City of Buena Park
Community Services Department

Adult Slow Pitch Softball League
Team Manager’s Packet

Boisseranc Park
7520 Dale Street
(714) 562-3878 - Adult Softball Hotline

Buena Park Community Center
6688 Beach Blvd.
(714) 562-3860

Revised 9/5/19
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**Adult Sports Philosophy**  
Our goal is to provide quality programs while promoting sportsmanship and fair play for all participants.

### League Fees

1. Each team shall pay $390 prior to the registration deadline. No refunds will be issued after the start of the second game of the season. Registration is available online after teams have been approved to register.
2. A fee of $11 per team shall be paid to the officials BEFORE each scheduled game. The fee must be paid or the game will result in a forfeit for the team that is unable to pay.
3. A $25 forfeit fee will be charged for a team’s first forfeit. Payment is due before the start of their next scheduled game. If a second forfeit occurs, the forfeit fee increases to $35 per occurrence.

### Team Awards

1. If there are five or more teams in a division, awards will be given out for 1st and 2nd place teams.
2. If there are four teams or less in a division, awards will be given out to the 1st place team only.

### Player Eligibility and Rosters

1. All participants must be at least 16 years of age at the start of the season. Players 16-17 years of age may participate with an additional liability waiver and approval from the League Coordinator.
2. Roster additions and deletions are allowed until the start of a team’s fourth scheduled game of the season. All changes to a roster must be approved by the League Coordinator before the team’s next game. Photo ID may be required.
3. Players may not play for more than one team during a single season without the approval from the League Coordinator. Permission may be granted to avoid a forfeit. The League Coordinator will designate an appropriate field position for the player.
4. If a coed team only has 8 players they may pick up 1 player to make 9. Player will bat last and play catcher or right field. No team can pick up 2 players.
5. No substitute players will be allowed during playoffs.
6. **Players are required to sign a liability waiver before the start of every game.**
Unsportsmanlike Conduct

1. Players demonstrating unsportsmanlike conduct are subject to removal from the league. Players may not dispute decisions made by the umpire. ONLY team managers may politely request clarification from the umpire or scorekeeper.
2. No profane, obscene or vulgar language may be used at any time. A violation of this rule may result in an umpire’s ejection.
3. Any player under the influence of drugs or alcohol will not be eligible to play and will be subject to disciplinary action.
4. **Players ejected from a game will receive a 1-game suspension as a minimum penalty to be served during their next scheduled game.** The League Coordinator may increase the suspension upon review of the incident.
5. Players must leave the field of play immediately upon being ejected from a game. If a player refuses to leave, their team will be assessed a forfeit.

League Rules and Regulations

1. Placement of teams in respective divisions shall be the responsibility of the League Coordinator.
2. The Community Services Department will supply an umpire, scorekeeper and game ball for each game.
3. At game time (6:45pm, 8:00pm, and 9:15pm), the clock will start; however, if a team does not have at least eight roster players on the field ready to play at the designated time, they will be allowed a 10 minute grace period for players to arrive (6:45 p.m. game only). Any team unable to start and/or finish the game with a minimum of eight players shall forfeit the game. Forfeit fees will be assessed. The scorekeeper’s watch shall be official time.
4. No games will start early unless both teams agree and the scorekeeper is notified.
5. Players arriving late must sign in with the scorekeeper prior to participating.
6. All games that are postponed/canceled will be played at the end of the regular season.
7. Games will consist of 65 minutes or 7 innings, whichever occurs first.
8. Batters will begin each at bat with a 1 ball, 1 strike count.
9. The pitcher must pitch from the rubber mound or within six feet behind.
10. Pitcher Safety Box: A ball hit by a male player up the middle of the field will be considered an out if it is within the marked box, and if it is lower than the pitcher’s arm extended straight up in the air.
    a. If the pitcher is required to jump to make a play, the ball will be considered live.
    b. If the pitcher moves outside the box before the hit, a ball hit into the box will be considered live.
11. Ball hit into ivy: If a ball is hit near the homerun wall, the outfielder will need to raise his/her arms to notify the umpire that the ball has become unplayable. The hit will be considered a ground rule double.
12. On field 1 there is a tree in centerfield. If the ball is hit to the left of the tree it will be considered a live ball. If the ball is hit to the right side of the tree it will be considered a triple.
13. Pitch height limit is 16 feet. The ball must be higher than the top of the batter’s head.
14. Runners: An unlimited amount of substitute runners may be used. Each substitute may run up to two times per inning, including during their own at bat.
15. Safety Base: A runner going to 1st base must step on the orange base only. Stepping on the white base will result in an automatic out and runners will return to their bases. This rule will apply only if a play can be made at 1st base.
16. Mercy Rule: 15 runs in the 5th inning or 20 runs in the 4th inning.
17. If the score is tied at the end of a regulation game, it will remain a tie. During playoffs, a California Tie Breaker will be implemented. The last out will be placed on second base and one out will be issued. Each team will bat and the team with the most runs under that format will be declared the winner.
18. Any rules not covered in the Rules and Regulations will be covered by SCMAF rules.
19. In the event that a game is called for any reason, the League Coordinator may reschedule the game, declare a winner or issue a forfeit for both teams.
20. Bat Rule: Only ASA stamped bats can be used. A player found to be using an illegal bat will be subject to removal from the game and suspension from the league.
21. Steel cleats are not permitted.

Rules Specific to Coed

1. Eligible formats:
   a. Four female and up to five male players.
   b. Five female and up to five male players.
   c. Six female and up to four male players.
2. Runners may only substitute for a runner of their same gender.
3. If a team has four outfielders, one outfielder may play inside the coed arc.
4. Males may not use bats marked as “fast pitch”.

Home Run Policy

1. Home runs may only be hit on Field 1, left field. Any ball hit over the fence in any other location will result in three outs assessed to the batting team. The outs will carry over into next inning if necessary.
2. The batter will be responsible for any damages that result from a ball being hit over the fence into residential or commercial property, whether a fair or foul ball.
   a. In the event that a ball is hit over the fence, the batter’s personal information will be collected immediately by staff. The game will stop until this information has been collected.
3. The batter will be contacted by the City regarding the damages resulting from the incident.
4. The policy will not affect a batter hitting the ball over the home plate backstop.
5. Players can be removed from the program for hitting a ball over the fence.
Forfeits

If a team forfeits a game, the forfeit fee will need to be paid prior to that team’s next scheduled game. The first forfeit will be charged $25. Additional forfeits will result in a penalty of $35.

Protests

No protests are allowed. All umpire’s, scorekeeper’s and staff decisions are final. Players wishing to make a complaint or suggestions must fill out the proper forms.

Facility Rules

1. No drugs or alcohol is allowed anywhere on park grounds, including the parking lot. Smoking is limited to designated areas.
2. Players may warm-up for their game only when the field is made available by staff. Players may not warm up in the batter’s box area.

League Standings

1. Playoff seeding will be determined by a team’s regular season record.
2. Tie-breakers:
   a. Head-to-head record.
   b. Run differential of head to head games.
3. The play-off format will be announced after the last scheduled game of the season.