply to the pitcher's rectangle and the pitcher's rubber.

### Rosters

Rosters must be submitted prior to the start of the **FIRST GAME**. Add/drops must be submitted prior to the start of the **THIRD GAME**. Teams that do not submit a roster will not be permitted to participate. **All players participating in the playoffs must have picture ID in order to compete. Failure to present it to the umpire upon request will disqualify that individual player from competition.**

1. Each team will submit a complete roster with a maximum of sixteen (16) players, eighteen (18) in Coed.
2. COMPLETED Rosters must be turned in to the Umpire or Community Services Office by the first regular season game.

3. No additions or deletions may be made after the start of the **THIRD** regular season game.
4. All roster changes must come to the Community Services Office in person.

### **Eligibility**

All players must be 18 years or older. Players may only participate on **One City of Lake Forest TEAM PER NIGHT in the same league.** If a player is found to be playing illegally, the player as well as the team manager may be suspended for the remainder of the season.

### **Rain Outs**

Games are cancelled due to inclement weather. **If the weather is questionable, call the MUD Line at 949-273- 6977 for updated league information.** All games will be played as scheduled unless cancelled on the MUD Line. Cancelled games will be made up at the end of the season prior to playoffs.

### **Forfeit Procedures**

1. If a team forfeits a game, the forfeiting team will pay the City of Lake Forest Umpire \$30.00 prior to the start of their next game.
2. If a team forfeits a second time, the manager must pay \$30 cash to the City of Lake Forest Umpire prior to their next game. Failure to pay will result in the team not participating until the forfeit fee has been paid.
3. If a team forfeits a third time, the manager must pay \$30 cash to the Community Services Office and will automatically be dropped from the League with no refund.

**For further information, please call the City of Lake Forest Community Services Department at 949-273-6972.**

## CITY OF LAKE FOREST LEAGUE RULES

### I. Eligibility

- a. Players must be at least 18 years of age.
- b. A person may play on only one City of Lake Forest team per night in the same league.  
NOTE: If an illegal player is identified and protested in the specified period, the game will be forfeited and the player in question and the team manager will be suspended for the remainder of the season. See below for player protests.
- c. Players must have pictured ID at all games.

### II. League Format

- a. Ten (10) games will be played.
- b. Teams will be divided into leagues based on ability.
- c. Ties in the standings will be broken by the following procedure:
  - i. Any regular season forfeit.
  - ii. Record against opposing team(s).
  - iii. Lowest number of runs allowed for entire season.
- d. In all leagues, the top four teams will qualify for the playoffs. The 1<sup>st</sup> place team will oppose the 4<sup>th</sup> place team and the 2<sup>nd</sup> place team will oppose the 3<sup>rd</sup> place team. The winners will meet for the Championship – single elimination. **(Subject to change depending on league).**

### III. Rules of Play

Games will be played under the current SCMAF Softball Rules for Men with the following clarifications and/or additions/changes:

***(Additions/Changes to SCMAF rules are in BOLD ITALICS):***

- a. No steel or metal cleats.
- b. Bats:
  - i. No bats that exceed the 98 mph of the ASA 2004 standard will be allowed. Therefore, any bat used must have the appropriate ASA 2004 or ASA 2000 certification seal on the bat, provided that bat has not lost its certification since receiving it from ASA. Bats that have lost their certification can be retrieved from the ASA website. Any bat manufactured prior to ASA testing may be allowed according to the sole discretion of the umpire if he/she believes that the bat being used would pass the “not to exceed 98 mph ASA standard”.
  - ii. ***No Titanium bats are allowed in any City of Lake Forest Adult Softball League.***
  - iii. All Men’s City of Lake Forest Softball Leagues may use multi-walled bats only if the bat meets the above stated, SCMAF and ASA criteria.
  - iv. ***In Coed City of Lake Forest Softball Leagues, men may use single-walled non-composite bats (no double wall, multi-wall, or 2 piece bats) only (including the handle). Women may use a multi-walled bat only if the bat meets the above stated, SCMAF, and ASA criteria.***
  - v. For information regarding bat eligibility, please contact the league administrator for a list or visit [asasoftball.com](http://asasoftball.com).
    1. **Penalty** – Batter will be declared out, ball declared dead and the bat shall be removed from the game. **NOTE:** When the batter hits the ball (either fair or foul), the above penalty will be enforced. If a ball is not hit and the illegal bat is discovered the penalty will be its removal from the game.
- c. Base runners may not leave the base at any time until the pitcher releases the ball. **(Penalty:** “No-Pitch” is called and the runner is out. After any legal pitch, if the ball is thrown to the base before the runner retouches, the runner is **forced out**. On a dropped or over thrown pickoff attempt, all runners may advance at their own risk without retouching the base.
- d. **Substitution/Batting Order: Lineups should be final five (5) minutes prior to game time.** A team may list any combination of eight (8) to sixteen (16) rostered players (18 in

coed) in the batting order and play any ten (10) on defense. Any players not listed in the starting line-up will be used as substitutes. Players arriving after the first pitch of the game (up to 16, 18 in coed) must be added immediately to the bottom of the lineup or withheld as substitutes. A late arriving player may take a defensive position on the field immediately.

- e. **Courtesy Runners:** A manager can use a courtesy runner for any base runner in an inning (no approval required). A courtesy runner may only be used after base runners have reached their bases and the play is dead. There is no limit to the number of courtesy runners allowed in an inning, however, a player may be a courtesy runner only once per inning. The manager may select any player to be the courtesy runner, provided that:
- 1) Said player is not currently a base runner
  - 2) Said player is not the current batter
  - 3) Said player has not already been a courtesy runner in the current inning

If a courtesy runner is on-base when it is his/her turn to bat, an additional out will be awarded to the defensive team. A courtesy runner cannot be requested for a courtesy runner. The courtesy runner is allowed to remain on base (unless there are 3 outs), and the correct batter is not the player whose name follows that of the batter called out. If the same player is used as a courtesy runner more than once in an inning, and the infraction is discovered while

the improper runner is still on base, said improper runner shall be immediately replaced by the batter for whom the improper runner was inserted – no further penalty. If a courtesy runner is injured and must leave the game, and there are no legal substitutes available, the manager of the opposing team may choose to accept an out for the injured player leaving the base and game, or allow another courtesy runner for the injured player in exchange for an out the next time said injured player leaving the game is scheduled to bat (in accordance with Rule 6, Section 2G). In either case, only one out may be obtained for the removed player, and the injured player shall not thereafter participate in the game. A player officially becomes a courtesy runner when he/she takes his/her position on the base.

- f. **Live Ball Appeal Play:** When ball is alive any fielder may appeal any runner once. The ball is alive and all runners may advance with liability of being put out. The ball must be thrown or carried to the base where the appeal is to be made.
- g. **Dead Ball Appeal Play:** To make appeals after a DEAD BALL or "Time Out" is called by the umpire and the ball has been returned to the infield, any defensive player on the field with or without the ball may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. There is no need for a throw to a base or tag the appealed runner.
- h. **A DOUBLE BASE** is permitted at first base. In this case, the following rules apply.
- i. A batted ball hitting the inside base shall be declared fair and a batted ball hitting the outside base shall be declared foul.
  - ii. Whenever a play is being made on the batter-runner, the defense must use the inside base, and the batter-runner must use the outside base. On extra base hits or balls hit to the outfield where there is no play being made at the double base, the runner may touch either base.
  - iii. Should the batter-runner reach and go beyond first base, he/she must return to the inside base.
  - iv. Should the batter-runner round the base on a hit to the infield or outfield, he/she must return to the inside base.
  - v. In the case that the batter-runner is required to touch the outside base, and touches **ANY PART** of the inside base, said runner shall be declared out. An appeal is not necessary, and the ball remains alive. In the case that the defensive player is required to touch the inside base and touches **ANY PART** of the outside base, said defensive player shall be considered to have missed the base. In the case that a batter-runner misses both bases in running to first base, it shall be treated as a base runner failing to touch a base. In this case, if an appeal is made prior to the batter-runner returning to the base, said batter-runner shall be declared out.
- i. **Lineups:** Each manager will be provided with an official lineup card on which the batting order must be listed. Substitutions in the batting order must be made in an official manner.

**Each player must print their name on the lineup card before each game.**

- i. Each team is advised to keep its own official scorebook in case an error in the scoring.  
**The umpires' score is final**, unless it can be proved erroneous by scorebooks.
- j. The umpire will keep the official time.
- k. Time Limits:
  - 3 game nights (6:30/7:40/8:50pm) - 1 hour and 5 minutes (65 minutes)
  - 4 game nights (6:00/7:05/8:10/9:15pm) – 1 hour (60 minutes)
- i. Games tied after 7 innings will be continued if the time limit has not expired.*
- ii. Any inning started must be completed unless the home team is ahead.
- l. **Mercy Rule:** *If a team is twenty (20) or more runs after four (4) innings OR fifteen (15) or more runs ahead after five (5) innings the game is called OR twelve (12) or more runs ahead after six (6) innings the game is called.*
- m. No batting or infield practice is allowed on the field before games.
- n. A game shall be forfeited if:
  - i. A team fails to field eight (8) or more players when the umpire calls "Play Ball"
  - ii. **Failure to pay the official the required amount prior to game time.**
  - iii. If, in the opinion of the umpire, the manager does not have control of his team.
  - iv. Continued delay of game after the umpire has called "Play Ball."
  - v. Continued harassment of umpire or opposing players.

**IV. Coed Rules of Play**

- a. There must be a minimum of three (3) outfielders behind the outfield restriction line (180' arc from home plate) until the ball hits the bat. **If a rover is used when a female is at bat, that player must be female.** (Penalty-batter will be awarded first base unless she has reached base safely and all base runners have advanced at least one base.)
- b. **No sliding at first base or home plate (Penalty-runner is out, ball is dead). Runners may dive back or slide back to all three (3) bases.**
- c. At no time do we insist or make it mandatory for anyone to slide, only to avoid interference with a fielder.
- d. A maximum of five (5) men or six (6) women may be in the field at any one time. **A team, which only has four (4) females, may only play the game with five males on defense. You may play with six females and four males on defense.** If a team does not have at least four (4) females and four (4) males, it must forfeit the game.
- e. The batting order may consist of an odd number of males and females, but every other person in the order must be a female. **Males may never bat in consecutive order** in the lineup. If there are an odd number of players, and the odd person is a male, a rotating male/female batting order may be used. Two females may bat consecutively.
- f. A runner scoring from third base need only cross the scoring line which is drawn from the front corner of home plate closest to third base to the backstop parallel to the first base line. Crossing the scoring line means **the foot has touched the ground on or beyond this chalked scoring line.** Runners must not touch home plate nor the extension or they will be called out. A runner is out at home if the catcher has the ball securely in his/her glove and is in contact with any part of home plate before the runner has touched or crossed the line (same as a force out at any other base). There will also be a **committal line** marked between third base and home plate. If a runner passes this line, he/she must continue home or the umpire will automatically call out the runner. A runner between 3<sup>rd</sup> and home may also be tagged out.
- g. A male, who is walked on three (3) consecutive balls without any strikes received during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners may advance only if forced to vacate their bases. NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.

**v. Forfeit Procedures**

- a. A game shall be called a forfeit if

- i. A team fails to have eight (8) players on the field at game time. **GAME TIME IS FORFEIT TIME.**
- ii. A team fails to pay the officials at game time.
- iii. In the opinion of the officials, a manager does not have complete control of his team.
- iv. Continued harassment of officials and/or scorekeepers.

## VI. Protests

- a. **All protests must be submitted to the City of Lake Forest Community Services Department, 28000 Rancho Parkway, Lake forest, CA no later than 5:30 p.m. the following day.**
- b. Protests must be clearly written and accompanied by the required \$20.00 cash-filing fee. If a protest is upheld, the fee shall be returned. **No protest will be considered or honored on any official's judgment call.**
- c. All protests must be stated (before the next pitch) to the umpire and the opposing manager, stating the exact reason of the protest. The umpire shall note the protesting manager's statement exactly.
- d. **Protests regarding roster eligibility must be made before the first pitch of the batter in question, the first time through the batting order, or before the next pitch at the time the player in question enters the game.**
  - i. In the case of a player protest, the player's identification will be checked and documented and the game will be allowed to continue with the player in question participating. If the league administration determines that the player in question is illegal, then the game in question will be forfeited and the player in question and the manager from the team in question will be suspended from the league for the remainder of the season, if proper protest procedures are followed.
- e. **Three (3) minutes will be allowed for a protest and added onto the end of the game.**
- f. If a protest is upheld, the game will be finished from the exact point where the protest was made. The same score, outs and position of base-runners will be used.

## VII. Suspensions

**Ejections:** Any player, coach or manager who has been ejected from a ball game shall not be permitted to coach nor manage from the coach's box or the dugout or bleachers nor shall he/she participate or coach in the next playable game. Any game in which a suspended player participated shall be forfeited by his/her team. Any player or coach ejected from inflicting unnecessary bodily harm to any player, official, or spectator may be suspended for at least four games and cannot play until the League Director issues a final decision. The umpire shall provide a written report to the League Director stating the cause of the ejection. All ejected players must leave the facility within one (1) minute or his team may forfeit the game. Any player ejected twice in any league will be suspended for the rest of the season and the next scheduled season. Players may receive a suspension(s) for pre-game or post-game misconduct even if the umpire is not there at the time. Any player(s) or team that has been suspended will not be awarded a refund for any part or full game(s) missed. A one game suspension may not be appealed.

**Appeals:** Any player who is suspended from participation for **three games or longer** may appeal the suspension in writing. Suspended players who are in the appeal process may not participate in the Adult Softball Program until the Review Board makes a final decision. The suspended player(s) may or may not be invited to speak on his/her behalf. Upon conclusion of the review process, the board's decision will be final. All appeals must be received within one week of suspension. **Any ejection will automatically result in a minimum of one-week.**

**REVIEW BOARD:** All suspension appeals will be decided by a Review Board comprised of responsible people appointed by the Sports Director. This Review Board may include but is not limited to: members of the Sports Staff, Community Services staff and other managers. Suspension appeals shall not be decided by managers from the league in which the appeal has arisen. All decisions reached by the Review Board on

suspension appeals shall be final.

## **MANAGERS' RESPONSIBILITIES**

Each team shall have one permanent rostered manager. Duties of the manager shall include, but not be limited to the following:

1. Be responsible for the conduct of their players and spectators before, during, and after the game.
2. Do everything possible to assist the umpire and scorekeeper in keeping the game conduct in an orderly manner.
3. Report and keep current the phone number (work and home) and address of the manager.
4. Call the Community Services Department and verify make-up games whenever your game has been cancelled or postponed. Failure to appear for a make-up game shall be declared a forfeit and will not be rescheduled.
5. Be responsible for giving the umpire the team line-up prior to game time and keeping him/her advised of any changes.
6. Assist the Field Ambassador in completing an accident report, in the event of a player related injury, by supplying the players name, address, phone number, and all other necessary information required by the Field Ambassador.
7. Managers found to be playing non-rostered or ineligible players may be suspended up to a maximum of three (3) league games.
8. Managers are responsible for all equipment used during league play. Managers are subject to suspension if Non-certified equipment is being used during league play.

## **PLAYERS CODE OF CONDUCT**

These leagues are sponsored by the City of Lake Forest Community Services Department. **SPORTSMANSHIP RATES HIGH IN OUR LEAGUES, EVEN ABOVE WINNING**, and the League Director reserves the right to deny any team admittance to the City of Lake Forest Adult Softball Leagues if he feels that their past conduct (in the City of Lake Forest or any other city) is not representative of good sportsmanship and may create a hazard to the well-being of the other players and participants. **The City of Lake Forest Community Services Department also reserves the right to deny awards to any team or teams engaging in unsportsmanlike behavior during any part of the season (including playoffs).**

1. **NO PLAYER SHALL**: Lay a hand upon, push, shove, or strike, or threaten to strike an official.

**PENALTY**: The player(s) shall be immediately ejected from the game and banned from participating in the City of Lake Forest Adult Sports Program and may be legally prosecuted for assault.

2. **NO PLAYER SHALL**: Refuse to abide by an official's decision.

**PENALTY**: The player(s) shall be immediately suspended and shall be suspended for it least the following game (possibly more).

3. **NO PLAYER SHALL**: Be guilty of objectionable demonstrations by throwing of gloves, bats, balls or any other forceful action.

**PENALTY:** The degree of infraction of this rule of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning to a maximum penalty of removal from the game. Officials are required to immediately suspend from further play, any player who throws a bat in an unsportsmanlike manner.

4. **NO PLAYER SHALL:** Be guilty of inflicting personal, verbal abuse upon any official for any real or imaginary wrong decision or judgment.

**PENALTY:** Officials are required to immediately eject the player from the game and report the player to the League Director.

5. **NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain.

**PENALTY:** The degree of infraction of this rule of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game.

6. **NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.

**PENALTY:** Officials are required to immediately suspend the player from further play.

7. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor, upon any player, official or spectator.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such player to the League. Such player shall remain suspended until his/her case has been reviewed by the League Director. The length of suspension will depend on the incident but will usually involve several weeks to expulsion. Any player ejected for fighting, the player will be suspended for all league play for one (1) full year.

8. **NO PLAYER SHALL:** Be guilty of abusive verbal attack upon any player, official, or spectator.

**PENALTY:** The degree of infraction of this rule of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game. Any player(s) who continues with this type of conduct throughout the season may be barred from future leagues.

9. **NO PLAYER SHALL:** Use profane, obscene, or vulgar language in any manner, or at any time.

**PENALTY:** The degree of infraction of this rule of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game. Any player(s) who continues with this type of conduct throughout the season may be barred from future leagues.

10. **NO PLAYER SHALL:** Appear on the field of play at any time in an intoxicated condition or under the influence of a controlled substance.

**PENALTY:** Officials are required to immediately suspend player(s) from play and report same to the League Director. Player(s) will be expelled for the remainder of the season.

**NOTE: No alcoholic beverages or controlled substances are permitted in any park before, during and/or after games. Forfeiture of game may result if this occurs, along with expulsion from the league. Players violating this rule will be suspended immediately.**

11. **NO PLAYER SHALL:** Be guilty of gambling upon any play or the outcome of the game with spectator, player or opponent.

**PENALTY:** Officials are required to report violations of this rule to the League Director.



12. **NO PLAYER SHALL**: Smoke or chew tobacco during the game on the field, in the dugout or in the bleacher area.

**PENALTY**: Officials are required to warn players guilty of infraction of this rule, and failure of such players to comply will result in his/her removal from the game.

13. **NO PLAYER SHALL**: Be guilty of discussing publicly with spectators in a derogatory or abusive manner any play, decision, or his personal opinion of other players, during the game.

**PENALTY**: Officials are required to warn players guilty of infraction of this rule, and failure of such players to comply will result in his/her removal from the game.

14. **NO PLAYER SHALL**: Permit any one to remain in the dugout or on the player's bench during the game who is not a playing member of the team.

**PENALTY**: Officials are required to warn members of the team guilty of violation of this rule. Failure on the part of team members to enforce this rule will result in team being reported to the League Director for further action.

15. **NO PLAYER SHALL**: Be guilty of intentionally throwing his bat.

**PENALTY**: Officials are required to immediately remove player from the game.

Team Manager (print name)\_\_\_\_\_Team Manager (sign)\_\_\_\_\_