



## **JCCSF Adult Softball League Rules and Regulations**

*Revised 9/25/06*

***Directions to Fort Scott Field are located at the end of this document***

### **Mission Statement & Field Policies:**

The Jewish Community Center of San Francisco is committed to creating a user-friendly atmosphere in all of our programming. We are here to serve the needs of the all our participants in a way that is consistent with the philosophy and values of the JCCSF at large.

The quality of our programs and safety for all of our participants is the primary focus. We are also dedicated to keeping our facilities in top condition. With that in mind, we have established the following policies. Your assistance in upholding these policies is expected and greatly appreciated.

- Team captains are responsible to communicate all league information (rules, schedules etc) to their team members.
- Alcohol is not allowed on the field!!! (Food & drinks must be kept in the dugout)
- All players must completely fill out & sign a JCCSF waiver prior to the first game.
- Teams should bring lineup cards and all waivers filled out before game time so that we can keep games running in a timely manner
- Please arrive 15 minutes early for warming up so that the full amount of game time is given for all games
- The illegal bats list is listed at the end of this document
- Extra lineup cards and waivers are attached
- All games are played on Wednesday nights except the playoffs during December which will be on Monday nights.
- All rules are included in this document
- Clean up all trash in your team's dugout at the conclusion of your game.
- Rainout and field closure status can be determined by calling 415-292-1231 on the day in question.

Players are expected to participate in a respectful manner consistent with the core values of the Jewish Community Center of San Francisco. The use of inappropriate language, violence, or dirty play will not be tolerated. Players exhibiting any of these behaviors, or acting in any way deemed by JCCSF staff to be contrary to the values of the JCCSF will be instructed to leave the field immediately. Further action, including expulsion from the league may be enforced.

Thank you for your support and cooperation.

We'll see you on the diamond!

Season includes 6 regular season games + single elimination playoff tournament (7 – 9 games total)

Games are 1 hour and 10 minutes in length or 7 innings (which ever comes first)

Teams play one game per week

10 people play in the field at a time (typically 6 men, 4 women)

Teams may have an unlimited number of players in lineup

Most teams have 10 – 15 people on their roster

Team fees cover the cost of fields, ump's, insurance, equipment, game balls, hats

All games are played at the Fort Scott fields in the Presidio

### **General Information**

- Game rules and regulations are the same as standard Softball rules except where noted below
- Rule modifications generally exist to make the league as inclusive and fun as possible
- All decisions and rule interpretations made by game umpires are final
- The league reserves the right to modify or change the rules at any time.

### **Player Information**

- Games are played with 10 people in the field
  - A team can have no more than 6 men in the field at a time
  
- A team must have a minimum of 8 people in the field to start a game
  - In this instance, the batting team is expected to provide a courtesy catcher
    - This person's sole role is to throw the ball back to the pitcher
    - The courtesy catcher is not responsible for fielding balls or covering home plate
  - The batting team is not expected to provide a courtesy catcher if the fielding team has 9 players
  
- If one team does not meet the 8 player minimum at the time the game is to begin, that team must forfeit the game
  - A team that forfeits two or more games during a season is subject to expulsion from the league without refund
  
- If both teams are short of the 8 player minimum at the time a game is to begin, the umpire will grant a 5 minute grace period
  - If both teams achieve the player minimum within the grace period, the game will begin at that time
  - If only one team achieves the minimum within the grace period, the other team must forfeit the game (as above)
  - If neither teams achieves the minimum within the grace period, then both teams must forfeit the game
  
- The batting team can include an unlimited number of players in their batting order as long as ratio rules are followed

- However, the team must maintain an appropriate ratio of men to women in the order (see the table below)

# of Men in Batting Order	Minimum # of Women in Batting Order
5	4
6	4
7	5
8	6
9	6

- If a team does not have enough women present to satisfy the ratio above, then the line-up must be modified to conform with the ratio requirement. **There are two acceptable ways to do this. The first way is for the team to bat one or more of the women multiple times in the line-up. If this is done, the line up must stay the same throughout the game (unless due to injury). Additionally, no woman may bat three times in the line-up unless all the other women have batted at least twice in the line-up. The second way to comply with the ratio is to have the women bat in a rotation and just put “woman” in the line-up card. This rotation cannot be changed during the game.**
  - There is no correction for having too many women in the batting order (i.e. men are not allowed to bat twice in the order)
- Teams must maintain the ratios above if and when the number of players changes during the game (due to late arrivals, early departures and/or injuries)
  - Players arriving late must be placed at the end of the batting order
  - Players leaving early or those injured during the game are not replaced in the order unless required to maintain the minimum ratio (applies to women only)
- The batting team can bat at most 2 men in a row (i.e. at least every third hitter must be a woman)
  - This does not apply to the transition from the bottom to the top of the order, at which time a maximum of 3 men may bat in a row (i.e. a team can have a man at the bottom of the order followed by 2 men at the top)
- If a team is playing with only 3 women, all 3 women must play positions other than catcher

### Game Information

- Games will be held as scheduled pending weather interruptions or cancellations
  - At the umpire’s discretion, games may be delayed or stopped at any time during the game due to weather (fog, rain, lightning, etc.)
  - Due to limited field availability, games cancelled due to weather or field closure will not be made up.
  - Field closures are determined by the Presidio Trust
  - Weather cancellations are determined by either the JCCSF or the Presidio Trust
  - Up to date game status can be determined by calling 292-1231

- Games are 7 innings or 1 hour and 10 minutes Generally a new inning should not be started if less than 10 minutes remains in the 1 and 10 minute game
  - However, it is up to the umpire’s discretion whether or not to start an additional inning if only 5 – 10 minutes remain in the game
  - At the umpire’s discretion, the game time may be extended (beyond 1 hour and 10 minutes) if a player injury has caused a delay of 5 minutes or more
- The umpire is responsible for recording game events (runs, outs, etc.) in a scoring book during the game
  - Final score book decisions made by the game umpire are final
- Batters start with a count of 1 ball and 1 strike
  - If a player hits 2 foul balls with 2 strikes, he or she is automatically called out on strikes
    - In this instance, the ball is considered dead as soon as it is determined to be foul (runners cannot be tagged out or cannot advance under any circumstance)
- Strikes and balls are called by the umpire
  - A strike must land on home plate or on the mat behind home plate
  - **Pitches must be more than 6 feet high and less than 12 feet high**
    - **Height violations are completely up to the umpire’s discretion**
    - **The umpire will call out “flat” or “high” (or something similar) if he or she deems the pitch to be too low or too high**
    - **Such pitches may be swung at by the batter. If the batter swings, the ball is live.**
    - **If the batter does not swing, the pitch will be a ball regardless of where it lands.**
- If a man is walked by the pitcher and a woman is next in the batting order, the batting team can elect to do either of the following provided it does not force in a run:
  - Advance the male runner from 1st to 2nd and any runner on 2nd base to 3rd; or
  - Have the woman who is next in the batting order take a walk.
- Batters who are injured and unable to run to first base can utilize a courtesy runner when at the plate
  - The courtesy runner must be the person of the same sex as the batter who made the last out (in the current or previous inning)
  - If no one has yet made an out, then the courtesy runner should be the person of the same sex who is farthest from having his or her next at bat and is not currently on base
  - Courtesy runners should start near the backstop (at a line drawn by the umpire) and cannot leave for first base until the ball is hit by the batter or until the batter is walked
  - A courtesy runner can also be used to replace a runner who has reached base safely (the same rules above apply)
- A team can score no more than 10 runs in one inning (mercy rule)
  - As soon as the tenth run is scored, the batting team’s at bat automatically ends
  - This rule does not apply in the last inning of a game or in the inning the umpire considers might be the last inning of the game

- Outfielders must remain a minimum distance outside the back of the infield until the ball is hit (i.e. outfielders cannot line up in or just outside of the infield)
  - This line, called the “Minimum Line”, will be marked by cones on each of the foul lines and will be enforced by the umpire
  - The area between the back of the infield and the Minimum Line is called “No Man’s Land
  - If the umpire believes that a player has violated this rule (entering No Man’s Land too early) in making a play on a ball, the batter will be awarded an automatic single (unless the batter hit a double or more)
    - All runners will advance at least one base (unless they advanced by more than one base during the play)
    - If a runner is thrown out trying to take more than one base on such a play, the out stands
  - A team can utilize 1 “short-center” fielder if desired when a man is up to bat
    - This short-center fielder can serve as a fifth infielder or as a rover in No Man’s Land
  - A team cannot utilize a short-center fielder when a woman is up to bat
    - There can be no more than 4 infielders (not counting the pitcher and the catcher)
    - There can be no player in No Man’s Land
  
- A man cannot switch positions with a woman during the middle of an inning (e.g. a man in left field cannot move to right field when a left handed hitter comes to the plate)
  
- Runners must make a concerted effort to avoid contact and collisions
  - Runners are expected to slide when necessary
  - If the umpire feels that a collision occurred as a result of a runner not making a concerted effort to avoid contact, the umpire will call the runner out and may eject the runner from the game (at umpire’s discretion).
  
- **PLAYS AT THE PLATE WILL ALWAYS BE A FORCE. Once a runner has rounded 3<sup>rd</sup> base and passed the commit line (as marked prior to the game) that runner must try to score. Any runner trying to score at home need only pass a line between the backstop and the front of the plate perpendicular to the third base line (the runner does not have to touch the plate). A runner is judged to have crossed the line when any part of his/her body has crossed the line. To make a put-out, the fielding team must catch the ball and touch home plate (not the back part of the strike zone, the plate) or if the throw pulls them off the bag they may tag the runner. Do not tag the runner.**
  
- **OUTFIELDERS MAY NOT THROW A BATTER OUT AT FIRST BASE:** If the first fielder to touch a batted ball is an outfielder, the batter may not be forced out at first base. If the outfielder tries to throw the runner out at first the umpire shall award the runner second base (even if it forces in a run). If the fielding team is playing with a rover (an outfielder playing in front of the outfield cones when a man is batting), the rover may try to throw the batter out at first. This rule has been put in place to reduce the number of wild throws by outfielders.
  
- Batters must not throw their bats (intentionally or accidentally) at any time
  - A batter who accidentally throws the bat will be given one warning by the umpire
  - If the batter again throws the bat accidentally, the umpire will call the batter out and may eject the batter from the game (at umpire’s discretion)

- **If a batter throws a bat intentionally, the umpire may (without any warnings) call the batter out and assess an additional out (ie if you pop-up and then throw your bat against the fence the umpire can call two outs on you – if you made the 3<sup>rd</sup> out of an inning, the ump can give you an out for the next inning). The umpire may also throw a player out of the game for intentionally throwing a bat.**
- Runners may not take lead-offs from any of the bases
  - A runner may not leave a base until the ball is hit
  - Base stealing is not allowed
- Fair balls hit over the fence on Fields 1 or 2 are considered home runs (as expected) with one exception
  - Balls on Field 1 hit over the fence between the left field foul line and the tall wooden light pole in the deep corner of left field are considered ground-rule doubles
  - **Neither Field 1 nor Field 2 has an accurate foul pole. The umpire will determine what the foul line is by extending a line from home plate through 1<sup>st</sup> or 3<sup>rd</sup> base.**
  - Balls hitting that particular light pole on a fly are home runs
  - All umpire decisions on these calls are final

### **Equipment Information**

- Only regulation “official” softball bats are allowed (no baseball bats)
- No shoes with metal cleats or spikes are allowed
- For the safety of the players, no one may use any multi-wall, multi-shell, or titanium bats. The league maintains a list of “Banned Bats.” This is only a partial list of banned bats and the Umpire will have the final say as to whether a bat is legal. Anyone using a banned bat will be called out.
- **We will be using base extenders on first base which is an extra base in foul territory for the runner to step on. This base minimizes collisions and injury during plays at first base.**

### **Standard Rules often misunderstood**

- Certain standard rules which are often misunderstood have led to conflict or confusion in the past; the most common of these rules are summarized briefly below:
- **Infield Fly Rule**
  - This rule only applies when there are runners on first and second base or first, second and third base and less than 2 outs
  - In this situation, if a batter hits a “catchable” pop-up to the infield in fair territory, the umpire automatically calls “Infield Fly” and declares the batter out
  - When an Infield Fly is called by the umpire, runners may advance at their own risk
- **Extra Bases on Overthrow**
  - If a ball is thrown out of bounds during a play (into a dugout, over a boundary fence, etc.), all runners in progress towards a base are awarded that base plus one additional base (e.g. if a

runner is anywhere in between second and third base when the ball is thrown out of bounds, he or she is awarded third base and home plate)

- If a runner is standing on a base when the ball is thrown out of bounds, he or she is awarded one base (e.g. if a runner is on second base, he is awarded third base)
- All decisions made by the umpire as to a runner's position at the time a ball travels out of bounds are final
- The area to the right of the right field foul line on Fields 1 & 2 is in play. An overthrow that goes into this area is live and the base runner can keep running.

- **Pop-up to Catcher**

- A ball popped up behind the plate and caught by the catcher on a fly is considered an out if the ball was hit at least 6 feet in height
- Balls hit lower than 6 feet in height are considered foul balls

- **Tie Games**

- During the regular season, the umpire will decide whether or not there is enough time left to break the tie.
- Playoff games cannot end in a tie.
- When breaking a tie the following rules changes are in effect:
  - 1. All batters start with a count of 2 balls and 2 strikes. The first foul ball is a foul ball. The second foul ball is an out.
  - 2. The batting team will start with a base runner on 2<sup>nd</sup>. The base runner will be last batter of the previous inning.

## **JCCSF ADULT SOFTBALL LEAGUE**

### **ILLEGAL BATS LIST**

9/25/2006

For safety reasons, the league prohibits the use of bats with composite exterior walls or handles, titanium, and all bats that appear on the ASA's official list of banned bats.

Please don't bring one of these bats up to the plate! An out will be called, no exceptions.

#### **A Bat is Illegal If . . .**

- It has a barrel or handle made of composite material (entire outer shell should be metal, typically aluminum).
- It appears on the ASA's banned bat list at [www.softball.org/about/pdf/04\\_Non\\_ASA\\_Approved\\_Bats.pdf](http://www.softball.org/about/pdf/04_Non_ASA_Approved_Bats.pdf) (see below).
- It's one of several bats the ASA requires to carry the Recertification mark (see below), and it does not.
- It's not on the list of ASA Certified Bats accessed from [www.softball.org/about/certified\\_equipment.asp](http://www.softball.org/about/certified_equipment.asp)

**Don't rush out and buy a newly released bat just because it's not yet on the list...check with us first!**

## **Illegal Composite Bats:**

- Demarini Dark
- Demarini EVO
- Demarini F2
- Demarini Venum/Vexxum
- Dudley Fusion, Fusion 2
- Easton Stealth
- Easton Synergy, Synergy 2, Synergy Plus
- Miken Edge
- Miken Freak
- Miken HHD
- Miken M-Pulse
- Miken Ultra, Ultra II
- Miken Velocit-E, Velocit-E II
- Miken Viper
- Mizuno Blur
- Mizuno Crush
- Mizuno Techfire, Techfire Fury, Techfire Rage
- Rawlings SBACL Silverback ACL Composite Layered
- Toledo Katana (all)
- TPS Genesis
- Worth 3DX Dimension Technology (DT3XSP)
- Worth Wicked Composite (WWSCA, WWSC), Wicked Insanity (WIC120)
- Easton Titanium
- Louisville Slugger TiXXI
- Easton Z-Core Titanium, SC 777 Connexion Model ST5-2
- Anderson Techzilla Reborn
- Anderson Rockettech Reloaded
- Demarini Dark
- Demarini EVO
- Easton SCX2 Synergy
- Easton SCX23 Synergy Plus
- Louisville Slugger SB34 Genesis
- Louisville Slugger SB 105 Catalyst
- Louisville Slugger SB305 Warrior XXL Balanced (added 7/1/04)
- Louisville Slugger SB405 Warrior XXL End Load (added 7/1/04)
- Miken Ultra (Balanced)
- Miken Ultra (Maxload)
- Miken Ultra II
- Miken Freak Plus
- Mizuno Blur Advanced Series
- Worth EST9
- Worth PST 120 (added 7/1/04)
- Worth WIC 120 (added 7/1/04)
- Worth MAX 120 (added 7/1/04)
- Worth XEST9X

- Worth QESTFP
- Worth SBWK
- Worth Wicked (Slow Pitch Version Only)
- Worth XWICKX (Slow Pitch Version Only)
- Worth WWSC Wicked Composite (Slow Pitch Version Only)

Older bats carry the ASA 2000 mark. As long as they appear on the current ASA Certified Bats list, they are legal, unless they are composites, appear on the list above, or appear on the list below of older bats required to carry the Recertification Mark, but do not have it. Bats with the ASA Certified 2004 mark are newer bats that are legal for play.

- Worth
- 3DX Recertified
- with ASA Recertification Mark
- Worth
- EST23 Recertified
- with ASA Recertification Mark
- Worth
- EST5 Recertified
- with ASA Recertification Mark
- Worth
- ESTL Recertified
- with ASA Recertification Mark
- Worth
- PST Recertified
- with ASA Recertification Mark
- Worth
- SSEST Recertified
- with ASA Recertification Mark
- These bats require the "XTRA graphic," not the Recertification Mark
- Worth
- XCUESTX
- with XTRA graphic
- Worth
- XEST23X
- with XTRA graphic
- Worth
- XEST5X
- with XTRA graphic
- Worth
- XESTLX
- with XTRA graphic
- Worth
- XPSTX
- with XTRA graphic
- Worth
- XPSTX

- with XTRA graphic
- Worth
- XSSESTX
- with XTRA graphic

**IF IN DOUBT ABOUT A BAT, CALL US BEFORE YOU BUY IT. IF THERE'S ANY QUESTION IN YOUR OR OUR MINDS ABOUT IT, WE WILL LEAN TOWARD NOT ALLOWING IT OUT OF FAIRNESS TO OTHERS.**

### **Illegal Bat Challenge Rule**

It is extremely difficult to keep our bat list up to date, and it is possible that a bat may be illegal for league play but not yet on our list. Since safety is the primary reason for our bat policies, the use of questionable bats will not be allowed. Just because a bat isn't on the list doesn't mean that it is not illegal.

To address this issue, we have initiated the bat challenge rule. This rule allows a team or an umpire to challenge the legality of a bat, even if it doesn't appear on the list.

Once a bat is challenged, if the umpire deems it illegal, it cannot be used. If the umpire deems the bat legal, it will be allowed and play will continue. If the umpire isn't sure of the legality of the bat, it can be removed from the game at the umpire's discretion. In this case, the automatic out call is waived, and the player is allowed to get another bat and continue his or her at-bat.

The challenged bat is then disqualified for the rest of the game, and must be cleared through the league before it can be used again in a game. It is the player's or manager's responsibility to contact the league to have a bat declared legal for league play. Bringing an identified illegal bat to the plate will still result in an out being called, and the bat being disqualified.

It is also the responsibility of the manager to inform his or her team as to the rules and regulations of our league concerning bats. Managers may also contact the league office with any questions regarding legal or illegal bats.

## **Fort Scott Ball Field Directions**

### **From the Lombard Gate (East Presidio Entrance)**

Take Lombard St. to the yield sign. At the yield, turn right onto Presidio Blvd. At the next stop sign, Presidio Blvd. merges with Lincoln Blvd. Follow Lincoln Blvd. westbound towards the Golden Gate Bridge. Pass the Bridge Toll Plaza and continue on Lincoln Blvd. under the overpass. Turn left onto Storey Ave. The Fort Scott Fields will be on your right. The distance from the Lombard Gate entrance to the Fort Scott Fields is 2.4 miles.

### **From the Marina Gate (Northeast Presidio Entrance)**

Stay on Mason St. until the second stop sign. Turn right onto Crissy Field Ave. Crissy Field Ave. merges with Lincoln Blvd. at the stop sign at the top of the hill. Follow Lincoln Blvd. westbound towards the Golden Gate Bridge. Pass the Bridge Toll Plaza and continue on Lincoln Blvd. under the overpass. Turn left onto Storey Ave. The Fort Scott Fields will be on your right. The distance from the Marina Gate entrance to the Fort Scott Fields is 1.9 miles.

### **From the Golden Gate Bridge (Northwest Presidio Entrance)**

Be sure to be in the far right toll lane. From the toll plaza take the very first right (at the bus stop) onto Merchant Ave. or the 25th Ave. exit. Merchant Ave. ends at Lincoln Blvd. Turn left onto Lincoln Blvd. and take an immediate right onto Storey Ave. The Fort Scott Fields will be on your right. The distance from the Golden Gate Bridge to the Fort Scott Fields is 0.5 miles.

### **From the 25th Ave. Gate/El Camino Del Mar (Southwest Presidio Entrance)**

Enter the Presidio via El Camino Del Mar. Once in the Presidio, El Camino del Mar becomes Lincoln Blvd. Follow Lincoln Blvd. north. Turn right onto Storey Ave. The Fort Scott Fields will be on your right. The distance from the 25th Ave. Gate entrance to the Fort Scott Fields is 1.5 miles.

### **From the Presidio Blvd. Gate (Southeast Presidio Entrance)**

Stay on Presidio Blvd., which merges into Lincoln Blvd. at the second stop sign. Go straight through the stop sign and continue on Lincoln Blvd. Follow Lincoln Blvd. westbound towards the Golden Gate Bridge. Pass the Bridge Toll Plaza and continue on Lincoln Blvd. under the overpass. Turn left onto Storey Ave. The Fort Scott Fields will be on your right. The distance from the Presidio Blvd. Gate entrance to the Fort Scott Fields is 2.7 miles.

### **From the Arguello Gate (South Presidio Entrance)**

Enter the Presidio at Arguello Blvd. near Jackson St. Follow Arguello Blvd. until the Y intersection. At the Y intersection of Washington Blvd. and Arguello Blvd. veer to the left onto Washington Blvd. Washington Blvd. will eventually merge with Lincoln Blvd. Follow Lincoln Blvd. north. Turn right onto Storey Ave. The Fort Scott Fields will be on your right. The distance from the Arguello Gate entrance to the Fort Scott Fields is 2.3 miles.

## **Presidio National Park Map & Directions:**

<http://www.presidio.gov/directions/>