



RULE BOOK

2024



City of
SANTA CLARITA



PREFACE

This handbook is designed to acquaint managers and players with specific league rules and conditions of play set forth by the City of Santa Clarita Recreation and Community Services Department, Adult Sports Program.

It is the goal of the Adult Sports program to provide an opportunity for adults to take part in an organized and structured athletic program, which will enable its participants to achieve a sense of personal enjoyment and help to promote a healthy lifestyle.

Managers, players, and spectators are expected to support league staff and officials, treat the facilities and opposing teams with respect, and demonstrate good sportsmanship at all times.

TABLE OF CONTENTS

● League Information	3-4
● League Rules	4
● Player Conduct	4-6
● Participant's Code of Conduct	7-9
● Eligibility	9-10
● Rosters	10
● Awards	10
● Team Standings	10
● Umpire Responsibility/Umpire Fees	11
● Forfeit Games	11
● Postponed Games	11-12
● Protest	12
● Game Time and Scoring	13
● Rules of the Game	13-15
● Uniform/Equipment	16
● Field Locations	17

**CITY OF SANTA CLARITA
RECREATION AND COMMUNITY SERVICES DEPARTMENT**

ADULT SOFTBALL LEAGUE BYLAWS

I. LEAGUE INFORMATION

A. TEAM FEES

Fees are based on an 8-10 week season, with a minimum of 10 scheduled games

OPEN, COED, and WOMEN’S LEAGUE \$503

Team registration is online only at <https://santaclarita.gov/adult-sports/adult-softball/> with either a \$100 deposit or full payment of \$480 due by the end of registration. A remaining balance from deposit must be paid in full prior to the manager’s meeting.

B. TEAM NAMES

Inappropriate or vulgar team names are not allowed. All submitted team names are subject to review by the Adult Sports Supervisor, to ensure they are appropriate in content.

C. REFUNDS

Full refunds are granted prior to the current season schedule being posted on the City of Santa Clarita’s Adult Sports website and/or the schedule being sent out to the team manager one week prior to the start of new season. After the season schedule is posted, a \$50 administrative fee will be assessed to a refund request. Refunds will not be granted after the first scheduled game of the season. No exceptions.

D. LEAGUE DAYS AND FIELDS

- The City of Santa Clarita offers leagues for Open, Women’s, and Coed teams.
 - Monday-Open
 - Tuesday-Open
 - Wednesday-Coed
 - Thursday-Open and Women’s
 - Friday-Open
 - Sunday-Open and Coed
- Game Locations: Central Park, Newhall Park, Bouquet Park, and Bridgeport Park.
- Monday-Friday game times are 6:30-10:30 p.m., Sunday Men’s game times are from 9:00 a.m.-1:00 p.m. Sunday Coed game times are from 4:00-5:00 p.m. - 8:00-9:00 p.m.

E. INSURANCE

The City of Santa Clarita does not carry sports insurance to cover the players.

Teams must carry their own insurance if they wish to be covered. Teams may purchase insurance through SCMAF. Contact the SCMAF office at (626) 448-0853 x 11 or visit the SCMAF website @ www.scmaf.org

F. SCHEDULES

One copy of the draft schedule will be emailed to each manager. Please note that your schedule is subject to change before your first game. Managers will be contacted if this occurs. Official schedules will be posted on the City website, <https://santaclarita.gov/adult-sports/adult-softball/>

II. LEAGUE RULES

- A. The following rules govern teams and players participating in the City of Santa Clarita Adult Slow-Pitch Softball League. The league uses established rules of play as adopted by the Southern California Municipal Athletic Federation (SCMAF) with certain variations and exceptions as noted herein.
- B. No player shall dictate any non-City rules to any other player or umpire before, during, or after any game. All players and patrons shall follow all league and park rules at all times.
- C. Umpires handle all in-game rule interpretations and enforcement. If a situation that is not specifically covered in the Adult Softball Rulebook occurs, the Adult Sports Supervisor reserves the right to make a ruling on this situation. The Adult Sports Supervisor reserves the right to suspend an individual or team from league play whose conduct is detrimental to the safety and positive experience of other participants in the program. The Adult Sports Supervisor reserves the right to interpret league rules in a manner he/she deems fair and equitable in accordance with the goals and objectives of the City of Santa Clarita Adult Sports Program.

III. PLAYER CONDUCT

All participants shall behave in a sportsmanlike manner at all times. Unsportsmanlike conduct includes but is not limited to: aggressive play, profanity, derogatory remarks, physical/verbal abuse, aggressive, abrasive or inflammatory trash talking, taunting, fighting, unnecessarily rough tactics, threatening, charging, refusing to abide by umpire's decision, throwing any foreign matters, mocking, drinking, intoxication, smoking, or using altered/illegal bats will not be tolerated and will result in disciplinary action.

A. PARTICIPANTS CODE OF CONDUCT

It is the direct responsibility of the Team Manager to educate all team members with the PARTICIPANT'S Code of Conduct as prescribed in the City of Santa Clarita Softball League Bylaws and SCMAF Rule Book. **INFRACTIONS AND PENALTIES ARE REFERENCED IN THE PARTICIPANT'S CODE OF CONDUCT.** The term **PARTICIPANT** as used in the Player's Code of Conduct shall apply to all team personnel such as the manager, coaches, scorekeeper, sponsors, players, substitutes, fans, etc. The PARTICIPANT'S Code of Conduct shall apply before, during, and after any City Softball Game.

- B. The Adult Sport Supervisor will take disciplinary action based on the events surrounding a player's ejection from a game.
- C. Any player ejected from a game by an umpire for any reason shall leave the park immediately. Umpire may forfeit game if ejected player does not leave facility in a timely manner. After the game, the umpire will record the specifics to the ejection on the game card and then inform the Adult Sports staff of the ejection when turning the game card into the Adult Sports Office. The Adult Sports Supervisor will then determine the further disciplinary action for the ejected player.

The ejected player will not be permitted to attend games during the suspension period. Failure to cooperate with this rule will result in more severe disciplinary action for the player and game forfeitures for the player's team. If the infraction is serious as ruled by the Adult Sports Supervisor, the individual will face permanent suspension from all Adult Sports activities for a period of time as determined by the Adult Sports Supervisor.

All cases will be reviewed and acted upon by the Adult Sports Supervisor. The ejected player may request a meeting with the Adult Sports Supervisor to discuss his/her penalty.

- D. One game suspension = **Seven (7) consecutive calendar days** (i.e. a player suspended on Monday [day 0] cannot play for any team on any night for a total of 7 consecutive calendar days; the player would be eligible to return the following Tuesday [day 8 after 7-day suspension]).

❖ **EJECTION RULES**

- **ANY PLAYER, COACH, or MANAGER** ejected from a game for any reason, will automatically be suspended from participating in any City of Santa Clarita Adult Softball League game/s **for seven (7) consecutive calendar days**. The incident will also be reviewed by the Adult Sports Supervisor and a possible longer suspension may follow per the Participants Code of Conduct rules.
- **ANY PLAYER, COACH or MANAGER** ejected from a total of two (2) games in the same season will be suspended from the City of Santa Clarita Adult Softball League for the remainder of that season. The two games do not have to be from the same league or division.

If two players from the same team are ejected at any time from the game for any reason, the game will be called a forfeit in favor of the opposing team.

❖ **PHYSICAL / VERBAL ABUSE**

- **ANY PLAYER, COACH, or MANAGER** ejected from a game for verbally threatening any other player, an umpire, or spectator will be suspended from participating in any City of Santa Clarita Adult Softball league game/s for **fourteen (14) consecutive days**. The incident will also be reviewed by the Adult Sports Supervisor and a possible longer suspension may follow per the Participants Code of Conduct rules.

- **ANY PLAYER, COACH, or MANAGER** who attacks, physically abuses, or threatens to push, shove, or strike an umpire, player, or staff member will be permanently banned from participation in Adult Sports with the City of Santa Clarita.
- **ANY PLAYER, COACH or MANAGER** who verbally references or makes any physical gestures that relate to hitting “at the middle”, “up the middle”, “Box”, “The Pitcher” or anything that could be interpreted as having that meaning will be ejected by the umpire and will be suspended from participating in any City of Santa Clarita Adult Softball league game/s for **fourteen (14) consecutive days.**



PARTICIPANT’S CODE OF CONDUCT

City of Santa Clarita Recreation and Community Services Department Adult Sports

The City of Santa Clarita Recreation and Community Services Department Code of Conduct, in conjunction with the Southern California Municipal Athletic Federation (SCMAF) “Code of Conduct”, are in effect for all City of Santa Clarita Adult Sports programs. There is a zero-tolerance policy that applies to all team personnel (including players, managers, coaches, scorekeepers, sponsors, and substitutes) before, during, and after games. The City reserves the right to rule on any violations covered or not covered under these Code(s) of Conduct.

1. NO PARTICIPANT SHALL: Consume alcohol before, during, or after a game while on City property (including City parking lots) and/or appear on the field of play, at any time, intoxicated or under the influence of. Municipal Code Sec 14.06.140

MINIMUM PENALTY: Game forfeit (Team) and placed on probation the remainder of the season.

MAXIMUM PENALTY: Permanently banned from participation in City of Santa Clarita Adult Sports programs/leagues.

NOTE: *If multiple infractions occur, a permanent ban will be issued.*

2. NO PARTICIPANT SHALL: Refuse to abide by the official’s decision.

MINIMUM PENALTY: Warning by the official/umpire.

MAXIMUM PENALTY: Ejection from the game and seven (7) consecutive day suspension.

NOTE: *If multiple infractions occur, penalty could be greater than seven (7) consecutive days, which can include a season, year, or permanent suspension.*

3. NO PARTICIPANT SHALL: Be guilty of objectionable demonstrations by throwing of equipment or any other forceful action.

MINIMUM PENALTY: Warning by the official/umpire.

MAXIMUM PENALTY: Ejection from the game and seven (7) consecutive day suspension.

NOTE: *If multiple infractions occur, penalty could be greater than seven (7) consecutive days, which can include a season, year, or permanent suspension.*

4. NO PARTICIPANT SHALL: Be guilty of using unnecessary rough tactics in the play of the game against the body and person of any opposing player.

MINIMUM PENALTY: Removal from the game and minimum two (2) week suspension.

MAXIMUM PENALTY: Permanently banned from participation in City of Santa Clarita Adult Sports programs/leagues

NOTE: *If multiple infractions occur, a permanent ban will be issued.*

5. NO PARTICIPANT SHALL: Use profane, obscene, or vulgar language in any manner, or at any time.

MINIMUM PENALTY: Warning by official/umpire.

MAXIMUM PENALTY: Ejection from the game and seven (7) consecutive day suspension.

NOTE: *If multiple infractions occur, penalty could be greater than seven (7) consecutive days, which can include a season, year, or permanent suspension.*

6. NO PARTICIPANT SHALL: Smoke while in a park/City facility.
Per City of Santa Clarita Municipal Code Sec 9.50.055

MINIMUM PENALTY: Warning by official/umpire.

MAXIMUM PENALTY: Ejection from the game and seven (7) consecutive day suspension.

NOTE: *If multiple infractions occur, penalty could be greater than seven (7) consecutive days, which can include a season, year, or permanent suspension.*

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

MINIMUM PENALTY: Warning by official/umpire.

MAXIMUM PENALTY: Ejection from the game and seven (7) consecutive day suspension.

NOTE: *If multiple infractions occur, penalty could be greater than seven (7) consecutive days, which can include a season, year, or permanent suspension.*

8. NO PARTICIPANT SHALL: Be guilty of using illegal equipment. Example: a bat that has been altered in any way. Altering includes, but is not limited to: sanding, filing, shaving, lengthening, shortening, weight-altering, excessive taping, painting, heating, rolling, or cooling.

MINIMUM PENALTY: Ejection from the game and seven (7) consecutive day suspension.

MAXIMUM PENALTY: Permanently banned from participation in City of Santa Clarita Adult Sports programs/leagues

NOTE: *If multiple infractions occur, a permanent ban will be issued.*

9. NO PARTICIPANT SHALL: Be guilty of showboating (displaying inappropriate behavior when one team dominates the other). Showboating includes, but is not limited to: not putting forth the effort to play a game when one team has outscored the other, taunting the other team.

MINIMUM PENALTY: Warning by official/umpire.

MAXIMUM PENALTY: Ejection from the game and seven (7) consecutive day suspension.

NOTE: *If multiple infractions occur, penalty could be greater than seven (7) consecutive days, which can include a season, year, or permanent suspension.*

10. **NO PARTICIPANT SHALL:** Permit anyone to remain in the dugout, on the team's bench, or on the field/court of play that is not a rostered player or coach.

MINIMUM PENALTY: Warning by official/umpire.

MAXIMUM PENALTY: Ejection from the game and seven (7) consecutive day suspension.

NOTE: *If multiple infractions occur, penalty could be greater than seven (7) consecutive days, which can include a season, year, or permanent suspension.*

11. **NO PARTICIPANT SHALL:** Permit the use of any equipment or device which, in the sole judgement of the game official, compromises the safety of participants. This includes the use of radios or similar devices on the person of a player, in the dugout, or in spectator viewing area, which might inhibit the ability of players to hear verbal calls and/or instructions by the official.

MINIMUM PENALTY: Warning by official/umpire and discontinued use of the device

MAXIMUM PENALTY: Ejection from the game and seven (7) consecutive day suspension.

NOTE: *If multiple infractions occur, penalty could be greater than seven (7) consecutive days, which can include a season, year, or permanent suspension.*

IV. ELIGIBILITY

- A. Team managers are responsible for the enforcement of and adherence to all eligibility requirements.
- B. Players must be at least eighteen (18) years of age to a play.
- C. Player's name **MUST** be on the original team roster. Additional players may be added to a team by an add/drop slip (maximum twenty (20) players per team). **Add/drop forms** must be received at Central Park Sports Office by the first game of the second round.
- D. A roster check will be completed for both teams for all championship games. All players must present a picture ID to staff at check-in prior to taking the field.
- E. Players may only play for one team per league. The player is only considered to be legitimate with the team they are rostered with. Any player who plays for another team in the same league (night) will be suspended from participating in any City of Santa Clarita Adult Softball League game/s for seven (7) consecutive calendar days.
 - If a player plays on more than one team in any given league, in which they are not on the roster, that team is subject to forfeiting the game in which said player participated.
 - If the player is found on two or more rosters/teams on the same night, he/she may not play for both teams, that player is to commit to one team only.

- F. A team found to be playing with suspended, illegal, or ineligible players, may forfeit all games in which said player(s) participated.

V. **ROSTERS**

- A. Team rosters are due the first Monday after the end of registration. **(Minimum ten (10) players)**. Previous season rosters will not be accepted.
- B. **Completed rosters include:** Team name, league, division, and team manager's information. Printed names of players, plus telephone, or email address. All information must be **legible**.
- C. Each roster can carry a minimum of **ten (10) players** and **maximum of (20) players**.
- D. Players can be added/dropped by the first game of the second half.
- E. Every team is subject to random roster checks.

VI. **AWARDS**

Awards are given out to each Division Champion Team. Division Champions receive one (1) team plaque and fifteen (15) individual awards.

VII. **TEAM STANDINGS**

All divisions are played strictly on a win/loss/tie percentage basis for the full division schedule. The winner of each round will be determined by each team's record. In case of a tie, the following order is used to determine the winner of each round:

1. Head-to-head competition between the teams involved.
(A forfeited game may not be considered a head to head victory/loss)
2. Run differential between the teams involved.
3. If run differential between the teams is a tie, then run differential between all the teams in the division for that half will be counted.

The winner of the first round will play the winner of the second round to determine the Division Champion. Division standings may be obtained by visiting the City's website at <https://santaclarita.gov/adult-sports/adult-softball/> or by contacting the Central Park Sports Office at (661) 290-2240, Monday - Friday after 4:00 p.m.

VIII. **UMPIRE RESPONSIBILITY/UMPIRE FEES**

- A. It shall be the duty of the umpire to administer decisions of the game in accordance with the SCMAF, Slow-Pitch softball rules of play and those adopted herein by the City of Santa Clarita Adult Softball League Bylaws.

- B. All games are under the control and direction of the umpire and only team managers or assistant team managers may discuss decisions with the umpire during the game if it is done in a courteous manner. If a player(s) engage(s) with the umpire regarding in-game decisions, that player and the manager will receive a warning to stop. If the behavior continues, the player will be ejected from the game. The umpire enforces all rules before, during, and after the game.
- C. If the umpire does not show up for a game, the two participating teams will agree upon a substitute umpire from the stands or a player from one of the teams. The outcome of the game will be official and scores and game card **MUST** be brought into the Adult Sports Office by the winning team the following day.
- D. One umpire is assigned to a field during each regular division game. Each team is required to pay \$17 cash to the umpire prior to the start of each game. Teams failing to pay the umpire fee may be charged with a forfeit. Two umpires will be assigned to a field during championship games. Each team is required to pay a \$34 cash umpire fee before the start of the championship game. Teams failing to pay the umpire fee may be charged with a forfeit. All championship games will have two (2) umpires. Both umpires will receive \$17 cash from each team.

IX. **FORFEIT GAMES**

All games must be played as scheduled. Teams may not postpone a game. **If your team is unable to show for any scheduled game, you will lose by forfeit and a 7-0 score will be recorded.** Any team that forfeits a game is responsible for paying the total umpire fee of \$34 cash. This fee will need to be paid after the day you forfeit and before your next scheduled game. **Failure to do so will result in a forfeit of all your next scheduled games until the forfeit has been paid in full.**

If a team forfeits two (2) games within a round, the team will have to meet with staff in the Adult Sports office prior to the next scheduled game. Failure to meet with Adult Sports staff may result in the team being dropped from the league.

X. **POSTPONED GAMES**

- A. It is at the discretion of the Adult Sports Supervisor to permit or direct the postponement or re-scheduling of any game where such action is warranted.
- B. **Excessive Heat/Unhealthy Air Quality:** The National Weather Service issues an Excessive Heat Warning when conditions of a Heat Wave or Extreme Heat are present. Excessive Heat is defined as temperatures that reach the Heat Index of 105 degrees.
- C. **If a game is postponed** due to inclement weather; rain or the Heat Index reaches 105, unhealthy air quality, unplayable field conditions, field conflicts, or lighting failure, the game will be rescheduled at the conclusion of the last scheduled game. A game can be called at any time regardless of the inning due to inclement weather and/or

unplayable field conditions. Games that have gone 3 ½ - 4 innings will be considered an official game and not re-scheduled. If fewer than four (4) innings have been played, the game may or may not be re-scheduled at the discretion of the Adult Sports Supervisor. **Rule 1, Sec 7, 8 SCMAF Softball Rules.**

- D.** The decision to cancel/postpone games due to rain or unplayable fields will be made by the Parks Maintenance Division/Adult Sports Supervisor after 4:00 p.m. on weekdays, 7:30 a.m. on Sunday mornings (open league) and 3:00 p.m. on Sunday afternoons (coed league). All managers need to contact the Adult Sports Information Line at (661) 290-2245 to get updated information regarding game cancellations. Once the recorded message states that the games have been cancelled, there will be no changes. If the message does not specifically state cancellation of games, all games will be played.

XI. PROTEST

- A.** A protest **MUST** be announced to the umpire before the next pitch is released. (The game time continues to run during the protest process). For a team to protest they must follow **Rule 9, Appendix A of the SCMAF Softball Rules.**
- B.** In addition to Rule 9, the team manager must file a written protest within 24 hours after the conclusion of the game. A protest may only be submitted by the team manager or the assistant manager (if the manager is not in attendance at the protested game). All protests must be hand delivered to the Adult Sports Office.
- C.** Only teams involved in the game may file a protest. To file a protest, a \$24 fee must accompany the letter. If payment is by check, please make it payable to “City of Santa Clarita.”
 - 1. If the protest is invalid, the money will not be returned.
 - 2. If the protest is granted, the \$24 fee will be returned to the team filing the protest.
 - 3. All protests will be ruled upon within a reasonable period of time after receiving the protest.
 - 4. Only protested situations ruled to directly affect the outcome of the game will cause protested games to be replayed.
- D.** If a team is protesting the eligibility of a player, it **MUST** be done when the player is first noticed. You may not protest the eligibility of a player after the game has been called by the umpire. The player in question must provide proper identification to staff to prove that they are on the roster. Failure to provide proper identification will result in the player being ruled ineligible, the game will be forfeited. Teams will still follow the regular guidelines for filing a protest (time limit and \$24 fee).
- E.** A protest will not be considered on a judgment call by the umpire.

XII. GAME TIME AND SCORING

- A.** All games will start at their scheduled game time. If a team is short players they will be given a **ten (10) minute** grace period (running clock). The home team will have the option to defer (eight 8 players minimum). Visiting team cannot defer back.

- B. Game length is one hour and five minutes or seven (7) innings. Once the umpire starts an inning, the inning must be finished. The game time is established from the scheduled game time unless otherwise stated by the umpire.
- C. If the game is tied after seven complete innings, and the time limit has not expired, the game will continue until the time limit expires, or one team has a lead after a complete inning. Once the time limit has expired, no new innings will be played and the game will be ruled a tie, with each team receiving ½ win and ½ loss. Tied games will not be replayed.
- D. Games that end before the seventh inning or the 1 hour and 5-minute time limit due to inclement weather, lighting failure, or unplayable field conditions and have completed four innings, or if the home team has scored more runs in three and a fraction half-innings shall be considered a complete game. Scoring of the game will revert back to the last completed inning. **Rule 1, Sec 7, 8 SCMAF Softball Rules.**
- E. **MERCY RULE:** A game may end any time after four (4) innings, when a team is behind twenty (20) or more runs, after five (5) innings if a team is behind fifteen (15) or more runs, and after six (6) innings if a team is behind twelve (12) or more runs.
- F. It is strongly recommended that managers synchronize their watches with the umpire at the start of the game. The umpire will notify team managers of the game start time. (Fields without game clocks) It is the manager's responsibility to check with the umpire to confirm the score after each ½ inning.
- G. We recommend that both teams have a scorebook and a scorekeeper. Teams that do not keep score in a scorebook have no basis for a protest with the umpire. Any protest regarding score must be resolved with the umpire before the start of the next half inning. The umpire is the official score keeper of the game.
- H. Only players on the roster, managers, and assistant managers should be in the dugout or on the playing field during the game
- I. There will be eight (8) player forfeit rule per team. A team must start and continue a game with eight (8) or more players from their roster. Forfeits will be enforced based upon the Illegal Player Rule { VII, E (1)} and the Uniform Rule (XI, 5).

XIII. RULES OF THE GAME

- A. **Pitching Regulations:** applies to all leagues and divisions
 - The ball must arc higher than the batter's head.
 - The ball must not exceed a height more than 16 feet above the ground.
- B. **Pitcher's Box:** The dimensions of the Pitcher's Box shall be nine (9) feet by twenty-four (24) inches, and shall extend from the regular pitcher's plate (50 ft.), backwards toward second base. Using this format, the pitcher may deliver the pitch from any point inside the Pitcher's Box.

- C. Home team as written on the schedule will occupy the third base side dugout, and the guest team as written on the schedule will occupy the first base side dugout. In the case of a team having a double header, that team will occupy the appropriate dugout as stated by their first game. That team will remain in the same dugout for the second game.
- D. Men's, Women's, and SCMAF Coed Teams will begin each at-bat with a 1-1 count. *All foul balls are strikes* after 2 strikes the ball must be fair or the batter is out. (Three (3) strike rule)
- E. **Home run rule:** Each team may hit one (1) home run over the fence per inning. After hitting an over the fence home run, the batter and any base runners need to advance and touch one base before returning to the dugout. All other home runs that are hit over the fence in the same inning by the same team will be an out. This rule is for fenced fields only.
- F. Any ball hit over the fence without first touching the ground will be a home run (i.e. ball bounces off player's glove and goes over the fence will count as a home run. Any subsequent ball hit over the fence for that team will be an out.)
- G. No player may carry the bat to 1st base or beyond. This will be ruled an out by the umpire.
- H. **Coed Rule:** No **female** player shall be thrown out at first base (force) either by an outfielder, including rover or once a ball has reached the outfield. If the outfielder (including rover) makes a throw to first (1st) base while the female player is approaching the base (force out), the female player will be awarded second (2nd) base
- I. **No Smoking Rule:** Per City Municipal Code, Section 9.50.055 smoking is prohibited in all City parks. It will be the responsibility of the manager to inform his/her players of the no smoking ordinance. The manager will be responsible for both players and patrons. During the game the umpire will warn team managers of any team member and/or patron that breaks this rule. The umpire will give the manager up to two team warnings regarding players and/or patrons smoking during the games. The third team warning will result in the forfeiture of the game.
- J. **Collisions:** It is the intent of this rule to avoid collisions whenever possible to prevent injury. AT NO TIME DO WE INSIST OR MAKE IT MANDATORY FOR ANYONE TO SLIDE, ONLY TO AVOID INTERFERENCE WITH A FIELDER. RUNNERS SHOULD ATTEMPT TO AVOID CONTACT WHENEVER POSSIBLE. HOWEVER, IT IS POSSIBLE FOR CONTACT TO OCCUR WITHOUT INTERFERENCE. Please refer to the definitions of interference and obstruction.

- K. Interference / Obstruction:** The key to understanding interference/obstruction is determining who has the right-of-way at any given point. Generally, a defensive player only has the right-of-way to the baseline in two instances: when he is in the act of fielding a batted ball or when he already has the ball in his possession. The result would be the runner called out for interference. In all other instances (including a thrown ball), the fielder has no right to the baseline and may not hinder or impede the runner's progress. Such act would be obstruction.
- L. Unsportsmanlike Conduct:** Any unsportsmanlike conduct will not be tolerated. Managers are responsible for both players and patrons. During the game, the umpire will warn team managers of any team member and/or patron who displays any unsportsmanlike conduct.

XIV. UNIFORMS

All men's, women's, and coed slow-pitch players are recommended to have jerseys/shirts with a different numerical identification for each player. The numbers must be large enough to be seen from both dugouts to home plate.

- A. Team names/logos on jerseys are **not** mandatory.
- B. Players **may** or **may not** have their names on their uniform. It is the individual's option.
- C. Sweatshirts and jackets **MAY** be worn over the uniform, but please know that at any time during the game the league staff and/or umpire may ask for uniform numbers.

XV. EQUIPMENT

- A. The teams or participants must furnish all team equipment, with the exception of game balls which will be provided by the City. The home team will retain the game ball at the end of the game to be used as a backup ball for the next game.
- B. Shoes must be worn; bare feet or sandals will not be permitted. **METAL CLEATS ARE NOT PERMITTED**; plastic cleats and rubber all-purpose soled shoes may be worn.
- C. At all times during the game, all unused equipment must be removed from playing field and stored in the dugout.
- D. **ASA-USA Certified Bat List:** The City of Santa Clarita Adult Softball League recognizes the ASA certified bat list. In an effort to provide a safe playing environment, the City will adopt any updated/changes to the ASA-USA Certified Bat List each season.

***Bats need to be ASA-USA certified and have ASA-USA stamp.**

***2015 SCMAF Rule Book- Page 23. Sec27. Item H.**

(Bats) "May not be altered in any manner. The umpire has the authority to remove any bat that he/she suspects has been altered in any way. This judgment is left entirely to the discretion of the umpire in any given game. The game shall be immediately forfeited by any team whose player takes a position in the batter's box with any bat that has been previously removed by the umpire in accordance with this rule."

XVI. FIELD LOCATIONS

BOUQUET CANYON PARK

- I-5 North to Valencia Blvd.
- East (right) on Valencia Blvd. to Bouquet Canyon
- North (left) on Bouquet Canyon to Urbandale (just past 7-11 store)
- West (left) on Urbandale for approximately 1/4 mile, then turn north (right) on Alaminos (first stop sign)
- Go approximately 1/4 mile on Alaminos, and go west (left) on Wellston
- Park is located at the end of Wellston Drive
- **28127 Wellston Drive**

BRIDGEPORT PARK

- I-5 North to Valencia Blvd.
- East (right) on Valencia Blvd. to Bouquet Canyon Road
- North (left) on Bouquet Canyon Road
- West (left) on Newhall Ranch Road and (left) on Bridgeport Lane
- Park is located on left side of street
- **23520 Bridgeport Lane**

CENTRAL PARK

- I-5 North to Valencia Blvd.
- East (right) on Valencia Blvd. to Bouquet Canyon Road
- North (left) on Bouquet Canyon Road
- Park is located on the right side of the street
- **27150 Bouquet Canyon Road**

NEWHALL PARK

- I-5 North to Lyons Avenue
- East (right) on Lyons Ave. to Newhall Ave. (Jack-in-the-Box on corner)
- North (left) on Newhall Avenue and go past high school to Dalby
- West (left) on Dalby for approximately 1 block
- Park is located on the left side of the street
- **24923 Newhall Avenue**