

GENERAL RULES FOR THE CITY OF WILDOMAR

I. QUALIFICATIONS

- A. The City of Wildomar Adult Sports Leagues are open to all persons 18 years of age and over.
- B. Team managers are responsible for the enforcement of and adherence to all eligibility rules.
- C. Team fees are to be paid in full, with a single check, money order, or credit card.
- D. The City of Wildomar does not carry insurance on adult sports participants; therefore, players are participating at their own risk. Should teams wish to purchase insurance for their players, a separate insurance is offered through SCMAF. Information is available at the Recreation office.
- E. A player's name on a team's roster confirms his/her full understanding of the above rule. Managers are responsible for bringing this to the attention of their players.

II. DEFINITIONS

- A. Resident Team: For "resident team" status, 80% or more of the team's roster must consist of Wildomar residents at all times during the season. To qualify, each player must submit a copy of his or her driver's license or other picture I.D. as well as a copy of a mailed item (such as an utility bill) received to a Wildomar residence in their name. Checks and deposit slips will not be accepted as proof of residency.
- B. Non-Resident Team: Any team whereby 80% of their roster does not consist of Wildomar residents or returning players.
- C. The Lottery System: In the event of the number of teams registering for a league outnumber the spots allowed in the league, a lottery will be held to determine the allowed teams. The first lottery will be for resident teams, second for returning teams, and if there are still remaining spots non-resident teams will register first come first serve. Names will be placed in a container and the number of spots available will be drawn from the container.

III. REGISTRATION PROCEDURE

- A. All teams interested in participating in the current season must submit, in person, all the items listed on the checklist to the Wildomar Recreation Services during the appropriate registration dates. **ONLY COMPLETED PACKETS WITH THE CORRECT**

CORRESPONDING FEES WILL BE ACCEPTED. IF YOUR PACKET IS INCOMPLETE, IT WILL NOT BE ACCEPTED AT THAT TIME. NO EXCEPTIONS!!!

B. Registration procedures will be as follows:

- a) All resident teams will submit their packets first. If there are more teams interested in a particular division than there are available spots, the lottery system will be in effect. Those teams not chosen will either receive a refund or be allowed to enter another open division.
- b) After resident team registration, there will be a non-resident team registration. Non-resident teams will submit their packets during the appropriate registration time. This is a first come first serve registration process.

IV. LEAGUE FEES

- A. The City of Wildomar Adult Sports Program is self-supporting, and all fees are subject to adjustment every season.
- B. Each non-resident player on a team roster will pay a \$20 non-resident fee or may purchase a Family Parks' Pass for \$35 from the City of Wildomar.
- C. Teams that drop out of the league once it has started will not receive a refund.

V. ROSTERS

- (1) Coed Softball 20 players max. (8 to start)
- (2) Men's Softball 16 players max. (8 to start)
- B. Only players listed on the roster may play in league games.
- C. All players must submit copies of a picture I.D.
- D. Each player is required to have a picture I.D. in his or her possession during all game times. Failure to produce an I.D. at any given time will result in the player being declared ineligible and a possible forfeit may be given to the team.
- E. Signatures are required for all players! Any player who has not signed the roster form will automatically be dropped from the roster after the second league game.
- F. Men's teams may roster only men: Coed teams may roster a combination of men and women.
- G. In order to provide for more balanced divisions; teams may be shifted from one division to another at the end of the season's play. If a team finishes in first place and retains a majority of (60%) of their roster for the following season, they may be moved

up a division. Teams may also be moved down a division if they should fill the last place in their division for two seasons.

H. Rosters will be verified before a team is accepted into the league.

VI. LINE-UP CARDS

A. Line-up cards must be given to a scorekeeper prior to the start of the game.

B. First and Last names of each player are to be placed on the line-up card before game time. Failure to do so will result in an ineligible player.

VII. ADD/DROP POLICY AND ROSTER CHANGES

A. Once a team officially drops a player, he/she cannot play for any other team within the division for the remainder of the season.

B. The Manager or Assistant Manager must submit the add/drop form at least 24 hours in advance (or 1 business day) of the next scheduled game along with a picture I.D. and any non-resident fees.

Penalties for using a player before the 24-hour time frame: Manager suspension.

No additions to teams will be accepted after the teams 5th game of the season.

C. Roster changes must be made directly with the Wildomar Recreation Services.

D. To make a roster change, the manager will need to submit, in person, by mail, by fax, or by email, to the Wildomar Recreation Services office, an add/drop form identifying the person to be added and/or the person to be dropped.

a. Proof of residency (used for Resident verification) shall also be submitted with the add/drop form for Wildomar residents.

b. All players must submit picture I.D.

c. A non-resident fee of \$20 will be charged for a non-resident being added. or they may purchase a Family Parks' Pass for \$35 from the City of Wildomar.

E. Use of a new player without specific approval prior to the effective date of eligibility shall result in a forfeit.

V111. ILLEGAL PLAYERS

A. If a dropped player is found to be participating on a team that they have been dropped from; the team will then forfeit the game.

B. Any player using an assumed name will cause his/her team to forfeit. In addition, the coach will be subject to suspension for the season. Should this occur more than once during the season, the team will immediately be ejected from the league for the remainder of the season and will forfeit all rights and fees.

- C. Staff will randomly spot-check I.D.'s, and if the Recreation Staff finds that a player is participating illegally, their team will forfeit the game.
- D. Any player in question, who does not have a picture I.D. in their possession during game time, will be declared ineligible and the team may possibly forfeit.

IX. FORFEITURE

- A. A ten (10) minute grace period will be given from the start of the first scheduled game time and will come off of game time. The official's watch is the official time. All other game times are forfeit time.
- B. When a forfeit is declared, teams involved may use the field/court, however the official does not have to officiate time.
- C. After the second forfeit, the team may be ejected from the remainder of the season, they will forfeit all rights to be paid, and will lose their returning team status.
- D. Any team using tactics noticeably designed to delay or to hasten a game will receive a forfeit.
- E. Teams cannot ask for a game to be rescheduled.

X. ILLEGAL PLAYER PROTESTS

- A. If there is a question involving the eligibility of a player, the opposing manager may make an illegal player protest at the appropriate time as outlined below.

(1) Softball-Before conclusion of the said player's first at-bat.

- B. The game shall be delayed until the player in question submits proper I.D. to the game official, and signs the score sheet. If a player cannot provide I.D. acceptable to the game official, the said player may not participate further in the game.
- C. If proper I.D. and signature are submitted, the said player's name shall be verified using the team's roster, the following working day. If the said player's name does not appear on the roster, the game is an automatic forfeit.
- D. Additionally, if a team is found to have used an illegal player, the said team's manager shall be ejected for a minimum of one week's scheduled game.
- E. All illegal player issues shall affect only the game in which the matter was raised. Protests will not be retroactive.

XI. PROTESTING (non-illegal player protests)

- A. The final score, as approved by the official at the end of the game, is the official score. Protests about the accuracy of the final score shall not be received or considered.

- B. Procedure regarding an alleged discrepancy on the official score sheet during the game:
- a) The Official is to suspend play until he/she rules on the official score.
 - b) The Official will examine the official score sheet. If the error cannot be found, the Official accepts record of the official score sheet, unless he/she has knowledge, which permits him/her to decide otherwise.
 - c) All protests must be filed in writing on an official protest form by 5:00 p.m. the following business day after the game at the Recreation Services office located at _____.
 - d) All protests need to be accompanied with a \$25 protest fee, which is returned if the protest is granted; retained if found invalid. Checks or money orders should be made payable to the City of Wildomar.
 - e) Protests filed late and/or without the protest fee will not be accepted.
- C. Any protest of a misinterpretation of the rules must be filed in writing and received by the league director by 5:00 p.m. the next working day. A \$25 protest fee is required and will be returned if the protest is upheld. The decision of the league director is final. The decision shall be made within seven (7) working days.

XII. EJECTIONS AND SUSPENDED PLAYERS

- A. The official is in complete control of the game. Unsportsmanlike conduct by a player, manager, coach, team sponsor, attendant, or spectator necessitates ejection from the game by an official. The official's decision is final and will not be reviewed by staff or the League Director.
- B. Any player ejected from the game must leave the facility immediately or a forfeit will be called against their team.
- C. Any ejected player must sit out during the next scheduled game and will not be allowed onto the facility. Exceptions: If infractions are covered in the Code of Conduct, which may necessitate harsher penalties.
- D. The team manager or acting manager is responsible for giving the official name of an ejected player. Any manager or acting manager giving a false name will be penalized and his/her team will receive an automatic forfeit.
- E. Any player ejected for the remainder of the season will be suspended from all teams they are currently participating in within the City of Wildomar.
- F. Any player or coach ejected for inflicting unnecessary bodily harm to any player, Official, or spectator shall be suspended for not less than four (4) games and cannot play until the League Director makes a final decision. The presiding Official shall provide a written report to the League Director stating the cause of the ejection.
- G. The League Director will hear and decide on suspensions and protests.

XIII. NO OFFICIAL

- A. If an Official does not show up, games may be played with a volunteer Official as long as both coaches agree to a volunteer Official. Volunteer officiated games will be official. If the coaches do not agree to a volunteer Official, the games will be rescheduled.
- B. No protest will be allowed on games using a volunteer Official. The game will stand as played and both coaches, as well as, the volunteer Official must sign the score sheet.
- C. City employees may act as an Official in the event that an Official does not show up.

XIV. PLAYOFFS

- A. The teams overall record throughout the season will determine playoffs.
- B. Playoff notifications will be done both by mail and phone; however, it is the ultimate responsibility of the manager to contact the Recreation Services Department for details.
- C. In the event of a tie in the standings, the following will be used to determine the playoff schedule.
 - a) Head to Head competition
 - b) Point/run differential
 - c) Fewest Points/runs allowed
- D. If possible, playoffs are always scheduled the week following the conclusion of the league play, on the regular league day/night. It is possible for a team to play more than one playoff game on the same night.
- E. Playoff Formats- Playoff will typically consist of the Top Four Teams in each league. (To be eligible for playoff, you team's record must be above .500) Game #1 1v 4 1 hour 10 minute time limit, not ties
Game #2 2 v 3 1 hour 10 minute time limit not ties
Game #3 Winners of game 1 and 2 7 inning game, no mercy rule
- F. In unusual league circumstances other means of determining a league champion may be utilized.
- G. Staff will verify all rosters prior to the start of playoffs. If a player is not listed on the roster, they will be considered ineligible and not able to play. Please see Section X for additional information on the determination of a player.

XV. AWARDS

- A. First place teams will receive team and individual awards.

If shirts are given these are the shirt sizes your team will receive.
Men's teams will receive a maximum of 2 XXL, 10XL, 3L
Coed teams will receive a maximum of 2XXL, 9XL, 7L, 2 M

XVI. TEAM CLASSIFICATION

- A. The City of Wildomar maintains the right to change a team classification any time during the season.

XVII. MANAGER'S RESPONSIBILITIES

- A. Each team shall have one permanent manager listed on the roster. Duties of the manager shall include, but are not limited to the following:
 - a) Report and keep current the phone numbers and addresses of both manager and assistant manager.
 - b) Check the City Website or call the Recreation Services office and verify make-up games whenever you game has been cancelled or postponed. Failure to appear for a make-up game shall be declared a forfeit and will not be rescheduled.
 - c) Insure that each team member has read and understands the rules.
 - d) Insure that each team member signs and prints his/her name on team roster.
 - e) Filling out accident forms if an accident or incident happens involving your player.
 - f) Informing the Recreation Staff of the injured player within 24 hours of the incident.

XVIII. LEAGUE STANDINGS

- A. Standings will be based on the best record of the season.
- B. Standings will be posted each week in the _____ as well as on the City's website at _____.
- C. If any errors are noticed in the standings, please notify the League Director.

XIX. THE CODE OF ETHICS FOR PLAYERS AND COACHES

- A. Coaches and players should comply with the meaning and the spirit of playing rules. Purposely ignoring or willful violation of the rules is unacceptable. Those who break the rules not only degrade themselves but the game, their team, and the community.
- B. Coaches sand players should show respect for the decisions of Officials and the efforts of their opponents, and they must conduct themselves as to dignify the game.
- C. Coaches should motivate their players so they will control themselves at all times; thereby, preventing any unsportsmanlike act to opponents, officials or spectators.

- D. Coaches should refrain from heckling game officials and from challenging judgment decisions of the Officials. Discussing an occasional rule interpretation is permissible if it is done with dignity and sincerity.
- E. Coaches with an ethical approach will not tolerate actions by players, which are physically dangerous to opponents, such as a pitcher purposely throwing at a batter or defensive player deliberately trying to injure an opponent during a double play.
- F. Coaches and players should cooperate in eliminating game delays and stalling tactics.
- G. Coaches in coach's boxes are expected to direct their remarks to their teammates and not use their position in attempting to upset the opposing pitcher or team players.
- H. A dedicated coach will insist in all his/her players the habit of properly respecting opponents and game officials. Players must not direct unbecoming language or personal remarks to opponents and officials.

XX. APPENDIX A- SOFTBALL RULES

XXI. Game Play

- A. Games will be played at 6:30, 7:45, 9:00 Monday-Friday and Sundays at 3:00, 4:30, & 6:00pm.
- B. All playing rosters will become final as the team's 5th scheduled league game. (4th game in a mini season)
- C. Rain-outs
 - a) When games are canceled by the Recreation Staff due to rain, excessive fog, wet fields or other conditions, information will be available on the day of the scheduled game after 4:00 p.m.
- D. Complete Games include:
 - a) If the home team is ahead by 15 runs after 4 ½ innings.
 - b) If the visiting team is ahead by 15 runs after 5 innings.
 - c) If time expires before a completed inning, that inning will be played out; game time is one hour and ten minutes.
 - d) If teams are tied when time expires, a tie game is recorded.
 - e) If a game is called due to rain or fog after the 5th inning, the score will revert back to the last complete inning. If the score is a tie, it will be recorded as a tie.

If a game is called due to run rule, teams may still play out the additional time.

XXII. League Policies

SCMAF rules will govern play unless otherwise stated in the City of Wildomar Softball General Rules Booklet.

A. Mercy Rule

1. The 15 run rule will be enforced. A game will be terminated when a team is 15 minutes ahead during any inning after 5 innings or 4 ½ complete innings as long as the home team is ahead or has had the opportunity to bat. This rule applies to 1st round playoff games as well. During the regular season if a team is the victim of the mercy rule both teams have the option to continue to play out the remaining time.

B. Tie Games

1. If, after a complete game is called for time or innings, the game is tied, it shall be recorded as a tie game.

C. Infield practice

1. After the first inning, no warm-up balls are allowed on the field.

D. Avoid contact with other players at all bases

1. Interference with a defensive play is an automatic out. This is the Official's judgment and is not a pro-testable call.

- E. Two Designated Runners will be allowed each inning. If a player is injured and cannot continue and additional Designated Runner will be allowed for that inning only if no legal substitutes are available. For coed leagues, the two designated runners consist of one male and one female runner. The designated runner will be the last out from the previous inning. (Teams can discuss with the umpire before the game and decide to omit this rule, both teams **must** agree)

- F. All batters in all leagues will begin their at bat with a 1 ball and 1 strike count.

XXIII. Coed Rules

- A. Teams shall consist of men and women, using the following player-number guidelines:

1. 10player 5 men 5 women
2. 9 players 5 men 4 women or 4 men 5 women
3. 8 players 4 men 4 women

- B. For Coed, a male batter who is walked during his time at bat without receiving a strike call or intentionally walked prior to any pitches shall be awarded second base, giving the female batter following him the option of taking first base.

- C. While a female batter is at the plate no player from the outfield shall cross onto the skinned infield until the ball is **hit**. If a player crosses into the skinned infield before the ball is hit and makes an out on the batter runner or any other base-runner, that play will be void and the batter runner will have the option of being awarded first base and

any base-runners will only advance if forced, or having the option of continuing her at bat with the prior count of the balls and strikes.

D. Male and Female players may play any position. There is no limit on the number of male or female players that must be infield or outfield (example- you can play an all female outfield).

E. NO BUNTING ALLOWED.