



ADULT CO-REC SOCKO LEAGUES RULES & REGULATIONS

It is the responsibility of each team manager to thoroughly cover all Rules & Regulations with their team members before league play begins.

The following rules shall govern all adult teams and leagues playing under the jurisdiction of the Monterey Recreation Department (MRD).

SECTION I – ROSTERS/PLAYERS

1. Team rosters will consist of a maximum of fourteen (14) active and up to six (6) reserve players. This includes the manager if they play. Players may be added or dropped from rosters through the third game of league play. After which, roster changes must be submitted in writing to the MRD Sports Coordinator at least 48 hours prior to the next scheduled game for disposition. Only the MRD staff can approve/disapprove roster changes after the third game of the season.
2. Any player who has not registered to join a team online must temporarily sign a roster and register to join the team following the game.
3. Players may play on **ONE** Co-Rec team and **ONE** Men's team only during league and tournament play. Players will be dropped from all other teams other than the one in which they can legally play. Once dropped, their roster spot can become available for another eligible player to occupy.
Any player violating this rule will be immediately suspended with all games being forfeited by the team in which the illegal player participated
4. All players in the MRD must be listed on the roster of the team they are playing for. Failure to do so will result in a forfeiture of all games played in by the illegal player.
5. Any player playing under an assumed name or AKA is illegal. Any player violating this rule will be immediately suspended for the remainder of the season and all games being forfeited in which the illegal player participated in.
6. Teams can have a maximum of nine (9) but not less than seven (7) players on the field at any one time.
7. **CO-REC Only** A minimum of three (3) female/non-male identifying players must be on the field at all times. A maximum of five (5) male players may be on the field at any one time
8. Players must be 18 years old on the day league play begins.
9. Individuals participating in the activities sponsored by the MRD do so at their own risk. The MRD cannot be held liable for any personal injury or property loss/damage.

SECTION II – OFFICIALS

1. The MRD will provide an official umpire and scorekeeper for each scheduled game.
2. Umpires and scorekeepers are representatives of the MRD, as such they are authorized and required to enforce all applicable rules and regulations without contestation.

SECTION III – GAMES

1. The manager or their designee must give the scorekeeper the team's line-up no later than ten minutes prior to game time. Line-up cards must include the player's first and last names, and be neat and legible. The manager or his/her designee will cooperate in every way with the umpires and scorekeeper in order to start games on time.
2. Any team attempting to deliberately stall the start of a game will be given one warning. If, in the judgment of the official, the team continues to stall, the official may call the game a forfeit.
3. The manager or their designee is the official representative of the team. As such, they are responsible for the eligibility, conduct, and sportsmanship of all players on the roster.

4. Teams must have at least seven (7) players; with a minimum of 3 female/non-male identifying players, ready to play five (5) minutes after the official start of the game. If games are running late, then players must be ready to play five (5) minutes following the end of the previous game. Failure to comply with these provisions will result in a forfeit. Should a team forfeit two (2) games, they may be dropped from league play depending upon the circumstances surrounding the forfeiture. Teams with two forfeitures who continue to play will be ineligible for the playoffs.
5. **CO-REC ONLY** A maximum of five (5) runs may be scored per half inning.
6. A regulation game is seven (7) innings or 50 minutes, whichever comes first.
7. A new inning will not be started if the time has expired. If the clock expires in the middle of an inning, the rest of the inning will be finished, unless the home team is winning (**MEN'S ONLY**).
8. If less than 3 minutes remain on the clock at the start of a new inning, the umpire will announce "LAST INNING." The five (5) rule will be waived for the last inning. (**CO-REC ONLY**).
9. The 10 run rule will be in effect after five (5) innings, 4 1/2 if the home team is ahead. The losing team may request to continue playing until the 50-minute time limit is reached, if they so choose.
10. If there is a tie at the end of regulation play, the game will continue until a winner is decided or 50 minutes is up. Tie games at the end of the time limit will be recorded as 1/2 win and 1/2 loss for each team.

SECTION IV – CANCELLATIONS

1. Only the City of Monterey Recreation may make changes to the league schedule. Any team that foresees a conflict with their schedule is to notify the City of Monterey Recreation forty-eight (48) hours prior to the start of the game so that the City of Monterey Recreation can notify the scheduled opponent. Failure to notify within the specified time frame will result in a forfeited game.
2. In a suspended game, if less than 5 complete innings have been played, the game will be rescheduled and continue from the point in which it was suspended. If more than 5 complete innings have been played, the score will stand as is and will not be made up.

SECTION V – PROTESTS

Protests based on a judgment call from an umpire WILL NOT be considered. Protests must be based on official Amateur Softball Association (ASA) rules/regulations, or an official ground rule interpretation.

1. Whenever a matter of protest arises during a game, the manager or his/her designated representative, must immediately notify the umpire, the opposing manager, and the official scorekeeper of the intent to protest before the next pitch. Formal protests must include the date, time, and location of the game as well as the name of the umpire, scorekeeper, and managers. Protests must refer to a specific citation and be delivered to the MRD by 12:00 noon the following day.
2. Ineligible player protests must be made before the 3rd out of the bottom of the 3rd inning. Players can be protested after this point only if they enter the game as a substitute. In the case of an ineligible player, the team penalty is a forfeit of the game; the winning team has the option of taking a 7-0 score or the actual score of the game at the time of the forfeit.

SECTION VI – RULES

Official rules for this league are the same as those published in the ASA. ASA rules can be found at www.asasoftball.com. The MRD reserves the right to modify, delete, or otherwise change any rules of the game which the department deems necessary.

1. Smoking is prohibited on all City parks and playgrounds.
2. Alcoholic beverages are prohibited at all times on City owned facilities. Failure to comply with this provision will result in forfeiture of the game and possible suspension from the league.
3. For the protection of players, metal cleats are not allowed. Players must wear shoes with either rubber cleats or other appropriate nonmetallic shoe. Players failing to comply with this provision face possible suspension from further league play.
4. All players, excluding the on deck batter, must remain in the dugout or behind the playing line. Only one coach is permitted in the coach's box.
5. Teams may substitute fielders freely in between innings when using a continuous batting line-up.
6. Teams with eight or nine players must provide their own catcher.
7. All base runners must stay in contact with the base until the ball makes contact with the batters bat. Runners failing to do so will be called out.
8. A SAFETY LINE will be placed on the third base side of home plate. This line is for runners only. Runners must cross the line instead of touching home plate when there is a potential play at home

- plate. It is the judgment of the official whether to call out the runner for touching home plate.
9. All plays at home plate will be force outs. There will be a line, the point of no return, marked 20' between home plate and third base. Once a runner has passed this line, they MUST advance to home plate. An automatic out will be called if a runner crosses back over the line towards third base.
 10. An overthrown ball into the dead-ball zone will result in all runners being rewarded one additional base (if the ball is thrown from the infield) or two additional bases (if the ball is thrown from the outfield).
 11. A double safety base will be used for first base. The orange portion of the base rests in foul territory. Runners must make every reasonable effort to touch the orange portion of the base. Failure to touch the orange portion of the base may result in an out. The orange portion of first base is not to be used for the fielding team to record an out.
 12. **(CO-REC Divisions at Jacks Park Only)** The overrun rule will be in effect. Whenever running two (2) or more bases without hesitation, the runner may run through the last bag they are attempting to reach without being called out. Any hesitation called by the umpire is a judgment call and cannot be contested. Runners wishing to advance to another base after overrunning a base MUST return to and tag the base that was overrun. Failure to do so will result in an automatic out.
 13. **(CO-REC Divisions at Jacks Park Only)** Sliding or diving into bases is prohibited. Any runner sliding or diving into a base will be automatically called out.
 14. All defensive infielders must play in line or behind the first and third base, and behind the baseline when a player is batting; as to prevent teams from crowding the home plate. Playing in front of these parameters will result in a free base for the batter.
 15. One courtesy runner will be allowed per inning. Any player on the lineup can be used a courtesy runner. A courtesy runner whose turn at bat comes while on base will be recorded as an out.
 16. Pinch runners will be allowed ANY TIME a player becomes injured. The pinch runner will be the last person to bat who is not on base. The injured player is ineligible to play the remainder of the game.
 17. Players not present at game time must be dropped from the line up. Players not removed from the line-up will be called out each time their turn at bat comes up. Players arriving late may be added to the bottom of the line-up including players not dropped from the original line up. Players not dropped from the line up but show up late will still have an automatic out recorded each time their original spot in the batting order comes up.
 18. The batting team will use their own pitcher to pitch to their own players. The pitcher must be on the roster even if they do not bat or play in the field. **(CO-REC ONLY)** Players are limited to two (2) pitches per at-bat.
 19. The batting order will consist of a continuous line-up. It is required that there are 3 female/non-male identifying players in your line-up. Each batter will bat an equal amount of times. Batting out of order will result in the batter being called out.
 20. Once 9 batting spots have been filled, players will be allowed to share a batting spot as long as they alternate their at bats.
 21. Three outfielders must remain 150' from home plate at Jacks Park or in the outfield grass area at Sollecito Park until the ball is put into play.
 22. The batter will automatically be called out if the batted ball hits the pitcher.
 23. Any interference by the pitcher may result in the batter/runner being called out.
 24. Pitchers are not obligated to catch balls thrown in from the outfield. Runners advance at their own risk. If the rover is playing an infield position, they may throw the ball to the pitcher. Any infielder may also throw the ball to the pitcher as well.
 25. Bunting, chopping, or half swings are prohibited. Any attempt to do so will result in the batter being called out.
 23. Batters may not bat on or directly in front of home plate. Batters doing so will be called out.
 24. All players on the batting line-up must make an attempt to hit. Skipping a batter on the line up will result in an out.
 25. All bats must bear an ASA approved 2000, 2004 or 2014 certification.
 26. Bats in question by the opposing team must be brought to the attention of the official before, during or immediately following an at bat in progress. Any bat in question that is deemed illegal must be removed from the game and the batter will be called out.
 27. Hit balls must travel and remain past the 20' arc in front of home plate in order to be considered playable and fair.
 28. Any ball hit over the fence (leftfield to right field) at Jacks Park will be an automatic out with no runs being scored. Balls hit into the 8' extension in left field, and stay inside the field of play, will be homeruns.
 29. Any player ejected from a game for unsportsmanlike conduct will automatically be suspended from

- their next scheduled game and placed on probation for the remainder of the season in progress.
30. The MRD reserves the right to add or delete any rules of the game, which the department deems necessary for the good of the program, before, during or after the completion of the season.

SECTION VII – PLAYOFFS/AWARDS

1. Each team will play a minimum of ten (10) games.
2. League games and playoff formats will be determined before league play begins and will be stated on the league schedule. League games and playoffs will be in the interest of all teams.
3. Championship games will play a full 7 innings without a time limit. The 10 run rule will remain in effect for all playoff and championship games.
4. Players on the roster who have not played at least one (1) game; and signed the waiver, will not be eligible for the playoffs.
5. Each Division winner will receive a Sponsor's Award and all players will receive individual awards.
6. In the event a winner is not declared by overall record, the following will be used to decide all ties; 1) Head to head competition during league play; 2) Total runs GIVEN UP during season; 3) Total runs SCORED during season; 4) Team run differential. Home team will be determined by the higher seeded team during the playoffs.

SECTION VIII – PLAYER CODE OF CONDUCT

1. No player or manager shall at any time lay a hand upon, shove, or strike an official. It is a felony to do so. Officials are required to immediately suspend a player from further play and report such player to the MRD Sports Coordinator. Any player violating this rule will be banned for life from participating in City sponsored recreation leagues.
2. No player shall refuse to abide by an official's decision. Any player not abiding by this rule will be immediately suspended from further play and reported to the MRD Sports Coordinator. Suspended players MAY NOT resume play until a disposition has been rendered by the MRD. Players face a minimum of probation for the remainder of the season and a maximum of a two game suspension in addition to the probationary period.
3. All players and managers are expected to treat officials with dignity and respect. Any inflammatory, degrading, or otherwise offensive remark will result in an immediate removal from the game. Second guessing or questioning an official's decision will not be tolerated. Players and/or managers not abiding by this rule may be placed on probation for the remainder of the season or suspended depending on the severity of the infraction.
4. All players and managers are expected to conduct themselves in a manner consistent with the principles of good sportsmanship. Offensive body language, profanity, or any other unsportsmanlike conduct will result in an immediate removal from the game. Any player ejected from a game for unsportsmanlike conduct will automatically be suspended from their next scheduled game and placed on probation for the remainder of the season in progress
5. At no time will players or managers verbally or physically accost other players, manager, or spectators. Any player or manager violating this rule will be immediately suspended and reported to the MRD Sports Coordinator. Any player suspended will remain so until a disposition has been reached by the MRD.
6. Under no circumstances will any player or manager appear on the field of play while under the influence of alcohol/drugs. The presence of alcohol on one's person will also not be tolerated. Players taking prescription medications that alter one's ability to think and react clearly should not play. Any violation of this rule must be reported to the MRD Sports Coordinator immediately. Players violating this rule will receive a minimum of a two game suspension with season long probation, or a maximum of season long suspension.
7. Any player ejected during a post season game will automatically be suspended for the remainder of the season in progress.

NOTE: 1) Any player being placed on probation for the remainder of the season and reported again for violating the "Code of Conduct" or any other applicable rule will be suspended for the remainder of the season; 2) any player being suspended at the end of the season must complete the suspension at the beginning of the next season the player participates in; 3) any player removed from a game must leave the facility immediately. Failure to do so will result in the suspension for the remainder of the season and forfeiture of the game in progress; 4) Players being placed on suspension will be suspended from ALL MRCSD leagues; 5) City Ordinance No. 1722 C, prohibits alcoholic beverages in or on facilities in which the Monterey Recreation and Community Services Department programs are held; 6) Health and Safety Code sec. 104495 prohibits smoking in all City parks and playgrounds.