



City of Santa Monica

Adult Softball League By-Laws League Directors:

Keyla Bell
Keyla.Bell@santamonica.gov

David Solis
David.Solis@santamonica.gov

Sports Field Hotline (Daily Field Closures)- 310-458-8643
Twitter/X (Daily Field Closures): SMSportsFields

2025

The City of Santa Monica Community Recreation Division is conducting recreational softball Leagues. Listed below are the guidelines for Sportsmanship, the Ten Commandments of Sport and The Sportsman's Creed. Sportsmanship is valued very highly in our leagues. We hope you will enjoy playing in our leagues. Best of luck on a fun and safe season.

TEN COMMANDMENTS OF SPORT

1. Thou shalt not quit.
2. Thou shalt not alibi.
3. Thou shalt not gloat over winning.
4. Thou shalt not sulk over losing.
5. Thou shalt not take unfair advantage.
6. Thou shalt not ask odds thou art unwilling to give.
7. Thou shalt always be willing to give thy opponent the benefit of the doubt.
8. Thou shalt not underestimate an opponent or overestimate thyself
9. Remember that the game is the thing and he who thinks otherwise is no true sportsman
10. Honor the game thou playest, for he who plays the game straight and hard wins even when he loses.

The Sportsman's Creed

The Player.....

1. She/he lives clean and plays hard. He/she plays for the love of the game.
2. She/he wins without boasting, he/she loses without excuses, and she/he never quits.
3. She/he respects officials and accepts their decisions without question.
4. She/he never forgets that he/she represents his/her team.

The Coach.....

1. She/he inspires in his athletes a love for the game and the desire to win.
2. She/he teaches them that it is better to lose fairly than to win unfairly.
3. She/he leads players and spectators to respect officials by setting them a good example.

The Official.....

1. She/he knows the rules.
2. She/he is fair and firm in all decisions.
3. She/he treats players and coaches courteously and demands the same treatment for himself/herself.
4. She/he knows the game is for the athletes, and lets them have the spotlight.

**City of Santa Monica
Community Recreation Division
Softball By-Laws
Summer 2025**

I GENERAL INFORMATION

- A. Entry fees for teams playing in the Santa Monica Softball leagues will be published each session. This total fee is normally announced at the managers' meeting (if not before) and must be paid in full prior to being considered for acceptance into a league. The due date is announced at the managers' meeting and checks must be made payable to the City of Santa Monica. (Note: The entry fee is not refundable after the first scheduled league game.) Money and rosters are due at Memorial Park, 14th and Olympic, Gym Office from 9am-7pm (M-F) and 12pm-5pm (Sat-Sun)
- B. Santa Monica softball leagues are open to adults 18 years of age and over.
- C. Game schedules are not set until all rosters and money are in and your team has been accepted. If your team is not accepted, your check will be returned (Allow 3 weeks for a refund.) You will play once a week with game times at 6:50, 8:00 or 9:10 p.m. If less teams games will start at 7:00/7:10 and 8:10/8:20pm

Game schedules and standings are posted at: <http://www.santamonicaadultsports.com>

II TEAM AND PLAYER ELIGIBILITY RULES

- A. Your rosters and league fees will be due by the start of the season. League fees and completed roster are due in full before a team is officially accepted into the league.
- B. The system used for accepting teams that make the published deadline into Santa Monica Softball Leagues will be as follows:
 - 1. Resident Teams: Roster must have no less than six (6) Santa Monica residents to be considered a resident team.
 - 2. If more resident teams apply than there is room, resident teams will be assigned numbers and a public drawing will be held.
 - 3. If space is still available after all resident teams have been accepted, business teams will be accepted next. If more business teams apply than there is available space, a draw for business teams will be held. You must have at least six (6) players that work at a business in Santa Monica to be considered a business team.
 - 4. If space is still available after all resident and business teams have been accepted, non-resident and non-business teams will be accepted next. A draw will take place if more teams apply than allowable space.

5. If space is available after the published deadline for having your completed team roster and league fees turned in, teams will be accepted at a first come first serve basis.
- C. Managers may add a player to their rosters up until the 1st pitch of the **sixth (6) game**. This is done in the following manner once the rosters have been turned the sports office.

III. PLAYING RULES AND REGULATIONS

The Southern California Municipal Athletic Federation Fast-Pitch and Slow-Pitch Softball Rule book will govern play with the following local exception:

Section 1: The City will provide the game ball. Both teams are responsible for having back up balls.

Section 2: “Game time is forfeit time”. The time is determined by the umpire’s watch (or his designated watch) and no one else’s. If your team forfeits, you must pay the Umpire the \$40 forfeit fee prior to the start of your next game. Notifying the League that you are going to forfeit provides the league the courtesy of notifying your opponent but does not advocate you from paying the \$40 forfeit fee. Only five minutes of infield practice will be allowed per team before games **if time permits**. Visiting team goes first.

Section 3: Playoff schedule and format will be announced for each league on the team’s schedule.

In the Playoffs: If one team is ahead by 15 runs or more after 5 innings, the team ahead by 15 runs, will be declared the winner. In the championship game: there will be a **1 hour and 30 minute time limit**.

Section 4: “Don’t use the hardball diamond and diamond #2 for practice when games are played on other diamonds.”

Section 5: A team can start a game with 7 players, but must have 8 by the last out of the second inning and must complete the game with 8. You may borrow up to three (3) players, male or female, to make 9 players on your team during the regular season. You may never use a borrow player to make a team of ten (10) unless approved by both managers.

TIME LIMIT: No inning will start after an hour.

Section 6: **TIEBREAKER RULE**

Visiting team starts with runner on 2nd base and two outs. Last out from prior inning is on 2nd base.. Next batter in line-up comes up (ex. If batter C is on 2nd base then batter D is next batter) and visiting team bats until 3rd out is recorded. Total runs scored is their total. Home team then gets the same opportunity. Same rules apply. Total runs scored wins the game.

If a tie then game ends as a tie. **During championship game there will be up to 2 extra innings, after 2 extra innings have elapsed we will then proceed to tiebreaker if time permits.**

Section 7: Both manager's will meet at home plate to cover the ground rules for the game in the presence of the umpire and fill out their starting line up on the game card.

Section 8: All players, managers, coaches must conform to the City of Santa Monica players Code of Conduct.

A Team involved in fighting and a bench clearing altercation, will be suspended and dropped from the league. No refund.

A player who uses physical abuse toward an opponent or umpire will be suspended for one (1) year.

Abusive language directed towards League Director/Umpires/City staff will result in automatic suspension.

If a player is ejected from a game, he/she may not be eligible to participate in the next scheduled game or risk forfeit for his team. Once being ejected, said player must leave the immediate vicinity of the ballgame. If said player continues to create a disturbance, the umpire may forfeit said game.

If a player is ejected twice in one season, he/she will be disqualified from Santa Monica Leagues for a 365 day period. Physical abuse towards League Director, Umpire or a League Official, will result in Life suspension.

Section 9: In the regular season, if one team is 15 or more runs ahead of its opponent after four (4) innings, the game will be called. In the playoffs, five (5) innings.

Section 10: The batter starts with one ball and one strike. There is a possible of three (3) total foul balls and the batter is out, depending on if the batter takes 1 strike then it would be 2 foul balls.

Section 11: Maximum of (12) individual T-shirts or trophies will be awarded to the League Champions. All awards will be awarded at the conclusion of the league.

Section 12: It is the intent of this softball league to avoid collisions whenever possible. 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. The base runner or batter runner is OUT when he/she DOES NOT attempt to get around the fielder who has the ball and is waiting to tag the runner out and/or the fielder has a force out. If you slide, you must slide towards the base, not the fielder. An over slide, quick slide or body slide could result in player ejection (umpires discretion) A base runner may run around home plate to avoid a collision with the fielder/catcher whom does not have possession of the ball if the fielder/catcher is blocking home plate; in this case the base runner will be declared safe even if said base runner does not touch home plate. If the fielder/catcher is blocking home plate with the ball, the runner must avoid contact by either returning to 3rd base or giving their self up or slide.. If a runner runs over the catcher an out will be declared and the runner will be suspended from the game on umpires discretion

Section 13: Head-to-head play will be used first for tiebreakers and through Team Sideline there are up to 10 different ways to determine tiebreaker as chosen by the League Director.

The league director reserves the right to make last minute changes once the league commences to help facilitate the program's efficiency.

Section 14: Illegal Bats: A player using an illegal bat will be declared out and may be ejected from the game. All bats must be an official softball bat and USA/ASA approved. NO USSSA BATS or SENIOR BATS.

IV. Section 15:

A team that forfeits will pay the whole umpire fee for said forfeited game (\$40). Failure to pay forfeit fee could result in being dropped from the league.

Protest involving judgment calls will not be accepted (fair or foul? Safe or out?). Protests involving rule infractions will be accepted if properly filled out.

1. Inform the umpire at the point of infraction (must be done before the next pitch is thrown.)
2. Have the umpire notate on his scoreboard what the situation is at the point of infraction (men on – inning outs – etc.)
3. Go to the office and put in writing the nature of your protest with a \$25.00 check made out to the City of Santa Monica within 24 hours of the game.
4. The Ruling Committee will give you a decision within 2 days. If the protest goes in your favor, the \$25.00 is returned. If it goes against you, the money goes into the league fund.

V. COURTESY RUNNERS and BASE RUNNERS

A manager or team captain may request a courtesy runner for one or more players at any time during the game when it becomes necessary due to an injury. The umpire shall determine the validity of a courtesy runner request. **2 courtesy runners per inning max.** Player cannot run for more than one player. A player leaving the game for a courtesy runner must return to the game unless he is officially replaced by a substitute. Substitutions may be made at any time during the game by notifying the umpire. Player must reach first base and request a runner if walked. Courtesy runner can be the last completed based out not on base.

VI. CO-ED RULES AND REGULATIONS

- A. Co-ed Softball Leagues will be governed by the rules and regulations established in the Southern California Municipal Athletic Federation (S.C.M.A.F.) Slow-pitch Softball Rule Book with the following exceptions:
1. A team shall consist of 10 players. A team can start with 7 players, 2 women, but must have the their 8th player, 3 must be woman, by the start of the 3rd inning or a forfeit will be declared
 2. Players must bat in alternating order by sex – women, man, woman, man, etc.
 3. A minimum of three (3) outfielders must remain behind an outfield restriction line (165 feet are from home plate), until the batter swings at the pitch. Penalty: Batter will be awarded 1st base unless he/she reaches the base safely.
 4. Metal cleats are not allowed.
 5. The pitching distance will between 50 - 56 feet.
 6. 5 runs per inning rule (All Co-ed Leagues)- last inning is open inning.
 7. The pitcher must pitch one (1) strike to a male batter.
If three (3) straight balls are thrown prior to a strike, a male batter is awarded second base, any runners on base will move up. The female batter still has to bat.
 8. You may borrow up to three (3) players, male or female, to make 9 players on your team during the regular season. You may never use a borrow player to make a team of ten (10)., if you do a forfeit will be declared. You can never

borrow players in the playoffs. In the playoffs, you can only use players on your team roster who have played at least 1 game to be able to make 9. No exceptions it's a recreational league

9. A player may play as a borrow player for as many teams as teams need players. The borrow player can only play when on a team that has nine (9) or fewer players. If a borrow player makes the 10th player, a forfeit will be declared during or after said game. You cannot play as a borrowed/pick-up player in the playoffs.
10. Maximum of 4 C players can play on a D Team, maximum of 2 C/D players can play on a F League team, any exceptions would need to be approved by League Director. League director can combine playoffs from 2 division into 1 if deemed necessary

While the pitcher is in the pitchers position: Co-ed Leagues

While the pitcher is within the pitcher's position (an area extending 18 inches in both directions from the center of the pitching rubber, 1 foot in front of the rubber, and 6 feet behind the rubber), Umpire judgment, a ball hit through the middle with such pace (air or ground) as to make playing the ball dangerous for the pitcher, that is hit through this designated area will be considered an automatic out against the batter. All base runners will return to the base occupied prior to said hit if they the base runners are not declared out during to said hit.

VII. MEN'S SLOW-PITCH RULES AND REGULATIONS

- A. Men's softball will be governed by the rules and regulations established in the Southern California Municipal Athletic Federation (S.C.M.A.F.) Slow- pitch Softball Rule Book with the following exceptions:
 1. A team shall consist of 10 players. A team can start with 7 players, but must have the their 8th player by the start of the 3rd inning or a forfeit will be declared
 2. Metal cleats are not allowed.
 3. The pitching distance will between 50 - 56 feet.
 4. You may borrow up to three (3) players, male or female, to make 9 players on your team during the regular season. You may never use a borrowed player to make a team of ten (10)., if you do a forfeit will be declared. You can never borrow players in the playoffs. In the playoffs, you can only use players on your team roster who have played at least 1 game to be able to make 9.
 5. A player may be on two teams on the same night in different divisions. C division team can have a maximum of (2) C+ players, D division team can have a maximum of (2) C division players however no C+ can play on a D division team.

While the pitcher is in the pitchers position:

While the pitcher is within the pitcher's position (an area extending 18 inches in both directions from the center of the pitching rubber, 1 foot in front of the rubber, and 18 feet behind the rubber), Umpire judgment, a line drive hit through this designated area will be considered an automatic out against the batter. All base runners will return to the base occupied prior to said hit if they the base runners are not declared out during to said hit. Balls landing before the pitcher's box/mound is live

VIII. LEAGUE DIRECTOR

- A. League Director may move teams at any time during the season to better facilitate a Divisions balance. The team that is moved to the higher Division will compete in the playoffs in the highest Division that it qualified. The team with the highest winning percentage will be the number one (1) seed in a Division if a team is moved at the 1/2 way point during the season and has not played the same number of games in the Division as all the other teams. Teams can be removed from the league if deemed too strong.
- B. League director can modify the season to 2-pitch if deemed necessary

IX. SUBSTITUTE RULES FOR ALL MEN'S & CO-ED LEAGUES

- A. Teams may bat up to 16 players in the starting batting order.
- B. You may add/drop players up until the 5th game of the season upon approval of the League Director.
- C. Starting batting order must be followed, but defensive changes may be made at any time. The umpire need not be notified of position change, but must be told of any batting order changes.
- D. A player, not in the original batting order, may substitute for another player, but the replaced player may not thereafter participate in the game.
- E. If players (11th and up) arrive late, they may be added, up until the last out of the ballgame, to the end of the batting order to complete the allowable 16 person batting order.
- F. If a player is injured during the game and the umpire determines that the player cannot play due to the injury, an out will not be declared when said player misses his/her turn in the batting order. If injured player needs to be taken to the hospital by a teammate, and no substitute is available to replace one of the two players; The team with the non injury will choose either to replay the game from the start or picked up from the injury.

- G. A team may borrow players from other roster teams, if a team is missing the required 7 players to start the game. Once the missing player (s) arrive, the other borrowed player (s) must stop playing. Team can only pick up to make 9 not 10.
- H. At no time can you borrow a player to make 10 players playing on the field. At no time may a team borrow a player and have its own player (s) sitting on the bench. A forfeit will be declared if the above happens.

X. **PLAYOFFS and PLAYER ELIGIBILITY FOR PLAYOFFS for Men's and Co-ed Leagues**

- A. If a team goes undefeated during the regular season, they will need to be defeated twice during the playoffs. If no teams are undefeated then it becomes a single elimination playoff for all eligible teams
- B. Players on any team must play a minimum of 3 league games to be eligible for playoffs. Any exceptions must be approved by league director and league staff.
- C. All eligible players must have I.D. with him/her during the playoffs. If player is unable to generate a photo I.D. then said player is not eligible. League staff will be checking during the playoffs. THIS WILL BE CHECKED FOR EVERY PLAYOFF GAME!
- D. If team is caught using an ineligible player it is ruled an automatic forfeit.
- E. Umpire and/or manager can call out possible illegal player to Adult Softball League Staff
- F. Championship game is now under time limit. Time limit is 1 hour and 30 minutes.

XI. **Player Eligibility**

If a manager feels that an opposing player is a non-roster player, he must file a protest prior to the last pitch of the game and then follow these steps:

- A. Go to the game official and ask him to have the player produce positive identification.
- B. If positive identification is made and you feel that the player may not have his signature on the team's roster, the roster will be checked against the player in question signature. If the signature does not match, the player will be declared ineligible and a forfeit will be declared.

- **GROUND RULES FOR SANTA MONICA SOFTBALL FIELDS**

- A. Regular softball diamonds #1 and #3.
 - 1. Extension of infield fence line to light poles then straight line from poles through outfields will provide out of play line.
 - 2. Diamond #3 right field side and left field side will use the fence to determine out of play.

