

SUMMER 2016 ANAHEIM SOFTBALL RULES

Sec. 1 **OBJECTIVE**

To offer a wholesome competitive program that is primarily concerned with safety, fair play, sportsmanship, and recognizes the various skill levels of the participants. All teams will comply with the rules and regulations of the Anaheim Community Services Department.

Sec. 2 **ADMINISTRATION**

All leagues will be play under the Southern California Municipal Athletic Federation (S.C.M.A.F.) rules with certain exceptions noted herein, insofar as such the rules do not violate polices and regulations of the Anaheim Community Services Department. All Departmental decisions on protests, illegal equipment, illegal players, and softball rule interpretation are final – no appeals will be allowed.

Sec. 3 **LEAGUE FEES**

1. No refunds will be granted after a team has played its first scheduled league game.
2. A fee of fourteen dollars (\$14) per team is to be paid to the umpire in cash with exact change prior to the beginning of each scheduled game in order to play.
3. Registration balances are due by 5 p.m. the day following the first game of the season. Please check the website www.teamsideline.com/anaheim for league deadlines. Any team who does not pay their balance by the deadline will be dropped from the league without refund.

Sec. 4 **LEAGUE INFORMATION**

1. Monday through Friday games will start between 6:00 pm and 10:00 pm. Sunday games will start between 2:00 pm and 9:00 pm.
2. All teams are guaranteed to be scheduled to play at least ten (10) games for the fall, summer, and spring seasons and eight (8) games for the winter season. Playoff games are included in the guaranteed games. In the event that a season must be shortened and a team does not play its full number of games, a refund will be given. The refund will be determined by the per-game fees paid for officials, balls, and field/lights.
3. Games are played at: Brookhurst Park, Maxwell Park, Modjeska Park, Pearson Park, Peralta Canyon Park, Ross Park, Reagan Park, and Yorba Regional Park or any additional fields throughout the City of Anaheim. Please visit our website at www.teamsideline.com/anaheim for field locations.
4. In the event that a team changes managers during the season, the new manager must notify the League Director of the change immediately at (714) 765-5290 or bharper@anaheim.net.
5. If you are ever in doubt about weather or field conditions possibly affecting your game, please call the *ANAHEIM FIELD CONDITIONS HOTLINE* at (714) 765-5242 after 2:00 pm on game day. If you are still in doubt after calling, appear at the game site as scheduled.

6. **WHAT TO DO WHEN AN UMPIRE FAILS TO SHOW TEN (10) MINUTES PRIOR TO GAME TIME:**

Step 1: Call Major League Softball at the "QUARTERBACK LINE" (714) 289-7505. If no one answers dial EXT. 4. Tell them you are a manager in the City of Anaheim for the _____ team, and there is no umpire at _____ field, and the game is supposed to start at _____ pm. They should have an umpire out as soon as possible.

Step 2: The game will be rescheduled if no umpire is there by fifteen (15) minutes past game time. Please call the League Director at (714) 765-5290 or email bharper@anaheim.net for any games that need to be rescheduled due to an umpire no show. Teams may use the field for the rest of the game time for practice.

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7. Smoking is not permitted on the playing field or dugout.
8. Only players and managers are allowed in the dugout.
9. League standings, schedules and team rosters will be posted at www.teamsideline.com/anaheim.
10. Prior to the start of your first game of the season, a team roster must be submitted to the umpire. Complete all information, including printed first and last name, signature, address, phone number and email (optional). **IF A PLAYER'S INFORMATION IS INCOMPLETE, THE PLAYER WILL NOT BE INCLUDED ON YOUR ROSTER. PLEASE WRITE LEGIBLY.**
11. No postponements or schedule changes will be allowed. However, the Anaheim Community Services Department reserves the right to change the schedule.
12. Your team's line-up must be filled out completely with first and last names filled out neatly before your teams at bat in the first inning. Do not list players who are not at the field. Players arriving late must notify the umpire and will be added to the end of the line-up.
13. A first week schedule will be posted on the website at least two (2) days prior to the start of the season. After the first week, a second week schedule will be posted on the website (3) days prior to your teams next game. Complete season schedules will be published on our web site no later than two (2) working days after your league's second week of games. League schedules can be viewed and downloaded at www.teamsideline.com/anaheim. **IT IS THE MANAGER'S RESPONSIBILITY TO ENSURE THAT HIS/HER TEAM RECEIVES SCHEDULES AND SCHEDULE REVISIONS BY CHECKING THE WEBSITE DAILY. SCHEDULES WILL BE CHANGED NO FEWER THAN 24 HOURS PRIOR TO YOUR NEXT SCHEDULED GAME WITH THE EXCEPTION OF RAIN OUTS AND EMERGENCIES.**
14. Placement of teams in respective divisions shall be the responsibility of the Anaheim Community Services Department. The Anaheim Community Services Department reserves the right to move teams to different divisions of play at any time to maintain a competitive balance. However, we try not to do so after the second week of league play. Teams moving to different divisions will keep their win/loss record from previous games played unless the League Director determines otherwise. Playoff formats may be altered due to team changes within a division. Teams entering Anaheim leagues must be available to participate on any given night of league play. Teams who win their division may be moved to a higher division the following season to ensure competitive balance.
15. As a courtesy, please contact Brandon Harper at (714) 765-5290 or email bharper@anaheim.net in advance if you know your team will have to forfeit so that the other team can be notified that their game will be canceled.
16. Any team with three (3) forfeits in a season will be removed from the league without refund.
17. The umpire will be the official scorekeeper for each game. Managers of both teams must sign the back of the scorecard at the end of the game to confirm scores and protests.
18. The City of Anaheim does not provide first aid at any Adult Sports Facilities. It is recommended that the managers of each team bring any first aid items that they feel are necessary.
19. The pitching distance will be fifty (50') feet and the base lines sixty-five (65') feet for all leagues.
20. If you have any issues regarding equipment, field conditions, opposing player/team, umpire or any other concerns, please email Brandon Harper at email bharper@anaheim.net.

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Sec. 5 **FORFEITS**

Games shall be forfeited if:

1. Game time is forfeit time. Players must be on the field and ready to play at the specified time.
EXCEPTION: The first game of the night is allowed a five (5) minute grace period.
2. 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 Anaheim softball league on another field. If the visiting team does not have at least eight (8) players at game time, the home team may choose to bat first. The team short players must take an out for every batting position short of eight (8) batters each time a vacant position comes to bat. Umpires are instructed to leave the field as soon as a forfeit is called. Once a forfeit is called, it is irreversible unless such a ruling is inappropriate.
3. A team is found to have used an illegal or non-rostered player.
4. In the opinion of the umpire, a manager does not have complete control of his/her team.
5. A team continues to delay the game.
6. A team continues to harass the umpire or if the umpire feels the situation is such that physical harm may come to himself/herself, other players, or spectators.
7. Any player is consuming any alcoholic beverages at the playing field, park facility, or parking lot. Teams who violate this rule a second time will forfeit the game and will be suspended from the league without refund.
 - a. If a player appears at the gym and in the judgment of the officials is intoxicated, he/she will be ejected from the game and may be suspended from the league. Fans are the responsibility of the team manager and the above information applies to spectators as well as team players.
8. Any team that forfeits a game must pay a twenty-six dollar (\$26) forfeit fee per game to the umpire at the team's next scheduled game. In case of a double forfeit, both teams are required to submit a forfeit fee of thirteen dollars (\$13) per game. If a team does not pay their forfeit fee(s) at their next scheduled game, that team will be assessed another forfeit fee and will be required to pay all outstanding forfeit fees at the Anaheim Community Services Department, located at 200 S. Anaheim Blvd., 4th Floor, Anaheim, 92805 and will be removed from the league if not paid by 5pm the next business day following their second forfeited game. **EXCEPTION:** Forfeit fees can be paid at the field to the umpire on the same day as forfeited game.
9. The score 7-0 will be recorded for all forfeited games.

Sec. 6 **ELIGIBILITY**

1. Players must be at least eighteen (18) years of age before playing.
2. All players must be on the roster and have photo ID (Driver's License, State Identification Card, Passport or Military I.D.) available at all games. All players on your roster will be listed on the scorecard each week. Team rosters can also be seen by visiting www.teamsideline.com/anaheim.
3. Players may not play on more than one (1) team in the same division.
4. The team a player first plays with will be considered their team for the season and that player may only transfer from one team to another with written consent of both team managers and approval from the City of Anaheim League Director.
5. A men's team may have two (2) women on their roster.

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6. During playoff games the umpire will check ID's (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Player's must have current picture ID. Players must provide current picture ID prior to entering the game.

Sec. 7 PLAYER ELIGIBILITY PROTESTS

If a manager believes a player is illegal, he/she may announce the protest at any point during the game. The protest shall be made as follows:

1. Time must be called.
2. The manager shall request that the umpire ask the player in question to produce a current picture ID (Driver's License, State Identification Card, Passport or Military I.D.). If ID is shown and is satisfactory, the umpire will continue the game. If no ID is available, the player in question may not play until they provide an ID. If the player in question is unable to show the umpire a current picture ID by the end of the game, the umpire will declare the game a forfeit.
3. Managers have the option to request an ID check against only one player on the opposing team per game.
4. Decisions regarding player eligibility will be made final by the umpire.

Sec. 8 PROTESTS

1. A protest must be announced to the umpire before the next pitch is released. (The game time will continue to run during the protest process).
2. After a protest is announced, the umpire will stop the game and fill out a description of the protest on the back of the official score sheet documenting the rule interpretation being protested. Then both managers and the umpire will sign the scorecard at the end of the game.
3. A manager who has protested the game must print out a protest form on the website www.teamsideline.com/anaheim and submit the completed form along with \$20 protest fee in cash no later than 5:00 pm on the first City business day following the contest. A \$20 fee must accompany the protest form. This fee will be refunded if the protest is upheld. Only protests that follow the correct procedures will be accepted for consideration. It is the manager's responsibility to deliver the written protest and payment to the City of Anaheim Community Services Department office located at 200 South Anaheim Boulevard, Suite 433, Anaheim, CA, 92805.
4. Only protests of a rule interpretation will be accepted. A protest will not be considered on a judgment call (i.e. safe or out, fair or foul, balls and strikes, etc.).
5. For more information on protests, please refer to the S.C.M.A.F. rulebook and the City of Anaheim rules.

Sec. 9 ROSTERS & ADDING AND DROPPING PLAYERS

1. A complete legible team roster, including printed first and last name, signature, address, phone number and email (optional), must be submitted to the umpire or city staff at your team's first game of the season prior to the start of the game. If a player's information is incomplete, the player will not be included on your roster.
2. Team Roster may not exceed twenty (20) players. Any number of players may be added or dropped up until the roster addition/deletion deadline.
3. Teams may add a maximum of four (4) players at the field each game.

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4. Roster additions and deletions must be completed at the field prior to the start of the game, except when other team approves they may be added after the game begins. Players who are added must complete the hold harmless section on the back of the scorecard, including printed first and last name, signature, address, team name, phone number and email (optional). If a player's information is incomplete, the player will not be included in your roster. Players can not be added to roster after another team has requested an ID check.
5. **Roster Addition/Deletion Deadline:**
Monday Leagues: No Deadline
Tuesday Leagues: August 9, 2016
Wednesday Leagues: August 10, 2016
Thursday Leagues: August 11, 2016
Friday Leagues: August 19, 2016
6. After the roster addition/deletion deadline, roster changes will be accepted only for seriously injured players or other circumstances when satisfactory proof is presented to the League Director.
7. To find a list of players on your team please visit www.teamsideline.com/anaheim. After selecting your division and team, select the **Stats** link to view the players on your roster.
8. It is the manager's responsibility to keep track of the players who are on his/her team's roster in case of a player eligibility protest.

Sec. 10 **RULES**

All softball games shall be played under the current S.C.M.A.F. rules, except as clarified or modified in the current City of Anaheim softball rules:

1. Game length is one (1) hour and five (5) minute limit or seven (7) innings, whichever comes first. Any innings in progress will be played to completion with the exception of when the home team is ahead after the one (1) hour and five (5) minute time limit has elapsed. The time limit is in effect in all games including playoffs. During playoffs, ties will be played to completion, under the judgment of the umpire. **EXCEPTION:** Championship games will have an extended game time of 90 minutes, or will end at 11:00 p.m., whichever comes first (mercy rule is still enforced).
2. Home team will be specified on the schedule. Managers are responsible for providing the league schedules to umpires in cases when the umpire is unaware, or when there is a disagreement regarding the team who is home.
3. No infield or batting practice will be allowed on the infield prior to game time.
4. All batters begin each at-bat with a 1-1 count. The batter is still out on the second foul ball after strike two (2).
5. The **MERCY RULE** will be invoked when either team has a lead of twenty (20) or more runs after 4 completed innings (3½ innings if the home team is ahead) or fifteen (15) or more runs after five (5) complete innings (4 ½ innings if the home team is ahead).
6. A manager can use a courtesy runner for any batter/runner in any inning (No approval required). A courtesy runner may only be used after a batter/runner has reached his/her base. Teams may have unlimited courtesy runner's, however a courtesy runner can only be used once per inning (no rabbit). If a runner is on base when it's his/her at bat, the batter will be called out. A pinch runner cannot be requested for a courtesy runner.
7. After the first inning, pitchers may throw one (1) practice pitch per inning. No infield practice will be allowed.

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8. No batting donuts will be allowed. On-deck batters may not swing more than one (1) bat.
9. The umpire will keep official time and score. Prior to the start of the game, the umpire will announce and write the game start time on the official score sheet which will be hanging on the backstop. At the conclusion of the game, the umpire will write the games end time on the score sheet. The umpire will also announce and write the number of runs scored and update the current score after each half inning.
10. The pitch height is 16 feet.
11. **Pitcher's Box**
The field will be marked with a "Pitcher's Box." This is a box chalked, extending back from the pitcher's plate, for six (6) feet. The pitcher may deliver the pitch from any point inside the "Pitcher's Box," and for the purposes of rule enforcement, the "Pitcher's Box" is treated the same as the pitcher's plate. If the pitcher's box is not chalked, the umpire will judge the six (6) foot distance.
12. **Lineups**
A team can bat up to sixteen (16) batters. Late-arriving player must be added to the bottom of the order. To straight sub for a player teams must have an eligible rostered player.
13. **Coed Rule Modifications**
 - a) Two (2) batters of the same sex 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) A minimum of three (3) outfielders must remain behind the outfield restriction line (180 feet from home plate) until the batter hits the pitch. Penalty: The batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation. There will be no restriction on a player (man or woman) as to which defensive position he or she may play.
 - d) A male walked on a count of four (4) balls and no pitched strikes shall be awarded second base. Runners advance if forced.
14. **Player Conduct**
 - a) All players, coaches, and managers shall adhere to the S.C.M.A.F. Players Code of Conduct and the City of Anaheim Softball Rules as participants in any City of Anaheim softball league.
 - b) Players may be ejected at any time before, during, or after a game.
 - c) Game officials will not allow any verbal references or physical gestures that relate to hitting "At the Middle," "Box," "The Pitcher" or anything that could be interpreted as having that meaning. *In accordance with Rule 8 of the SCMAF Players' Code of Conduct, any player or spectator that makes such a verbal reference or physical gesture will be ejected on the spot.* If a conversation or argument follows such an ejection(s), the game will then be forfeited. It will not be up to the umpire to decide if such a remark or gesture was made in jest, all references will be handled the same way and will result in a player ejection(s).
 - d) Any player, coach, or manager who is ejected from a game may be suspended for one (1) additional game (byes do not constitute a game). The suspension will take place during the following game(s). If a suspended player plays in a game, the team will be charged with a forfeit loss which will result in negative one (-1) point in the standings.

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- e) Any player, coach, or manager who is ejected twice in one (1) season will be suspended for the remainder of the season, including playoffs.
- f) Ejected or suspended players, coaches, or managers will not be allowed at the park or surrounding areas including the parking lot while serving his/her suspension. Violation of this rule will result in a forfeit loss which will result in negative one (-1) point in the standings if documented by the umpire or city staff.
- g) Any manager or acting manager who refuses to assist the umpire in identifying questioned players will be suspended and the game will be forfeited.
- h) Any player, coach, or manager who is ejected anytime after the conclusion of a game, will likely be suspended for the next two (2) games, including playoffs.
- i) Any player, coach, or manager who physically abuses or threatens to push, shove, or strike an umpire, player, or staff member may be permanently banned from participation in adult sports with the City of Anaheim. In addition, any player, coach, or manager who is guilty of such abuse may be subject to criminal prosecution according to the State of California Penal Code.
- j) Any player, coach, or manager ejected from a game for any reason must leave the park site and surrounding areas including the parking lot within five (5) minutes. If an ejected player does not leave within five (5) minutes, his/her team will be imposed a forfeit.
- k) In case of spectator harassment, the umpire will use the following course of action:
 - First Warning:** Manager will be asked to take care of the problem spectator.
 - Second Warning:** Spectator will be asked to leave the park site and surrounding areas including the parking lot. 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 teams. In the event that neither the spectator nor the manager leaves the park site and surrounding areas including the parking lot within sixty (60) seconds after the umpire's request the game will be declared a forfeit.
- l) On a disputed call or decision by an umpire, the players may not address, make any gesture to, or communicate any undesirable remarks to, or toward, any official. Exception: A team manager or captain may request a time-out to courteously address an official for clarification or a question regarding the decision.
 - NOTE:** *Players may be ejected from the game for an infraction of this rule and will not be allowed to participate in their teams next scheduled game, as a minimum penalty. Suspensions may be increased depending on the degree the infraction by the League Coordinator.*

15. Equipment

- a) Shoes must be worn, metal cleats are not permitted; plastic cleats and close toed rubber all-purpose soled shoes may be worn. Players wearing metal cleats must immediately remove them and cannot continue play until wearing appropriate shoes.
- b) The Anaheim Community Services Department will furnish one (1) new game ball per game. Bats, gloves and other equipment are the team's responsibility.
- c) Home teams will receive the game ball at the conclusion of the game. The home team is also responsible for providing back-up balls for the umpire if needed.
- d) Bats used during softball leagues in the City of Anaheim must comply with A.S.A. rules and regulations regarding equipment. A complete updated listing of bats may be obtained by visiting

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www.asasoftball.com/about/certified_equipment.asp All other bat specifications will be covered by the current S.C.M.A.F. rulebook and the City of Anaheim softball rules.

- e) **COED Modification:** Men are only allowed to use ASA approved wood and single wall bats. Men during COED league games are not allowed to use multi-walled aluminum, titanium, or composite bats.

- f) Penalties for using illegal bats: *Each Manager is responsible for inspecting their players' bats

First Offense: Any player who walks up to home plate with an illegal bat in their hands, will be ejected from the game along with the Team Manager. The offending player and Team Manager will be eligible to play in team's next game.

Second Offense: If a team has a second incident where a player walks up to home plate with an illegal bat during the same season, the game will be declared a forfeit upon the second offense and the offending player and the Team Manager shall be suspended for the following game.

Third Offense: If a team has a third incident where a player walks up to home plate with illegal bats during a season, the game will be declared a forfeit and the team will be expelled from the League for a period of one (1) year.

16. **S.C.M.A.F. Blood Rule**

Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, is prohibited from further participation in the game until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach, or official will not be allowed to participate unless:

1. All bleeding has stopped
2. Any exposed cut/scrape which has bled is completely covered
3. Bloody clothing is removed

It is recommended that teams have spare clothing available at the game site to be used if necessary.

Sec. 11 **PLAYOFFS**

1. Umpire will check ID's (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Players must have current picture ID. Players must provide current picture ID prior to entering the game.
2. Playoff seeding will be determined by the total number of points earned during the regular season: two (2) points for a win, one (1) point for a tie, zero (0) points for a loss, and negative one (-1) point for a forfeit loss.
3. Top teams will qualify for a single elimination playoff tournament to determine league champions. Playoff format may vary based upon the number of teams. In rare circumstances playoffs may be canceled.
4. Tie Breaking procedure:
 - i) Head-to-Head season record among tied teams
 - ii) Run differential in all games played among tied teams.
 - iii) Total Runs Against

NOTE: If schedule is unbalanced the best winning percentage will determine who wins the Head-to-Head record.

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Sec. 12 AWARDS

1. Each league playoff champion shall receive twelve (12) personalized T-shirt team awards. Additional T-shirt awards can be purchased but will be at the team's expense.
2. Awards will be distributed or ready for pick-up approximately five (5) to six (6) weeks after the start of the next season.
3. Championship Award forms will be available at www.teamsideline.com/anaheim. The deadline to submit the championship award form will be listed on the form.

Sec. 13 GROUND RULES

Boysen Park

Green of trees in left field is a home run. Any ball on ground beyond trees is a ground rule double.

Brookhurst East

Any ball hit into the green of trees left of the light post in left center is a ground rule double. Any ball hit outside the visibility of the umpire near the sidewalk in left field, left of the light post is a ground rule double. Any ball hit right of the light post in left field will be a live ball. Any ball that hits the bark of the trees is live. Any ball hit into the street on the fly or rolling onto the street will be a homerun.

Brookhurst West

Blacktop in right field on the fly is a home run; if it rolls onto the blacktop it is a ground rule double. Any ball hit into the street on the fly or rolling onto the street will be a homerun.

Maxwell Park

Field is open. Any ball hit over the fence in right field is a home run. A ball bouncing over or rolling under the fence in right field is a ground rule double.

Modjeska Park

Under bridge in right field is a ground rule double. Over the bridge on the fly, green of the trees or between trees past the sidewalk on the fly in left field, or any ball hit into or over the sidewalk on the fly is a home run with a one-up single. Any ball hit into the playground/bbq area concrete behind centerfield on the fly will be an **OUT**. Any ball rolling or bouncing into the playground/bbq area concrete will be ruled a ground rule double. Any ball rolling past the sidewalk is a ground rule double.

Pearson Park

Tree hanging into fair territory in left field is a ground rule double.

Peralta #1

A fly ball hit into the tree in left field will be ruled a ground rule double. Any fair ball hit over the wall is an out. Any ball hit into or through an opening in the bottom of the wall will be ruled dead and will be ruled a ground rule double.

Peralta #2

The field is open. Any fair ball hit over the wall is an out. Any ball hit into or through an opening in the bottom of the wall will be ruled dead and will be ruled a ground rule double.

Peralta #3

Any fair ball hit on the fly into the tree in left field is a ground rule double. Any fair ball hit over the wall is an out. Any ball hit into or through an opening in the bottom of the wall will be ruled dead and will be ruled a ground rule double. Behind the backstop in left field is considered out of play; ball will be ruled dead and will be a ground rule double. The rest of the field is live.

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Ross Park

Balls hit into the outfield are considered live. Any ball hit over the fence is a homerun with a one-up single.

Yorba #1

Any ball hit on the fly onto La Palma is an out. Any ball hit that rolls into La Palma is a dead ball ground rule double. Any Ball hit into the green of any tree is a dead ball ground rule double.

Yorba #2

Balls that bounce over or under the fence left of the left light post are ground rule doubles. Balls that bounce over or under the fence right of the left light post are ground rule triples. Ball over the fence left of the light pole on the fly is a home run with a one-up single (runner does not advance). Ball over the fence right of the light pole is a home run.

Yorba #3

Balls that bounce over or under the fence left of the light pole are ground rule doubles. Any ball hit over the fence left of the light pole is a home run with a one-up single (runner does not advance). Balls that bounce over or under the fence right of the light pole is a ground rule triple. Any ball hit over the fence right of the light pole is a home run.

Ronald Reagan #1, #2

All fields are open. Any ball hit over the fence is a home run. However, on field #2, a one-up home run rule will apply, with each ball hit over the left field fence counting as a foul ball if hit in excess of the one-up rule. The foul ball WILL count towards the 4-strike rule.