

Adult Softball Handbook 2025



Welcome to the City of Carlsbad Adult Softball League

We're excited to have you join our community of athletes, friends, and sports enthusiasts. Our league is built on the principles of fun, fair play, and sportsmanship, and we strive to create a positive and safe environment for all players.

Whether you're a seasoned veteran or new to the game, this league offers a competitive yet enjoyable experience where everyone can improve their skills, meet new people, and enjoy the thrill of the game.

Our Mission

- To provide a well-organized, inclusive, and competitive adult softball league for the community.
- To promote physical activity, teamwork, and sportsmanship.
- To ensure that every game is played safely, fairly, and with respect for all participants.

What to Expect

- Clear and consistent rules and guidelines to ensure fair competition.
- A structured season schedule, including regular-season games and playoffs.
- Opportunities to connect with fellow players, celebrate achievements, and enjoy a friendly community atmosphere.

Rules and Regulations

Games will be played utilizing ASA rules with the following modifications:

League Format

- Once placed in a league, a team will remain there. The decision to move teams is at the discretion of the Adult Sports Office.
- All postponed games (rainouts) will be made up. Games will be added to the end of the original published regular season schedule, before playoffs.
- All batters will start with a one-one count.
- *Regular season:* no new inning after 65 minutes or completion of 7 innings. Drop dead time of 70 minutes. If the games end in a tie, the final score will be entered as a tie. If inning is not complete, revert back to last completed inning. No extra innings. *Postseason:* completion of 7 innings or drop-dead time of 70 minutes
- A game is considered legal and complete after 4½ innings.

Umpires/Scorekeeper

- \$30 cash per team, per game for umpire.
- All league and postseason games require umpire fees.

Equipment

- No titanium bats.
- Multi-wall bats allowed if ASA approved (1.20 rating).
- No metal baseball cleats.
- Only league-approved balls.

Softballs

- City provides 1 game ball (home team keeps at the end of the game).
- Backup ball must be league-approved.
- Must be city-issued, 52 COR/300 lbs, 12" composite or synthetic.

Run Rule

- 12+ run lead after 4½ innings for the home team or after 5 innings for the visiting team ends the game.

Schedules

- All teams will receive a schedule of league games via email and/or posted on TeamSideline.
- Schedules will be played as published unless modified by the Adult Sports Office. The Adult Sports Office will alter schedules/reschedule games only in the event of inclement weather, unsafe field conditions, or other extenuating circumstances (if time permits).
- If your team cannot make a regularly scheduled game, please inform the Adult Sports Office at least 24 hours prior to game time. A loss will be recorded in the standings, but no forfeit fee will be required. If contacted within 24 hours, the forfeit fee of \$60 will need to be paid to the Adult Sports Office prior to your next scheduled game.
- The Adult Sports Office is unable to accept requests from teams regarding game times and date changes. Schedules cannot be altered due to a team's inability to make a scheduled game.

Game Delay/Rain Out / Light Policy

- Check rain-out network after 2:30 p.m. or www.cityofcarlsbadsports.com. Sports office will follow up with managers via email.
- Games complete after 4 innings (4½ if home team ahead) if lights fail.
- Lights will not be extended past 10pm in any circumstance.
- If unsafe conditions occur before 4 innings, game is incomplete and won't count towards overall standings. Regular season games won't be continued, postseason games will be reviewed by the Adult Sports Office to be determined if needed to be resumed.
- Umpires decide whether to continue/postpone games.
- If a game is called for any unforeseen or unsafe reason such as weather, light failure, or other conditions after it has become a legal game (four complete innings), it will be deemed complete and the score from the last fully completed inning will be recorded. If the home team is leading at the time the game is called, that score will stand.
- Injury delays over 5 minutes add only 5 minutes to game time; substantial injuries may end the game.

Player Eligibility

- All players must be eighteen (18) years of age.
- Players attempting to play under an assumed name or age will cause their team to forfeit the game and a suspension will be imposed.
- After game time, only rostered players are eligible to play.
- Player eligibility may not be protested after the 3rd completed inning that the player in question has played.
- Players cannot participate on two different teams within the same league.

Ejections

- Any player ejected is suspended for a minimum of one game (next scheduled).
- Upon a second ejection, a player may be suspended for the remainder of the season or longer.
- Ejected players have 2 minutes to leave the premises or the game will be ruled a forfeit.
- League officials may eject without warning for any conduct issue.
- No appeals will be considered for ejections.

Addition/ Deletion of Players

- Team managers are expected to turn an official team roster by the midway point of the season.
- Players can be added to the team roster through the regular season by completing an Add/Delete form and returning the completed form to the Adult Sports Office.
- All add-delete forms must be filled out completely, correctly, and legibly in ink. Any form not completed properly will be invalid.
- Do not allow a player to participate who is not on the roster or added properly — this may cause a forfeit.
- No players may be added after the game has started.
- Only rostered players can be added to the lineup at any time.

Player Conduct

- Harassment of officials, players, managers, city personnel, or spectators will not be tolerated.
- If a manager does not control their team's actions, the team will forfeit.
- Good sportsmanship is expected at all times.
- Profanity, derogatory remarks, and taunting will not be tolerated — umpires may eject without warning.
- Fighting, verbal abuse, and physical abuse will result in at least a one-game suspension up to league expulsion.
- Fans/spectators are considered part of the team for conduct purposes.
- Sports office will review all ejection and code of conduct violations and determine disciplinary action.

Injuries / Ejections / Batting Rules

- If a player is unable to bat, record one out (once only).

Baserunner and Fielders- Slide and Avoid Contact

- All runners must avoid contact with the fielder at any base. The runner has the responsibility to avoid contact and must do so.
- Fielders cannot block the basepath. To avoid contact please keep the path clear to all bases, especially home plate.
- If you are unsure, surrender or get out of the way to avoid any collision.
- Failure to avoid contact may result in that player being called out and/or ejected from the game. In addition, other runners may also be called out.
- Inexperienced players should not attempt to slide into bases, but are still responsible for avoiding contact with defensive players.
- All “avoid” situations are at the discretion of the game umpire.
- BOTH PARTIES MUST AVOID CONTACT AT HOME PLATE.
- Catcher should not fully block home plate.

Pitcher's Box Rule

- 48" wide x 6' long from rubber toward outfield.
- Pitch may be delivered from anywhere in box.
- Line drives at/through box at pitcher's head height or lower = dead ball/out.
- Hit balls that are over the head of the pitcher at full height regardless if it passes through the “pitcher box” will be declared a fair ball and in play.
- Pitcher MUST have one or both feet in the box or on the line and the ball is hit will be declared an out.
- If a pitcher is completely out of the box after the pitch and the ball is hit, it is live.

Line-Ups

- Managers must create batting line-up weekly with first & last initial.
- Late players added to bottom of line-up at any time.
- Everyone bats — no pinch hitters.
- Leaving game early = 1 automatic out (first time only).

Batters

- All players bat — no pinch hitters.
- Batting out of order must be protested at time it occurs by the opposing team.
- All batters will start with a one-one count.

Courtesy Runners

- 1 per inning.
- Must be last out in line-up (or last runner to score).
- For injured players only — abuse will end privilege

Four Foul Rule

- 2nd foul on 2-strike count = strikeout.

Leading Off and Strike Mat

- Strike mat behind home plate — pitch landing on plate or mat = strike.
- Strike mat is not an extension of home plate. Players must touch home plate when scoring.
- Baserunners remain on base until ball leaves pitcher's hand — no stealing.
- Pick-off throw from catcher to base before runner returns = out.
- If the attempted “pick off” throw from the catcher is errant (ball hits the ground and runner is safe), the runner and other runners on base may advance at their own risk.

Pitching Mound and Bases

- Pitching: 50'
- Bases: 65'

Pitching Arcs

- Men's: Limited (6'–12')
- Coed: Males Unlimited (6' min, no max), Females Limited (6'–12')
- Women's: Limited (6'–12')

Forfeits

- Recorded as a 12–0 loss.
- No official shall start or officiate any contest when either team does not have the required number of players to start a game or the game is legally ruled a forfeit.
- A game will be ruled a forfeit and a forfeit fee will be required if any of the following apply:
 - Failure to field 8 rostered players by the end of grace period results in a forfeit and will NOT be rescheduled.
 - If neither team is ready to play, it will result in a double forfeit.
 - A team fails to provide 24 hour notice prior to canceling a scheduled game
- Forfeit fee: \$60 (billed for officials/administration) — must be paid before next game or \$20 late fee applies and forfeiture of all subsequent games until the full fee is paid.
- A game will be ruled a forfeit, but no forfeit fee is required if any of the following apply:
 - Ineligible player use
 - Continued delay of game
 - Continued harassment to officials, players, city personnel or spectators
 - If a manager cannot control his/her team

Coed Division Rules

- Teams may start with the following: 5 males/4 females, 5 males/5 females, 4 males/5 females, and 4 males/4 females.
- Batting order alternates gender.
- Walk on 3 straight balls (no strikes) to male batter = 2nd base; female must bat.
- If pitcher throws a strike, then three balls, batter does not take second base.
- Only one outfielder (the rover) may position themselves in front of the 160' line, using either the provided cones or the light pole as the designated marker.
- No restrictions on defensive positions, but no switching during inning (except pitcher/injury).
- If a team is unable to field the required number of players (men-women), a forfeit will be declared.

Protests

- Must be made before the next pitch. Disputes on final score must be made before 10 a.m. the next day.
- Manager must notify the umpire immediately that the game is under protest.
- A written statement must be submitted by 5 p.m. to the City the next business day.
- Judgment calls cannot be protested — only rule misinterpretations or player eligibility.
- All protested games will be completed from the point of protest if standings are affected (1st or 4th place only).

Grace Periods

- 5 minutes past game time to field 8 players; additional 5 minutes if opposing team agrees.
- Home/away may switch if agreed upon.
- Games can start/finish with 8 players. No out is taken in the ninth spot.
- Lights will not be extended past 10pm

Alcoholic Beverages

- Players may consume alcoholic beverages in moderation; however, intoxication, impairment, or disruptive behavior is strictly prohibited.
- Any player deemed unfit to participate due to alcohol consumption will be ejected and issued a one-game suspension.
- Teams found in violation of this policy are subject to an immediate game forfeiture.

Playoff & Championship Games

- Postseason tournament if time permits.
- Time limit and run rule apply to tournament games.
- Championship games: 70 minute drop time, 15-run mercy rule, 7 innings. Whichever comes first.
- All postseason players must be on team rosters prior to the start of playoffs.
- Players must provide ID upon request.

Team Insurance

- Teams may purchase accident/liability insurance through ASA (Bollinger Insurance 1-800-446-5311).
- City does not provide insurance — players participate at their own risk.

Playoff Tie-Breakers

- International Tie Breaker: runner starts on 2nd base at start of each inning after regulation.

Awards

- Individual awards for 1st place team in league standings.
- Awards will be awarded based solely on league play.

Tie-Breakers

1. Winning Percentage
2. Head-to-Head
3. Head-to-Head Differential