Athletic Services

2026-2027 WINTER ADULT SOFTBALL LEAGUE BY-LAWS

Men's and Coed Divisions

The City of Irvine will not assume responsibility for injury. **EVERYONE PARTICIPATES AT HIS OR HER OWN RISK.** League play is governed by SCMAF rules except where City of Irvine rules modify or supersede those rules, as outlined in this document. A Player Code of Conduct is strictly enforced to insure fair and wholesome play from all players.

I. LEAGUE INFORMATION

1. Teams will be scheduled seven (7) games. League champions are determined by a single elimination playoff at seasons end. Depending on league size, not all teams will qualify for end of season playoff.

2. Weekday game times are 6:30pm, 7:40 p.m., and 8:50 p.m. Sunday game times are 4:50 p.m., 6:00 p.m., 7:10 p.m., and 8:20 p.m.

3. Games are played at Harvard Community Athletic Park (HCAP), 14701 Harvard Avenue, Bill Barber Community Park (BBC), 4 Civic Center Plaza (next to Irvine City Hall), Mark Daily Athletic Field (MDF), 308 West Yale Loop, Orange County Great Park (GP), 8000 Great Park Blvd, and David Sills Lower Peters Canyon Park (DSLPC), 3901 Farwell.

4. Schedules and standings are posted at www.teamsideline.com/irvineathletics

   Games are played as scheduled whenever possible. However, occasional changes are made due to inclement weather, scheduling conflicts, or other unforeseen circumstances at the time the schedule is posted. If a change is necessary, we will notify the manager by e-mail or phone. We make every attempt to provide teams with at least one-week notice of any change. If there are any questions about the schedule, call the Athletics Softball Office at 949-724-6659.

5. Division winners from each league will receive championship awards. (14) Players from the roster will receive awards at the manager's discretion.

6. Whenever in doubt about field conditions or rain out, please contact the City of Irvine "MUDD LINE" after 3 p.m. at (949) 724-MUDD (6833), or check the City website at www.cityofirvine.org/mudd. For Great Park field conditions, call (949) 724-6598, or www.cityofirvine.org/gpmudd. Calling and/or referring to the website before 3 p.m. may result in erroneous information. Listen to the complete voice message and/or read all field condition listings appropriately as some fields close while others remain open. Fields will not reopen once determined closed.

7. If a season shortens due to inclement weather or unplayable field conditions, a partial refund will be considered. The refund amount will be determined by per game fees paid for officials, balls, and fields/lights.

8. **TEAMS WHO ARE TOO STRONG**: Division placement and team designations are done at the discretion of the City of Irvine Athletic Programs Staff. Any team who is deemed by the league office to be on a "higher level of play" and is thus unable to compete fairly with the other teams participating, may not be accepted, or permitted to play with a "Too Strong" designation.

    a. Teams designated as too strong will be notified in writing of their designation prior to season start by the league coordinator.
    b. PLAYOFF INELIGIBILITY: Any team that is required to play with the "Too Strong" designation will play the season normally, but come playoff time, regardless of where they placed in the standings, will be ineligible to participate, and playoffs will be scheduled excluding that team.

II. TEAM ROSTERS

1. All managers are responsible for keeping and maintaining updated rosters throughout the season. Rosters are limited to 24 players. **All players must sign the roster before legally playing in a game.**

2. Roster additions are permissible until the start of the 5th league game, provided there is space left on the roster. After the 5th league game, roster changes are acceptable only for seriously injured players or other extreme circumstances when satisfactory proof is presented to the league coordinator. All additions are made directly to the roster we have on file at the park offices.

3. There is no limit to the number of women permitted on a Men's team roster.

III. PLAYER ELIGIBILITY

1. **ALL players must sign the roster/indemnification/waiver form prior to playing in any game. Each player will be required to show valid photo ID to Community Services staff before signing. Signatures will be taken at the park office at which your team is scheduled to play. Please have all players on your team arrive early on the first night of play so your game can start on time. Failure to sign the form before playing will result in the use of an illegal player and upon protest, will result in a forfeit.**

2. Players must be at least 18 years old before playing.

3. All players must have photo ID available at all games and must sign the lineup card.

4. Players may not play on more than one team in the same league, i.e. a player cannot play on a team that his/her team is scheduled to play against anytime during that season.

IV. PLAYER ELIGIBILITY PROTESTS

If a manager believes a player is illegal, he/she must announce the protest before completion of the third inning or completion of the player's first turn at bat (whichever occurs last). The protest shall be made as follows:

1. The manager shall request that the umpire ask the player in question to produce a current picture ID. If ID is shown and is satisfactory, the umpire will write the player's name on the scorecard and the game will continue. If no ID is available, the umpire will ask the player for his/her signature, birth date and current address. Once the information is given to the umpire, the game will continue. Managers will not be allowed to make multiple guesses; he/she must choose the specific persons he/she feels are not on the roster.

2. Follow-up
   a) If ID is presented to the umpire, the protesting manager has until 5:00 p.m. on the first City business day following the contest to file a written protest with the league coordinator.
   b) If no ID is presented to the umpire, the player in question has until 5:00 p.m. on the second City business day following the contest to present a current photo ID to the league coordinator. Protesting manager must still file a written protest before 5:00 p.m. on the first City business day.
   NOTE: The difference between a forfeit on a player eligibility protest and a forfeit when staff finds an illegal player without a protest (or with an invalid protest) is that the protesting team will get the win if they make a legal protest within the proper time frames, while a non-protesting team will not be credited with a win if the illegal player is found without a protest.

4. The softball line-up card must be filled out completely (including players' first and last names) and signed by all players. Failure to do this may lead to a forfeit loss, if there is a player eligibility protest.

V. PROTESTS

1. A protest MUST BE announced to the umpire before the next pitch is released. (The game time continues to run during protest process).

2. A manager who has protested the game must submit a written protest to the league coordinator by 5:00pm the following business day.

3. **A protest will not be considered on a judgment call.**

NOTE: For more information on protests, please refer to the SCMAF rulebook.

VI. FORFEITS

Games shall be forfeited if:

1. A team is unable to field at least eight (8) rostered players at the time their team must take the field defensively in the first inning. The game will begin when the field AND the umpire are ready to start the game and the scheduled game time has been reached. The only time an umpire will wait for players is when the team is legally playing in another City of Irvine softball league on another field. The home team may choose to bat first, but must take an out for every batting position short of 8 batters each time the vacant position comes to bat. Umpires are instructed to leave the field as soon as a forfeit has been called. Once a forfeit has been called, it is irreversible unless such a ruling is inappropriate.

2. A team is found to have used an illegal or non-rostered player. City staff reserves the right to forfeit any and all games in which illegal players have participated, even if the discovery of such player(s) happens weeks after the incident.

3. In the opinion of the umpire/park staff, a manager does not have complete control of his/her team.

4. A team continues to delay the game.

5. A team continues to harass the umpire or if the umpire feels the situation is such that physical harm may come to him/her, other players, or spectators.

6. Any player is consuming any alcoholic spirits during the game; this includes on or off the field, or in the bleachers.

If a team knows that they will forfeit a game, the team manager is required to notify the league office.
Teams who forfeit 2 or more games during a single season may be removed from the league and no refund issued.

VII. RULES

All softball games shall be played under the current SCMAF rules, except as clarified or modified in this document.

1. Game length is one hour and five minute time limit or 9 innings.

2. All batters begin each at bat with a 1-1 count. The batter is out on the second foul ball after strike two.

3. If a game is tied at the end of nine 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, the game will end in a tie. Once an inning has been started, it shall be completed unless the home team takes the lead during the bottom half of an inning after the time limit has expired or during the ninth or any subsequent inning.

4. **MERCY RULE** The mercy rule will be invoked when either team has a lead of 15 (fifteen) or more runs after five complete innings or any complete inning thereafter. The rule also is applied when a team that has only eight defensive player's trails by 15 runs or more at any point of the game after the completion of the first inning.

5. Teams may have unlimited courtesy runners no approval needed. The courtesy runner may be any player in the game, however in coed games the runner must be the same gender. Teams cannot use the same courtesy runner more than once per inning. The courtesy runner may not be the current batter or a current base runner. If a courtesy runner is on base and it is his/her at bat next an out will be recorded.
   a) After the first inning, pitchers may throw one practice pitch per inning, and no infield practice will be allowed.

6. The umpire will keep official time and score.

7. **Lineups**: Prior to each game, team managers will be required to write their lineup on the scorecard and submit it to the umpire. A team has the option of batting up to 18 batters, with anyone who is not included in the lineup withheld as substitutes. Any player who assumes a defensive position during the game must be included in the batting order. The original batting order must be followed throughout the game, except when legal substitutions are made or when a late-arriving player is added to the bottom of the order. Defensive changes may be made at any time provided the new defensive player(s) is/are included in the batting order. Players arriving after the first pitch of the game may be added to the end of the batting order immediately upon arriving, or must be used as a substitute. The umpire must be notified any time a substitute player enters the lineup, but the umpire need not be notified when defensive changes are made that do not affect the batting order.

   b) **SPECIAL NOTE:** If a player misses his/her turn at bat because he/she was removed from the game due to an injury, the offensive team will not be assessed an out when the player's spot is due up. The injury must have occurred during a previous inning and the player must no longer participate in the game. Umpires shall have the discretion to call an out if he/she feels the offensive team is attempting to gain an advantage.

8. **Stealing and lead offs**: Each of the following scenarios involves a legal pitch that is not hit by the batter and does not land short of home plate.

   a) Stealing is illegal. Penalty - runner is out when contact is made with the "stolen base."
   b) The base runner may lead off after the ball has been released from the pitcher's hand during the delivery. The runner is forced back to the base if the batter fails to make contact or on a foul tip caught by the catcher. If a fielder while standing on the base catches the catcher or pitcher's throw before the runner has retouched the base, the runner is out.
   c) A base runner may advance at his/her risk if a play is made on any runner and there is an overthrow or an error on the play. Runner does not need to retouch base.

9. Base Running

   a) The base runner or batter/runner is out when he/she does not slide or attempt to get around the fielder when the fielder who has the ball is waiting to tag the runner out, or the runner was forced out.

   b) When a baserunner who comes into a base standing causes contact or interference with a fielder attempting a double play, the interfering runner and the runner who could have been put out without interference shall both be declared out.

   NOTE: There is going to be occasional incidental contact between players during some softball games. Deliberate or malicious contact will not be tolerated and umpires can eject players who create such contact.

10. Fake Tags

    Any time an umpire sees a player use a "fake tag," the umpire shall rule "Obstruction" and the runner will be awarded an extra base if he/she does not reach the next base safely. Flagrant or repeated violations will result in the ejection of the fielder.

11. Coed Rule Modifications

    a) Two batters of the same gender may never bat consecutively. A rotating/alternating batting order will be in effect.

    b) All coed teams must have at least FIVE (5) players of each gender on the field at all times to play at full strength. If a team has only FOUR (4) players of either gender present, the team may still play with no more than FIVE (5) of the other gender. A team may play with a minimum of four (4) men and four (4) women.

    c) 160' Arc Rule: All outfielders must remain behind the outfield restriction line (160' arc from home plate, 180' from home plate on open/non-fenced fields) until the batter (male or female) makes contact with the pitch. **Penalty**: Batter will be awarded first base unless he/she reaches it safely and all other runners advance one base safely. A maximum of 4 players (other than the pitcher and catcher) may be considered infielders.

    d) All infielders, except the pitcher and catcher, must remain behind the first to second to third baselines until the batter makes contact with the pitch. Infielders may play at any depth, provided that they are not in front of the base paths Penalty: Same as c).

    e) A male batter who is walked on three consecutive balls with no strikes received during his turn at bat will be awarded 2nd base. Runners advance if forced.

    f) 200'/220' Outfield Fence (HCAP #5 & #7, David Sills Lower Peters Canyon #1, Bill Barber #1, Great Park #1-4): If a male batter hits the ball on a fly that goes untouched over the outfield fence, it shall be ruled an out

and all runners return to the base they occupied at the time of the pitch. If the ball bounces off a fielder or fielder's glove and ricochets over the fence, the male batter will be awarded a ground rule double. If a female batter hits a fly ball over the fence it will be a home run. Should a fly ball hit the top of the fence and bounce over, it is judged to have cleared the fence on its own and all rules above will be applicable.

12. Equipment

a) Shoes must be worn; **METAL CLEATS ARE NOT PERMITTED**; plastic cleats and rubber all-purpose soled shoes may be worn. Players wearing metal cleats must immediately remove them and cannot continue play until he/she is wearing appropriate shoes.

b) Multi-walled, multi-shelled, multi-layered bats, bats containing titanium alloy, and bats with composite barrels are not permitted for use in the City of Irvine softball leagues. Only single-walled aluminum bats and wood bats with wrapped handles are permitted.

*****_To check is your bat is permitted, please visit www.usasoftball.com/certified-equipment/ or email the league coordinator._

13. Pitcher's Rectangle

The rectangle will extend six feet back from the pitching rubber and will be the same width as the rubber. Pitchers may pitch from anywhere inside the rectangle. The same rules will apply to the pitcher's rectangle and the pitching rubber.

14. Double First Base

When a play is made on the batter-runner the defense must use only the inside base and the batter-runner must use only the outside base. On base hits to the outfield, the runner may touch either base. On a play in which the batter-runner is required to touch the outside base and touches any part of the inside base, said runner shall be declared out.

15. Ties

a) If the time limit has expired and the game is tied at the completion of the current inning, both teams will be credited with a 1/2 win and a 1/2 loss.

b) League ties that have bearing on playoff seating will be broken using the following system:
   i) Head-to-Head season record
   ii) Head-to-Head run differential
   iii) Total Runs For
   iv) Total Runs Against
   v) Total Runs Differential
   vi) Lowest Number of Forfeits
   vii) Coin Toss

16. Player Conduct

a) All grievances should be communicated by the team manager.

b) Any unusual tactics, profanity, or derogatory remarks by a player or manager shall result in ejection from the game. UMPIRES CAN DEMAND EJECTED PLAYERS TO LEAVE THE ENTIRE PARK WITHIN THREE (3) MINUTES OR THE UMPIRE MAY IMPOSE A FORFEIT.

c) Players may be ejected at any time before, during, or after a game.

d) Any player determined to have caused or attempted to cause harm to another player, official, park staff, etc. will be immediately ejected from the game and a suspension will be issued by the league office.

e) Any player ejected from a game will be suspended from playing in the following game, pending appeal by the player to the league office. Appeal must be written and received at least two days before the next scheduled game. If a suspended player plays in a game, the team will be charged with a forfeit loss and the player will be suspended for another game.

f) Any player who is ejected twice in one season will be suspended for the remainder of the season.

g) Any player guilty of heaping personal, verbal abuse upon any umpire or park staff for any reason will be suspended immediately from playing for a length of time determined by the league office.

h) Any player who physically abuses or threatens to push, shove or strike an umpire or staff member shall be permanently banned from participation in adult sports with the City of Irvine and can be legally prosecuted for assault.

i) Any player guilty of fighting may be suspended up to 10 games. The instigator of a fight may be suspended up to one year.

j) Umpires and City staff have the authority to prohibit any player from playing in a game if, in their judgment, said player appears intoxicated and is endangering the players. It is illegal to consume alcohol beverages at any City of Irvine park or field.

k) Any manager or acting manager who refuses to assist the umpire in identifying players will be suspended and the game will be forfeited.

VIII. **GROUND RULES:** ALL SIDEWALKS ARE OUT-OF-PLAY

HARVARD PARK:

For fields 1, 2, 3, & 4, the top of the dugouts is out-of-play (neither players nor spectators may be on top of the dugout). The out-of-play lines (1st and 3rd baseline) on each field will be from the end of the dugout fence to the first light pole, and will then extend to the next light pole; or in the absence of a second light pole, the out-of-play line will extend from the pole parallel to the foul line. On fields 2, 3 and 4, there are sidewalks present deep down the foul line that are in the dead ball, out-of-play area. All participants must take note of these out-of-play areas.
Please note: Winning team from the last game of the day on Harvard # 1, 2, 3 or 4 must move the soccer goals back to the goal mouths on each field. Failure to do so may result in a forfeit. If a tie occurs then both team are responsible for the goals.

ADDITIONAL HARVARD PARK GROUND RULES BY FIELD:

FIELD #1: When there is a temporary fence present, any ball hit over the fence will be a homerun. Any ball that bounces over the fence will be a ground rule double.

FIELD #2: Any fair-batted ball that reaches the sidewalk in left field before crossing the 3rd base out-of-play line shall be considered a ground rule homerun. Any fair-batted ball that crosses the out-of-play line before reaching the sidewalk shall be declared a ground rule double.

FIELD #3: Any fair-batted ball that reaches the cement patio in left field shall be declared a ground rule homerun. Any fair-batted ball that reaches the sidewalk in right field before crossing the 1st base out-of-play line shall be considered a ground rule homerun. Any fair-batted ball that crosses the out-of-play before reaching the sidewalk shall be declared a ground rule double. Any fair-batted ball that is hit on the fly into the maintenance compound (right field) shall be declared a homerun. Any ball that bounces into the maintenance compound shall be declared a ground rule double.

FIELD #4: Any fair batted ball that reaches the sidewalk in left field on the fly shall be declared a homerun. Any fair batted ball that rolls or bounces onto the sidewalk in left field in fair territory shall be declared a ground rule triple. Any fair batted ball that reaches the sidewalk in foul territory, but before crossing the 3rd base out of play line shall be declared a ground rule double. Any fair batted ball that crosses the out of play line before reaching the sidewalk shall be declared a ground rule double. Any fair batted ball that is hit on the fly into the maintenance compound in left field shall be declared a homerun. Any fair ball that bounces into the maintenance compound shall be declared a ground rule double. Any fair ball that reaches the sidewalk in right field before crossing the out of play line shall be declared a homerun.

FIELD #5 & 7: These fields are enclosed with an 8' barrier fence. This 8' fence shall serve as the out-of-play line. Any fair ball hit over the fence shall be declared a home run for female players and shall be declared an "OUT" for all male players. A ground rule double shall be ruled on any ball that bounces over the fence. Any ball hit beyond this fence will be declared out-of-play.

BILL BARBER PARK: ALL SIDEWALKS ARE OUT-OF-PLAY

The out-of-play lines (1st and 3rd baseline) on each field will be the backstop and dugout fencing as it extends parallel to the foul lines. When the fencing ends the out-of-play line shall extend parallel to the foul line. All participants must take note of these out-of-play areas.
Please note: Winning team from the last game of the day on Barber # 2, 3 and 4 must move the soccer goals back to the goalmouths on each field. Failure to do so may result in a forfeit. If a tie occurs then both team are responsible for the goals.

FIELD #2: Any fair-batted ball that reaches the base of the berm in the outfield (right and center field) shall be declared a homerun. Any fair-batted ball that reaches the cement trim/mow strip (left field) shall be declared a homerun.

FIELD #3: Any fair-batted ball that reaches the sidewalk (left field) on the fly shall be declared a homerun. Any fair-batted ball that reaches the berm in the outfield (left field), whether on the fly or on the roll, shall be declared a ground rule double. Any fair batted ball that rolls onto the sidewalk in left field is a ground rule double. Any

fair-batted ball that reaches the sidewalk (right field) shall be declared a homerun.

FIELD #4: Any fair-batted ball that reaches the base of the berm in the outfield shall be declared a homerun.

DEANNA MANNING STADIUM #1: (home run rule)
Any fair ball hit over the fence on the fly will be a homerun for female players and an OUT for male players. Any fair ball that bounces over the fence will be a ground rule double.

HERITAGE PARK: ALL SIDEWALKS ARE OUT-OF-PLAY

The out-of-play lines (1st and 3rd baseline) on each field will be the backstop and dugout fencing as it extends parallel to the foul lines. When the fencing ends the out-of-play line shall extend parallel to the foul line. All participants must take note of these out-of-play areas. Any fair batted ball that reaches the bushes in the outfield will be declared a homerun.

DAVID SILLS LOWER PETERS CANYON PARK:

Any fair ball hit over the fence on the fly will be a homerun for female players and an OUT for male players. Any fair ball that bounces over the fence will be a ground rule double.

MARK DAILY FIELDS: ALL SIDEWALKS ARE OUT OF PLAY

Please note: Winning team from the last game of the day on Daily # 2 or 3 must move the soccer goals back to the goalmouths on each field. Failure to do so may result in a forfeit.

FIELD #2: The out-of-play line (3rd baseline) will be the 8' barrier fence that parallels the foul line. The out-of-play line (1st baseline) will be the dugout fence until it ends and will then drop back to the 8' barrier fence that parallels the right field line. The infield grass of field #1 will serve as the outfield out-of-play line in right field. Any ball hit on the fly to the infield grass on field #1, shall be declared a homerun. Any fair-batted ball that rolls onto grass infield of field #1 (right field) shall be declared a ground rule triple. The cement landing adjacent to the field #1 dugout is out-of-play.

FIELD #3: The out-of-play line (1st baseline) will be the 8' barrier fence that parallels the foul line. The out-of-play line (3rd baseline) will be the dugout fence to the first light pole, and will then extend parallel to the foul line.