Registration Info

ONLINE REGISTRATION

http://play.chulavistaca.gov

(A non-refundable service charge will be charged by the software company for each online team registration)
24 hours per day
Payment by VISA, MasterCard, or American Express
YOU WILL NEED A VALID EMAIL ADDRESS

CITY OF CHULA VISTA

Berenice Mora
(619) 409-5892 - Montevalle
bmora@chulavistaca.gov
mbarragan@chulavistaca.gov

SOFTBALL

Softball: $480/team (Winter, Spring & Summer Leagues)
$395/team (Fall Leagues)

Each team will be required to pay **$20 per game** at the pre-game meeting each game to cover the umpire fees. If a team does not have the $20, the game will be declared a forfeit.

If a team forfeits, the forfeiting team must pay the **$40 forfeit fee** within 2 business days or will be dropped from the league. The forfeit fee may be waived for teams that contact the Adult Athletic Office with at least a **24-hour** notice prior to a forfeit.

GENERAL INFO

Each manager will be responsible for informing his/her players of the content of this rules packet and may be responsible for the conduct of his/her team's players, and spectators.

INSURANCE

If desired, players are responsible for providing their own insurance.

CODE OF CONDUCT

1. The team manager may be responsible for his/her own fans and players. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The umpire will warn the manager first before forfeiting the game.

2. Trash talk, taunting, and foul language will not be tolerated, and is subject to ejection for unsportsmanlike conduct.

EQUIPMENT

1. Game balls for all leagues will be COR .52 / 300lbs Compression. Staff will provide a game ball for each field and the ball must be returned to the umpire after each game. Teams who win the Championship game will be allowed to keep the winning ball. Staff will provide balls if damaged or lost due to a home run or foul ball.

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

3. All bats must be either ASA or USSSA approved. Bats must bear the association stamp or the bat will be considered "illegal."

4. Any player using an illegal bat will be ejected from the game. Once the next pitch is thrown to another batter, the batter that previously used an illegal bat is exempt from ejection for that occurrence. If an illegal bat is present in the dugout, the owner will be ejected. If the owner does not step forward, the manager will be ejected.

5. Umpires **will not** check ASA or USSSA legality unless appealed by the opposing manager.

6. Bat Protest – see below

ROSTERS

1. Initial rosters must be turned in to staff at the first game. Players **MUST** print their first and last names legibly and sign the rosters for them to be considered valid. Rosters will be available at first game and then at the field office with staff. Everyone playing, even once, must sign the roster.

2. Rosters will have a maximum of 20 players. (Only 15 Shirts will be awarded to the championship team.)

3. It is **FULLY** the manager's responsibility to make sure all players on his/her team are officially signed onto the roster. If the Athletics staff finds players who are not on the roster, those players may be ejected from the game.

4. **A team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the **opposing manager agrees**, and the following criteria are met:

   a. The team using the players not on the official roster must not have more than 10 players in their lineup.
   b. The player must sign a waiver that will be available at the field.
   c. Any non-roster players must be removed from the game when there are 10 roster players available.
   d. Teams may NOT pick up any player who is in the SAME league.
   e. A player may only be on ONE roster PER NIGHT. Players are ONLY eligible to play in playoffs for the team who's roster they are on.
   f. Men's teams MAY use female players on their team.

5. All players must have a valid California ID, driver's license, current student ID, or military ID in case of "roster check"

6. Forfeits will no longer be declared for illegal players. Players will be ejected if deemed "illegal". However, if a team drops below 8 players due to illegal players, the team will forfeit the game.

7. Players may be added on to the roster until the 5th game of the season begins. After that, no additions will be made without prior written approval from the League Supervisor.

8. Rosters **will be checked for teams playing in the playoff games.**

DUGOUTS

Only rostered team players may be in dugout. Spectators must stay outside of the dugouts.

ROSTER CHECKS

"Roster Checks" will be handled immediately on the field. If a team suspects an illegal player, the manager from the protesting team will inform the umpire and the opposing manager of a roster check. The team in question must provide the printed roster and show ID from the player(s) in question, and the umpire will verify the information provided by the manager and player(s) in question. If the player(s) in question are not on the roster, the illegal players will be ejected from the game and play can continue. That spot in the line-up will result in an out for the REMAINDER of that game. If the manager fails to provide a valid roster, the player(s) in question will automatically be ejected. If players in question are ejected prior to the start of the game, the lineup may be altered to avoid any automatic outs for the offending team. If the ejected players cause the team to drop below 8 players, the game will be forfeited.

LINEUPS

1. Teams must complete the line-up on the scorecard that will be present at the field, prior to the start of the game. Players' first and last names should be included on the lineup. Once the lineup is submitted, it is considered "official."

2. Any additions must be made to the bottom of the official lineup. Any players listed on the lineup and not present at the time of his/her at-bat will be called out and scratched from the lineup.

3. Line-ups are the responsibility of the Team Managers, not the umpires.

SCOREKEEPING

There will be no scorekeepers at all fields. The umpires will be responsible for keeping score. It is **highly recommended** each team keep track of the score and verify every half inning with the umpire the correct score.

The score is official at the end of EACH HALF INNING!

It is still highly recommended that each team keep track of score.

STANDINGS

Standings will be posted online and should be available either on Monday or Friday of the following week.

PROTESTS

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, or before the game is called by the umpire)
   a. Umpire
   b. Opposing Manager
   c. Staff

2. If the issue wasn't resolved on the field, please email Berenice Mora at bmora@chulavistaca.gov.

3. **(PHONE CALL PROTESTS WILL NOT BE CONSIDERED)**

4. Protests may be considered valid but not enforced.

5. Protest will not be considered if it is a judgment call.

6. Make-up protest games may be played on different night than originally scheduled night

7. If the protest is deemed valid, the game will continue from the point when the game was protested.

BAT PROTEST

Managers may elect to have a bat protest if they feel it is illegal (exceeds 1.20 bpf or is altered). The following procedure must be followed in order to have a bat protest considered:

1. The manager of the protesting team must notify the umpire and player using the protested bat immediately before the bat leaves the field.

2. The bat protest form must be completed and signed before the next pitch. Once the protest form is completed and signed, the protesting team agrees to pay $100 to the City of Chula Vista for the protest within the next business day (cash, check, or credit card), refundable if the bat is deemed illegal. The protesting team also agrees to cover any damage to the bat caused by manufacturer's testing, not limited to the purchase of a new bat of equal value for the accused owner, if the bat is deemed legal through testing. Some manufacturers may be able to test without damaging the bat.

3. The owner of the bat may elect to turn over the bat to the umpire to be sent into the manufacturer by the Athletic Department, or the player will be ejected from the game immediately and serve a 2-year suspension. If the bat is protested, and the bat is taken out of sight of the umpire, the owner will be suspended. If the owner turns over the bat, the bat will be locked in a storage room until shipped off to the manufacturer to be tested.

4. If the bat comes back as an altered bat, the player will be suspended for 2 years, and his/her name will be reported to all local league and tournament directors as an owner of altered bat used in competition.

5. If the owner of the bat does not step forward, the manager will make the decision to turn over the bat or serve the 2-year suspension.

INJURIES

1. If a player is injured and unable to finish the game (without a sub), the spot in the order will be an out for the next at-bat only. The player will then be removed from the lineup for the duration of the game.

2. One exception would be for COED. If a player is injured and unable to finish the game (without a sub), the spot in the order will be an out for the next at-bat only – UNLESS this forces more than two males or females to bat consecutively. In this case, that spot will remain an out for the duration of the game.

EJECTIONS

1. A player ejected from a game shall leave the field immediately. If a player is ejected for unsportsmanlike behavior, the player will be required to leave the bleacher area and the park (out of sight and sound from the umpire), within 3 minutes. Failure to do so may cause the player's team to forfeit the game. The umpire should give a final warning at 2 minutes, 30 seconds.

2. When a player is ejected, their spot in the lineup will be an out for the REMAINDER of the game.

3. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.

4. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly a longer suspension.

5. Any player or fan threatening staff or an umpire will be banned from our league for a minimum of 1 year.

6. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.

WEATHER

1. In case of bad weather, please check the City website for field conditions (see header on first page).

2. Once the umpire is present, it is the umpire's sole discretion as to the fitness of the field and visibility of the ball in foggy situations. If the umpire determines the game to be playable, the games will be played. Teams may not protest the game on the basis of the conditions of the field or condition of the fog because it is a judgment call by the umpire. If a team feels the conditions to play are not safe, they can elect to forfeit the game.

3. If the umpire cancels the first games of the evening, or any game in progress, due to weather or fog, all successive games will be cancelled. Staff will call the remaining teams if games are cancelled.

MAKE-UP GAMES

1. In games that cannot be considered a completed game, the game will be rescheduled and start over from the beginning with a 0-0 score.

2. The umpire should return the money to the teams if the game is not "completed" due to weather or fog.

3. Make-up games are generally scheduled after the last regular season game. Additional make-up games will continue to be scheduled in order of when they were postponed.

4. Make-up games may be played on a different night than originally scheduled night.

5. We guarantee a minimum of 8 regular season games during our full length seasons (winter, spring & summer). Fall season is generally a shortened season with a minimum of 4 regular season games, not including playoffs.

RULES

The USA rules shall be enforced with the following and preceding "House" rule changes. Modified rules.

GAME TIMING

The game clock will begin at the designated game time, according to the schedule, regardless of if the teams are ready to play. There will be no new inning started after 60 minutes. At this point, the umpire will announce, "5 minutes until kill time." If the inning is not complete at this time, the inning will be completed or **the game will end at 65 minutes (kill time)** 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 and trailing in score when the game ends at 65 minutes, the home team will be declared the winner. If the home team is at bat and is trailing in score when the game ends at 65 minutes, the game reverts to the previous inning. If the visiting team is at bat and is ahead in score at 65 minutes, the game reverts to the previous inning. At the moment of kill time, if the batter is in the batter's box, or has already received pitches, "kill time" will be called and the current at-bat will be completed unless the batter elects **not** to continue

the at-bat. No subsequent at-bats will be allowed. 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.

"FOR PLAYOFFS" Game times will be 6:15pm, 7:30pm, and 8:45pm. There will be "No New Inning" started after 60 minutes. The inning will be played to its entirety. If the game hasn't been completed by the 10pm light curfew, the final score will revert back to the last COMPLETED inning.

PRE-GAME

Managers from both teams will meet with the umpire for a pre-game conference to discuss ground rules and other items as determined by the umpire. The following rules may be WAIVED at pre-game if both managers agree:

One-up home run rule (with exception of Wood Bat leagues)

a. There will be unlimited home runs in the Wood bat leagues.

Courtesy Runners

A. Per rule. Designate 2 players prior to the beginning of the game.

B. As Needed. Does NOT have to be last out. Cannot use the same player repeatedly as the courtesy runner.

(If a courtesy runner is on base when it's their turn in the batting lineup, the courtesy runner will be deemed out. He or she will then be able to take his/her at bat.)

Pitcher's Box

a. If both teams agree, the pitcher's box addendum may be waived. Additionally, if both teams agree, the pitcher's box addendum may be waived only for females as well.

HOME TEAM

The home team is listed second on the schedule.

FORFEITS

A team must have 8-roster players at game time to avoid forfeit (coed must have 4 men and 4 women, or a 5 and 3 combo). A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. This time will be deducted from game time. 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.

A forfeit will be recorded with a score of 0 – 15.

PITCH COUNT

The batter will start the at-bat with a count of 1 ball and 1 strike. The batter will have 1 foul ball to waste after having 2 strikes.

PITCHING

1. The ball must be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.

2. The pitcher may pitch from the pitcher's plate and must come to a complete stop with the ball held in front of the body, facing the batter, and pause for at least one (1) second before delivering the pitch. After the first pitch to a batter, the pitcher may deliver from that position or move closer to or farther from the pitcher's plate, provided all pitching rules remain in effect, including the requirement that the pitch be delivered at a moderate speed. The pitcher must have at least one foot within the pitcher's box and may position anywhere within or

behind the box, but not in front of it. The pitcher's box extends three (3) feet in front of and nine (9) feet behind the pitcher's plate and is six (6) feet wide.

3. If the pitcher delivers the pitch while positioned within the pitcher's box and remains within its width, any batted ball traveling directly through the box—between the ground and the top of the pitcher's head—without first contacting the ground before the front of the box shall result in the batter being declared out. If the pitcher is outside the box at the time of the pitch, or if the batted ball contacts the ground prior to reaching the front of the box, the ball shall remain live.

During the pre-game conference with the managers and umpire, if both teams agree to not use the "pitcher's box", the rule addendum will not apply.

4. No pitches are necessary for intentional walks.

STRIKE ZONE

The home plate, and the home plate extension, will constitute the strike zone. A legally pitched ball not batted and that lands on ANY part of the strike zone, which is 17" wide and 34" long, will be ruled a strike by the umpire.

BASE RUNNING

Any runner may lead off a base as soon as the ball leaves the pitcher's 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. Base runners must run to the safety bag (orange base) on a close play at first. The batter/ runner must drop the bat prior to touching 1st base. Failure to do so will result in an out for the batter/ runner.

Notes for fielders:

a. Ball must be thrown directly to base for a pick off (not thrown to pitcher first).
b. An illegal pitch will not be used to pick off a runner.

COURTESY RUNNERS (per rule)

1. 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 a maximum of 2) to the umpire and opposing manager. The courtesy runners can be any player in the lineup, but the runner may not be used to run consecutively. 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 can be any player in the lineup but may not be used to run consecutively.
2. Once a courtesy runner touches the base, he or she may not be replaced for an additional courtesy runner. Courtesy runners hold ownership over base until they score or are out.
3. A courtesy runner may only be used prior to the first pitch to the following batter (injury permitting).
4. A courtesy runner whose turn is at bat while on base will be called out and removed from the base to take the bat. A second courtesy runner is not permitted at this time.

PLAYER APPEALS

Evaluation Appeal for Skilled Players

a. Teams wishing to appeal a skilled player should send an email to bmora@chulavistaca.gov mentioning the team name and the name of the player in question.
b. The criteria as follows will be evaluated:
    a. Is the player in question on a roster for an advanced division?
    b. Does the player in question cause a safety concern?
    c. Does the player in question cause an unfair advantage for the team he/she is playing on?

WET BAG CONDITION

As field conditions change there may be a situation where the umpire declares a "Wet Bag Condition". This is not a rule, but a condition based on the judgment of the umpire and cannot be protested. 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 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.

HOME RUNS

1. The "one-up" rule will be in effect, unless stated otherwise. 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 an out. If both managers agree, the "one-up" rule may be waived during their pre-game meeting with the umpire, in which case teams may hit unlimited home runs.

2. Any home run that hits any part of residence at Veteran's will result in an ejection for the batter.

3. Hit and Sit on all home runs over the fence/into bushes.

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.

CALLED GAME

1. In a "called game" 4 complete innings constitute 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.

2. In games that cannot be considered a completed game, the game will be rescheduled and start over from the beginning with a 0-0 score.

3. The umpire should return the money to the teams if the game is not "completed" due to weather, fog, and injuries.

TIED GAMES

1. If a game is tied at end 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 not been completed. Game timing regulations still must be followed.

2. If a game ends in a tie in the postseason, the **higher seed** gets the win and advances.

POSTSEASON

The postseason bracket will be a single elimination tournament with the top 4 teams. All postseason brackets will be posted with the initial schedule.

TIEBREAKERS

Tiebreakers in the standings will be decided using these criteria and in this order:

a) head-to-head record

b) run differential head-to-head, c) least runs allowed in season, d) most runs scored in season, and e) play-off game.

C) Leagues with an odd number of teams / games played. Winning percentage will determine which team makes the playoffs.

Ex: Team A is 4-5 and Team B is 4-4 = Team B would advance to the playoffs with a higher winning percentage.

If 3 or more teams are tied with the same record, the tiebreaker criteria to determine the winner 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.

WOOD BAT LEAGUES

There will be some leagues that are Wood Bat only. All Wood Bat only leagues have unlimited home runs and play with a COR .52 / 300lbs Compression ball.

For Coed Wood bat leagues, the Men only will need to hit with Wood Bats while the Women will still be able to hit with ASA & USSSA approved bats. Wood Bat leagues will play under the same timing guidelines; however, games may be played up to 7 innings.

COED RULES

1. A defensive team shall consist of 10 players. A game may be played without forfeit with (8) roster players. A minimum of 4 players of each gender must be represented in the field, and in the lineup. If a Coed team only has 3 players of one gender present, the team may play with 5 and 3 for a total of 8 players to avoid forfeit. In the event of an injury to a team with no subs, the injured player will be considered an out EACH at bat and the team will need to play with 8 players defensively. 5 and 3 or 4 and 4.

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 the 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.Substitutions or courtesy runners must be of the same gender as the individual being replaced.

4. 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 gender may never bat consecutively. *Suggestion:* It is best to alternate a male and female batter at the top and bottom of your

lineup 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 lineup if they showed up late. Otherwise, the person showing up late may have to be used as a substitute.

5. Per Rule, Teams are allowed to designate one male and one female that need a courtesy runner. Courtesy rule may also be waived to "as needed'. The courtesy runner can be any player in the lineup, but may not be used to run consecutively.

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 the 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, shall be awarded second base. Base runners advance only if forced to vacate their base. **If only 2 are out;** 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 line" at home for the Coed Division. The purpose of the "scoring line" is to eliminate all plays at home plate. The "scoring line" will be an extension of the first base line behind the home plate towards the backstop. All plays at home plate shall be by force out only, provided the runner from third base has crossed the commitment line (commit line will be ruled as a base, and players' foot must touch down passed the commit line before he/she is considered safe). To score, the runner must cross over the line anywhere from the batter's box to the end of the line before the defensive player touches home plate with the ball in possession. The run will be awarded once the runners foot touches the ground past the "scoring line". 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 and the ball is declared dead.

10. The Commitment Line is located approximately halfway down the third base line. If a base runner touches or crosses the commitment line, they are committed to go forward. They may not go back to third base. Penalty: the runner is out and the ball is declared dead.

11. If injury occurs in coed and the team has no subs, the player injured will be deemed an out every at bat if the lineup consists of 3 consecutive males or females batting in a row.

ALCOHOL

1. Any player determined by the umpire to be drinking alcohol during the game in the dugout will be ejected.

2. Any player determined by the umpire to be intoxicated will not be allowed to play. If the umpire makes the determination that a player is intoxicated during the course of the game, the player will be ejected from the game.

3. Teams must abide by the "Good Neighbor Policy". Multiple infractions will result in a possible team suspension (see last page).

4. **ABSOLUTELY NO GLASS CONTAINERS**. Violators will be subject to fine(s) if caught by Park Ranger.

PARK REGULATIONS

1. NO GLASS CONTAINERS are allowed in any City Park.

2. **Smoking is prohibited in all City Parks (including vape pens).** Players will be subject to ejection if caught smoking in the Park while their game is being played. This also includes parking lots and restrooms. Any patron to the park is subject to a fine by the Park Ranger if caught smoking.

3. Children may not be left unattended in City Parks. Children are not allowed in the dugouts during the game.

4. Pets may not be left unattended in City Parks and are not allowed in dugouts during the game.
5. No amplified music is allowed in City Parks, including parking lots. **This includes car stereos.**

Good Neighbor Policy

Teams playing in the City of Chula Vista adult softball league will:

Respect the neighboring residents
Drive carefully entering and exiting the park
Dispose of all trash and recyclables in appropriate containers
Not loiter or tailgate in the parking lot
Vacate the park by 10:15pm
Not play loud music from vehicles or portable radios
Not use obscene language
Not hang any signs without prior written approval

We must make every effort to be respectful of the residents in the surrounding neighborhood, or we create the possibility of losing league play at the facility. PLEASE DO YOUR PART!!!!