



PARKS & RECREATION ATHLETICS DIVISION

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ADULT SLOW PITCH SOFTBALL SPRING 2019 MEN'S/WOMEN'S/CHURCH LEAGUES

USSSA GAME RULES

The Bremerton Parks and Recreation USSSA adult slow pitch softball leagues will play by the rules of the **UNITED STATES SPECIALTY SPORTS ASSOCIATION** as specified in the 2019 Official USSSA Slow Pitch Playing Rules and By-Laws with the exception of the following modifications:

1. **CONCUSSION PROTOCOL (New 2018):**

If a player or coach is struck in the head area with any significant force and exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance), they shall be immediately removed from the game.

2. **½ STRIKE RULE – (Back for League Play Only)!**

If a batter has a strike and hits a foul ball, a ½ strike will be given and an out will not be enforced. A foul ball hit after a player has 1 & ½ strikes will result in an out and base runner(s) cannot advance.

3. **NO ALCOHOL, ILLEGAL DRUGS, OR SMOKING (including e-cigarettes):**

Participant(s) observed violating any of the above items on the field or in the dugout, will be ejected.

4. **UNSPORTSMANLIKE CONDUCT/ABUSE OF PARK PROPERTY (NEW 2018):**

Unsportsmanlike conduct and/or abuse of park property will result in **EJECTION** & the following;

- A) If the act is committed **by the team at bat, the current batter will be called OUT.**
- B) If the act is committed **by a runner, the remaining batter will be called OUT.**
- C) If the act is committed **by the defensive team, the first batter up next inning will be OUT.**

5. **GAME LENGTH (changed from 1 hour 10 minutes to 1 hour 5 minutes) (New 2019):**

- A) All games are limited to 7 innings or a Time Limit of 1 hour and 5 minutes, whichever comes first. No new inning may begin **AFTER** 1 hour and 5 minutes has expired.
- B) A new inning “starts” immediately after the third out is made.
- C) **A game will END IN A TIE if the game time limit has expired and the score is tied.**
- D) The game will continue, if the score is tied but the game time limit has not expired (see #6).
- E) **Time Limit begins immediately at the conclusion of the coaches meeting (New 2018).**

6. **TIE-BREAKER RULE/EXTRA INNING IF TIME LIMIT HAS NOT EXPIRED:**

- A) Last out of the previous inning will be placed on second base for the start of the inning.
- B) This procedure will follow until a winner has been determined at the end of a complete inning.

7. **BALL REQUIREMENTS:**

- A) **MEN/CHURCH:** 12”, optic **YELLOW** cover w/USSSA & Classic M or Classic Plus logo.
- B) **WOMEN:** 11”, optic **YELLOW** cover w/USSSA & Classic W logo.
- C) Each team must provide their own ball while on offense.
- D) **PENALTY;** If a team cannot provide a ball that meets the above requirements, the opposing team may choose to share their game ball or accept a forfeit win. If neither team has a legal ball, both teams will forfeit that game.

(USSSA game rules continued on back side)

8. **HOME RUN RULE - Ball hit over the fence only:**

Men's D1	5 Home Runs + Progressive	Church Division 1	3 Home Runs + Progressive
Men's D2A & 2B	3 Home Runs + Progressive	Church Division 2	2 Home Runs + Progressive
Men's D3-D4	2 Home Runs + Progressive	Church Division 3	1 Home Run + Progressive
Men's D5	1 Home Run + Progressive	(Crossover games will use lower division limits)	
Women's League	UNLIMITED		

1. **LIONS PARK; ball that hits the fence, to include the extension is IN PLAY.**
2. Batter DOES NOT have to advance to first base. All players occupying bases will be allowed to return directly to their dugout.
3. **"PROGRESSIVE"** means once both teams have reached the limit above, no team may be more than one home run ahead of the other team.
4. **Penalty** for **EXCEEDING** the allowable home run limits;
 - A. Men's League Division 1 **DEAD BALL OUT.**
 - B. All other Leagues/Divisions: **Single, base runners advance (1) base.**

9. **FLIP-FLOP RULE:**

If the HOME TEAM is trailing by 10 or more runs at the end of the 6 inning, the home team will exchange home & visitor status. This will bring the former home team to bat in the top of the 7th inning and if necessary, the former visiting team to bat in the bottom of the 7th inning.

10. **DUG-OUT RULE:**

- A) Only players, coaches & score keepers listed on the team roster are allowed in the dug-out and/or bench area.
- B) Only 1 on-deck batter and two base coaches are allowed out of the dug-out.
- C) If the umpire has to stop the game because players are out of the dugout, a warning will be given to the coach and ejections will follow if repeated.

11. **BATTING THE LINE-UP:**

Teams will be allowed to "Bat their Line-up" (more than ten (10) players) with any ten players taking the field (interchangeable at the defensive team's discretion). However, if one of the players cannot continue to play and NO SUBSTITUTE is available, the following will be enforced;

- A) **Ejection/Player leaves game (no injury):**
An **OUT** will be recorded each time that position in the batting order comes up.
- B) **Injury:**
NO out will be recorded and the next batter in the order will hit.

12. **MINIMUM NUMBER OF PLAYER NEEDED TO START A GAME:**

- A) A team may **START** with a minimum of (8) players with **NO OUT** being recorded in the batting order for the missing players.
- B) **Player(s) arriving AFTER the start of the game may be inserted into the line-up at the bottom of the order.**
- C) At least (8) players must be present on the field by the scheduled game time or a forfeit will be declared by the umpire.

13. **COURTESY RUNNER:**

- A) **Courtesy runner rule is UNLIMITED.** However, once a player's turn at bat is over and a pitch is thrown to the next batter (or there is an intentional walk) a base runner **CANNOT** request a courtesy runner. An exception will be made **ONLY** if a runner is injured while advancing to the next base. The injured base runner will then have to sit out the remainder of the game.
- B) **The courtesy runner will be the player recording the "last out"** (or the previous out if the player is on base or at bat).
- C) If a team's leadoff hitter requests a courtesy runner, the last batter in the line-up will be used.

(USSSA game rules continued on next page)

14. **GRACE PERIOD:**
5 minute **Grace Period** for the 6 PM game only.
15. **1st BASE SAFETY BASE:**
A) On the INITIAL THROW to first base from the infield or outfield, the **batter-runner must touch the orange portion of the base and not the white or be CALLED OUT!** (exception: The batter-runner running toward first base may cross over to the white bag to AVOID a COLLISION if a WILD THROW forces the fielder in the path of the batter-runner).
B) The defensive player must always touch the white portion (**exception:** the defensive player may cross over to the orange bag to AVOID a COLLISION if a WILD THROW forces the defensive player in the path of the batter-runner).
Note: **THIS RULE IS IN EFFECT ONLY ON THE INITIAL PLAY AT FIRST BASE.** If the Base-Runner uses the orange portion any time after the initial attempt at First Base and IS NOT IN CONTACT with the white portion then he/she is considered in foul territory, off the base and in jeopardy of being put out by the defense (i.e. re-tag to advance on a fly ball or returning to the base after over-running).

16. **METAL CLEATS:**
METAL CLEATS are not allowed and will result in immediate EJECTION!

17. **BATS (New 2018):**
A) Only “Official Softball” bats from authorized manufactures with permanent and visible USSSA and BPF 1.20 markings, will be allowed for use in league play.
B) Any player, who steps into the batter’s box ready to play, using an unapproved or altered bat, will be immediately ejected from the game. The umpire has sole discretion to allow or disallow a bat.
Note: **There is NO PLACE for an altered/enhanced bat in recreational league play. Player(s) using such bats may be suspended indefinitely from the league.**

18. **DOG(S) BROUGHT TO GAMES (New 2019):**
A) For the safety of players, spectators and umpires, dog(s) brought to the softball field MUST be on a leash and CONTROLLED at all times (tying/tethering your dog(s) to the fence is NOT considered on a leash) or the participant responsible will not be allowed to play.
B) If the dog(s) was brought by a spectator of a team, the coach will ensure the dog is leashed or the game will be declared a forfeit.

19. **PROTESTED GAME PROCEDURES:**
A) A game may be protested for the use of a player(s) that does not meet the eligibility requirements or a game rule violation but, CANNOT be filed for judgment calls. Examples of judgment calls include: whether a batted ball was Fair or Foul, a pitched ball was a Ball or Strike and/or a Base Runner was Safe or Out.
B) A \$25 protest fee must be included when the protest is filed with the League Director. If the protest is upheld, the protest fee will be refunded. If the protest is rejected; the protest fee will be retained.

- REASON FOR PROTEST**
1) Use of player(s) that does not meet eligibility requirements (refer to Softball By-Laws rule #7)

- 2) **Rule interpretation during scheduled game.**

- ACTION TO BE TAKEN**
Contact League Director within 48 hours of the completion of the game.
File protest with game umpire BEFORE the next legal pitch, intentional walk, or unfairly delivered pitch. Next, contact League Director within 48 hours of completed game.