



PARKS & RECREATION ATHLETICS DIVISION

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Sunday Mixed League Fall 2019 Adult Slow Pitch Softball USSSA **Game Rules**

The Sunday Mixed League 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:

- CONCUSSION PROTOCOL:**
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.
- 1/2 STRIKE RULE:**
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 a dead ball out and base runner(s) cannot advance.
- 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.
- UNSPORTSMANLIKE CONDUCT/ABUSE OF PARK PROPERTY (New 2018):**
Unsportsmanlike conduct and/or abuse of park property will result in **EJECTION** & the following:
 - If the act is committed **by the team at bat, the current batter will be called OUT.**
 - If the act is committed **by a runner, the remaining batter will be called OUT.**
 - If the act is committed **by the defensive team, the first batter up next inning will be OUT.**
- GAME LENGTH (changed from 1 hour 10 minutes to 1 hour 5 minutes (New 2019):**
 - All games are limited to 7 innings or a Time Limit of 1 hour 5 minutes, whichever comes first. No new inning may begin **AFTER** 1 hour and 5 minutes has expired.
 - A new inning “starts” immediately after the third out is made.
 - A game will END IN A TIE if the game time limit has expired and the score is tied.**
 - The game will **CONTINUE** if the score is tied but the time limit has not expired (refer to rule #6).
 - Time Limit begins immediately at the conclusion of the coaches meeting.**
- TIE-BREAKER/EXTRA INNING GAME AND TIME LIMIT HAS NOT EXPIRED:**
 - Last out of the previous inning will be placed on second base for the start of the inning.
 - This procedure will follow until a winner is determined at the **END OF A COMPLETE INNING.**
- BALL REQUIREMENTS:**
 - Men: **12” ball optic YELLOW** cover w/USSSA & Classic M or Classic Plus logo.
 - Women: **11” ball optic YELLOW** cover w/USSSA & Classic W logo.
 - Each team must provide their own ball while on offense.
 - Penalty for use of illegal ball; 1st time-Warning, 2nd time-Game forfeit.

(Game rules continued on next page)

8. **BATTING ORDER:**

The batting order will ALTERNATE the GENDERS regardless of the number of batters. **YOU MAY BAT AN UNEVEN NUMBER OF MALES & FEMALES, BUT THE GENDERS MUST ALTERNATE** (i.e. if you bat 5 Females & 10 Males, the females would bat 2 times for every Male's at bat). When keeping the scorebook, it is recommended to separate the genders, when writing the line-up, to prevent confusion.

9. **DEFENSIVE POSITIONING:**

There are no restrictions regarding the defensive positioning of players on the field. **There must be 4 or 5 Males and 4, 5 or 6 Females (maximum 10 players) on the field at all time.** At no time will more than 5 Males, or more than 6 Females, be allowed to play defense at the same time.

10. **MINIMUM NUMBER OF PLAYERS NEEDED TO START A GAME:**

- A) A team may start with 8 players (a minimum of 4 Males & 4 Females). **NO OUTS will be charged for the missing 9th & 10th spots, when starting with fewer than 10 players.** Player(s) arriving after the game begins, may be inserted into the line-up in the bottom of the batting order.
- B) At no time will a team be allowed to play with fewer than 8 players.

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

Team(s) will be allowed to "Bat their Line-up" (more than 10 players) with any 10 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 (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 of the same gender will hit.

12. **WALK TO A MALE BATTER:**

On a walk to a male batter, he receives first and second base. The next batter has the option of hitting or automatically receiving first base. She must decide before the first pitch is thrown to her.

13. **COURTESY RUNNER:**

Courtesy runner rule is **UNLIMITED**. The courtesy runner will be the last available player in the batting order of the **SAME GENDER**. 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.

14. **HOME RUN RULE for MEN: (over the fence only):**

Note: Home runs hit by Women are Unlimited and DO NOT count against the limits below.

Division 1 3 home runs + progressive

Divisions 2-3 2 home runs + progressive

Division 4 1 home run + progressive

"Progressive" means that once both teams have reached the above limit, that no team may be more than one home run ahead of the other team. **Penalty for exceeding the allowable home run limit will result in a SINGLE & base runner(s) will ADVANCE (1) base.**

15. **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 and 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.

16. **NO GRACE PERIOD:**

Any team not able to start at the scheduled start time will **FORFEIT** the game.

17. **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 (**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 Batter-Runner will be **CALLED OUT** if the orange portion is NOT USED.
- C) 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**).
- D) Umpires judgment is FINAL and cannot be appealed.
- E) **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).

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. **DUG-OUT RULE:**

- A) Only players & coaches 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 dugout.
- C) If the umpire has to stop the game because players are out of the dugout, he/she will warn the coach and then start ejecting players.

20. **BATS:**

- 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 in 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.**

21. **PROTESTED GAME:**

- A) Protest **CANNOT** be filed for judgment calls. Examples include: whether a 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.

C) **REASON FOR PROTEST**

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

ACTION TO BE TAKEN

Contact League Director within 48 the completion of the game.

- 2. **Rule interpretation during scheduled 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.