



The Grove Softball League Policies



1) Objective

To offer a safe, professional, competitive and Christ-like atmosphere where all players and spectators alike can enjoy their time spent here on the facilities. It is the hope and prayer of this facility that our sports programs will bring glory to Jesus Christ and that any that come and participate or spectate will grow in their understanding of Christ's love for them.

2) Administration

The administrative duties and final authority shall be given to The Grove League Director/Staff personal on duty and/or its representatives who will be responsible to maintain rules and regulations that are necessary to govern competitive leagues.

3) Liability

1. As participants in The Grove Softball League, each participant agrees to exonerate, defend, indemnify, and hold harmless The Grove Community Church including their volunteers, officials, employees and staff members from all claims and actions, based upon or arising out of any damage or injury, to persons or property caused by or sustained in connection with their participation in The Grove Softball League(s).

2. All participants understand and accept the fact that The Grove Community Church, its' employees, contractors or insurers do not provide any form of medical or accident insurance for bodily injury or death sustained while participating in The Grove Softball Leagues. All participants should thoroughly investigate the terms and conditions of their personal health insurance policies to verify that they will receive coverage for any claims arising out of or connected with their participation in this program.

3. All players must sign an individual "Hold Harmless" agreement prior to participating in each season or any game that they are playing.

4) Team Roster

1. Each team shall be allowed to roster a maximum of 20 players. All players participating in The Grove Softball League must be at least 18 years of age unless they have a participating parent/guardian in which they must be a minimum of 16 years of age.

2. You may add a player to your roster at any time during the season or playoffs to avoid a forfeit of a game.

3. Roster additions may be made by having said player sign the waiver/roster form located at the Concession Stand. All roster additions may need to be approved by the League Director. The Grove Softball League reserves the right to deny any roster addition in the interest of keeping the league(s) competitive and fair.

5) Men's League Rules

A woman may play on any men's team providing that they are a rostered player. If a team has a female on the team, the female plays with the same ball as the men.

We are an "Aluminum Bat" League, no composite bats, which mean no part of the barrel (including inner lining), can be made of composite but the handle may be. Wood bats are allowed.

6) Co-Ed Rules

1. A standard team configuration shall consist of five (5) women and five (5) men. However, a game may be played with eight (8) legally rostered players. A team may play with no more than five (5) men on the field defensively. You may play defensively with six (6) women and 3 or 4 men. A team may play with no fewer than four (4) women & three (3) men on the field defensively. If a team cannot field at least four (4) females at game time, the game will be forfeited. As in men's or women's games, a team may start and finish a game with a total of eight (8) players.

2. Batting Order: Two separate batting line-ups will be used, one for females and the other for males. The manager shall indicate which sex will lead off the game and the sexes shall alternate from that point. Two players of the same sex may never bat in consecutive order.

3. A male that is walked on a count of four (4) balls and no strikes shall be awarded second base with the next female batter hitting.

4. A minimum of four (4) outfielders (when fielding 10 players, 3 with 9 or 8 fielders) must remain behind the outfield restriction line (180 feet from home plate) until the batter hits the pitch. If this rule is violated, the batter will be awarded first base unless a batted ball results in a safe advance past first base. (See S.C.M.A.F. rule book.)

5. We will play the "1 Up" rule for Home Runs, after that it is an out.

6. All males may use wooded bats only (no Bamboo bats), females may use any bat.

7. Game time will be 55 minutes.

7) Protests

1. All protests must be handled in strict accordance with Rule No. 9 of the S.C.M.A.F. rule book.

2. Any manager filing a protest must notify the umpire at the time of the dispute, before the next pitch is made. A protest form and a \$25 protest fee must be submitted to the League Director within 48 hours after the game. The protest fee will be refunded if the protest is upheld.

8) Player Ejections

1. All grievances shall be conducted by the team manager. Any player who is ejected from a game will be automatically suspended for a minimum of one additional game (byes do not constitute a game). If a player is ejected twice during a season he/she will be suspended for the remainder of season, including playoff games. Ejected or suspended players will not be allowed at the ball field while serving his/her suspension.

2. In the event that a player is ejected anytime after the conclusion of a game, he/she will be automatically suspended for the next two (2) games, including playoff games.

3. Any player or manager who physically abuses an official or player will be subject to criminal prosecution as per the State of California Penal Code.

4. Immediately following player ejections, the umpire will be responsible for notifying the ejected player's manager that the one minute countdown has begun so it is clear that the offending team is in jeopardy of forfeiting the game. In the event that an ejected

player chooses to use any or all of the countdown period to heap verbal abuse or profanity upon the umpire, opposing players and or spectators, The Grove Softball League and/or the Umpire reserves the right to rule the game a forfeit and or suspend or expel such player(s) from the league. It is The Grove's expressed intent to provide ejected players with sufficient time to collect their personal belongings and leave the premises prior to ruling a game a forfeit.

5. In cases of spectator harassment, the umpire will use the following course of action:

(a) First Warning - manager will be asked to take care of the problem spectator.

(b) Second Warning - spectator will be asked to leave the park. If the spectator refuses to heed the umpire's request, the manager will be subject to ejection from the game if the umpire determines that the spectator is associated with one of the two teams.

(c) Final Solution - in the event that neither the spectator nor the manager leave the park within 60 seconds after the umpire's request the umpire will declare the game a forfeit.

9) Game Time & League Rules

1. A game shall consist of seven (7) innings or one (1) hour for men's & 55 minutes for co-ed. At the completion of each game the umpire shall reset the clock to 65/60 minutes. It is up to each team to exit and enter the dugout and prepare for play in a timely manner. Our lights must be shut off at 10pm so game time adjustments may be implemented by the Umpire or League Director.

2. No new inning will begin after the time limit has elapsed. Games tied after seven (7) innings will only be continued if no fewer than five (5) minutes remain on the clock.

3. There will be a ten (10) minute grace period 1st games only, 5 minutes for all other games; however any time used for the grace period will be subtracted from the official game clock.

4. Any team that is unable to start a game with a minimum of eight (8) legally rostered players will become the "Visitor Team" and bat first with any number of players after the 10 minute grace period. They can not bat a player more than once during their ups. If at the end of their ups they still do not have 8 rostered players the game will be forfeited. A team may start and finish a game with eight (8) legally rostered or "sub" players.

5. Any team that forfeits more than two (2) games jeopardize returning following seasons

6. No infield practice or batting practice is allowed prior to any game.

7. The mercy rule will be 15 runs or more after 4 ½ innings if the home team is ahead or 5 complete innings if the visiting team is ahead.

8. All players must be able to produce some form of positive picture identification at any game if asked to prove that they are of age to play in our league.

9. Pitch height will be 14 foot limit.

10. Batter may not carry their bat and touch 1st Base. If done, batter will be deemed out and remainder of play will stay as played out. Runners approaching Home Plate and picking up a bat is allowed if there is no play at the plate.

11. Each batter will start their plate appearance with a 1 Ball 1 Strike count.

12. The four (4) strike rule is in effect for all leagues (see S.C.M.A.F. rule book).

13. Pitchers box - a box is drawn, extending back from the pitchers plate, along the width of the pitchers plate, for eight (8) feet. The dimensions of the pitchers box are twenty four (24) inches wide, by eight (8) feet long, with the front line fifty (50) feet from the outside corner of home plate. The pitcher may deliver the pitch from any point inside said box.

14. A wider “Strike” mat will be used

15. Runners – Men’s Leagues get 2 runners per inning-last out(s). You may “burn” a runner and go the previous out giving you only 1 runner that inning. If a “last out” runner comes up to bat, the batting team may use its 2nd runner to replace the 1st runner. If out of runners (already used 2 that inning) then the original batter must return to replace the “runner” so that he can bat. If chosen/can’t not to run, then the batter due up who remains as the runner is out and proceeds to the next batter in line.

16. There will be NO ENTRY FEE REFUNDS after the first scheduled league game.

17. ALCOHOLIC BEVERAGES ARE NOT ALLOWED. In the event that any program participant (or any spectator who is associated with a team) is discovered to be in possession of an alcoholic beverage(s) or any other illegal substance, either on or around the facilities, the follow action will result:

a) The team whose players(s) and/or spectator(s) is/are found to be in violation of this rule will automatically forfeit their participation of the game that is scheduled on the day of the infraction.

Be aware that violations may be discovered by any participant, spectator, volunteer, employee, Umpire or League Director.

10) Registration Policy

1. All returning teams have first priority for signing up for the next league.
2. Returning teams must have their roster & money paid by due date to retain their priority. (It is the league’s intent of not having more than 10 teams per league)
3. If a team skips a season and then returns they will then go on a “wait list” if leagues are full. (It is the league’s intent on having 3 seasons per calendar year, March-Nov)

11) Playoffs

1. Playoff games will be scheduled the week following the conclusion of the regular league games. Teams receive 3 points for a win & 1 point for a tie.
2. For leagues comprised of 4-10 teams, the below playoff structure is in effect. Teams with equal records shall be determined by 1) head to head, 2) run differential head to head, 3) run differential during season of play.

4-5 teams - # 3 seed vs. # 2 seed, winner plays # 1 seed

6-7 teams - # 3 seed vs. # 2 seed, # 4 seed vs. # 1 seed, winners play

8 + teams - # 5 seed vs. # 4 seed, # 3 seed vs. # 2 seed, 5/4 winner vs. # 1 seed, winners play

4. There will be no time limit for all championship games. Playoff games will have a time limit of one (1) hour with a 15 run mercy rule (after 5 innings) in effect & Championship games will have a 20 run mercy rule in effect (after 5 innings) with no time limit.

5. To be eligible to play in your teams Regular Season or Playoff Games, no minimum games played is needed if it is to prevent a forfeit. This rule is implemented in the “spirit” of the game to prevent a team from forfeiting any game due to lack of “rostered” players able to attend a game. This Rule is not to “Boost” your roster for playoff games.

12) Make-up Games

1. It is our intention to play all scheduled games. Every effort will be made to reschedule games that are missed due to inclement weather, field unavailability, or any other issues that arise. Make up games will be rescheduled at the end of the regular season if the outcome of the make-up game could determine playoff eligibility. The Grove League Director reserves the right to reschedule games in any order that is determined optimal.
2. Any game that ends before the time or inning limit that is called because of light failure or malfunction of equipment or a mechanical field device under control of hosting agency shall be a Regulation Game in accordance of S.C.M.A.F. rule 1, sections 7, 8, 9 and 10.

13) S.C.M.A.F. Rules Rule 9. Players Code of Conduct

- Sec. 1. NO PLAYER SHALL: At any time lay a hand upon, push, shove, strike, or threaten to strike an official.
- Sec. 2. NO PLAYER SHALL: Refuse to abide by an official's decision.
- Sec. 3. NO PLAYER SHALL: Be guilty of objectionable demonstrations by throwing gloves, bats, or any other forceful action.
- Sec. 4. NO PLAYER SHALL: Be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgment.
- Sec. 5. NO PLAYER SHALL: Discuss with an official in any manner the decision reached by such official except the manager or captain.
- Sec. 6. NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.
- Sec. 7. NO PLAYER SHALL: Be guilty of physical attack as an aggressor, upon any player, official, or spectator.
- Sec. 8. NO PLAYER SHALL: Be guilty of abusive verbal attack upon any player, official, or spectator.
- Sec. 9. NO PLAYER SHALL: Use profane, obscene or vulgar language or gestures at any time.
- Sec. 10. NO PLAYER SHALL: Appear on the field of play at any time in an intoxicated condition.
- Sec. 11. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of the game with any spectator, player or opponent.
- Sec. 12. NO PLAYER SHALL: Smoke while going on or coming off the field of play, or while on the field of play.
- Sec. 13. NO PLAYER SHALL: Be guilty of discussing publicly with the spectators in a derogatory or abusive manner any play, decision, or personal opinion of other players, during the game.
- Sec. 14. NO PLAYER SHALL: Permit any one to remain in the dugout or on the player's bench during the game who is not a playing member of the team.
- Sec. 15. NO PLAYER SHALL: Be guilty of intentionally throwing their bat (a warning **may** be given 1st time)