



## Adult Softball Information

Updated 2.7.20

Team captains are responsible to know and understand these rules and the attached Player Code of Conduct. Captains are responsible to ensure that their players abide by these rules. New this year we are going to an online program for all of our score and scheduling it is [quickscores.com/ssafc](https://quickscores.com/ssafc) please let all of your players know, we will not be using paper for scheduling anymore.

### GENERAL LEAGUE RULES

#### Rosters

1. A roster with name and signatures of all players must be completed before the first game and turned in to the scorekeeper or supervisor at the softball fields.
2. **Participants may only play for and be on one roster.**

#### Eligibility

3. Participants must be at least 16 years old to play in any adult league. If a participant will turn 16 during the season, the birth date should be recorded on the roster and that player will be eligible to play upon their 16<sup>th</sup> birthday.
4. Teams should have matching jerseys with legible numbers on the backs of all players, in a color that contrasts with the color of the jersey.
5. **Participants must play in at least FOUR league games to be eligible for the post-season tournament.** Exceptions may be made at the discretion of the recreation supervisor.

#### Safety

6. Players must wear shoes with closed toes and heels. Flip flops, sandals, or shoes with metal tab cleats are not allowed. All cleats must be made of rubber or plastic.
7. If a player is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the player shall be removed from the game. In order for the player to return to the game, they must have the bleeding stopped, the wound covered, and clothing changed.
8. If poor weather or unsafe conditions occur, games may be postponed or cancelled. Almost all weather-based cancellations will occur on the field at game time. However the weather Hotline will have game information. The weather hotline is 783-2423 #4.
9. Children are NOT allowed in the dugouts or on the field of play.
10. All parking at the softball fields is at your own risk. The SSAFC and Oakley City are not responsible for any damage caused to personal or work vehicles.
11. Players are responsible financially for any damages.
12. The SSAFC does not provide accident insurance for participants in its recreation programs. Players are encouraged to have adequate health insurance, and those who participate in these recreation leagues assume responsibility for any risk involved with participation in these leagues.

#### Player Conduct

13. Please refer to the Player Code of Conduct at [ssafc.org](https://ssafc.org) + program + adult softball for details.
14. Any team that receives two code of conduct violations in a game will forfeit that game.
15. Any team that receives three code of conduct violations over the course of the season will be suspended for the remainder of the season. Suspended teams will not be included in the post-season tournament and will not receive a refund.

16. In addition to the rules stated in the Player Code of Conduct, any player that throws a bat will immediately be ejected from the game and placed on probation for the rest of the season.
17. Any player found using a banned bat or a modified bat will be ejected for the remainder of the season. For more information on bats, see "Legal and Illegal Bats" in the Game Rules section.

### **Season Standings, Post-Season Tournament, and Awards**

18. League standings will be based on teams' win/loss records. The team with the highest win/loss record will be the League Champions.
19. If teams are tied with equal win/loss records, the tie will be broken by head-to-head results. If teams are tied head-to-head, the team that scored more runs head-to-head will be the higher seed in the post-season tournament.
20. The post-season tournament will be a true double-elimination tournament.
21. During tournament, the higher seeded team will be the home team for all winners' bracket games. The undefeated team is home in the championship game. A coin toss will determine home team for all losers' bracket games and the championship "if" game.
22. Championship games in tournament will not be timed. The flip-flop and mercy rules will still apply.
23. A maximum of 15 awards for men's teams will be given to league and tournament champions.

## **GAME RULES**

In general, play will be governed by the current USSSA Slow Pitch rule book, which is available at [www.ussa.com](http://www.ussa.com). The following additional rules and points of emphasis are in place for our recreational leagues.

### **MEN'S LEAGUE**

#### **Home Team**

1. For regular season games, home team will be determined on the schedule.

#### **Game Time**

2. ***The game clock will begin at the scheduled game time, unless game before ran over.***
3. Games will consist of 7 innings or 55 minutes, whichever comes first. No new inning will be started after 55 minutes from the scheduled game time, unless the game is tied.
4. In the event that the game clock expires when the ball is live and in play, play will continue until the ball is dead.

#### **Mercy & Flip-Flop Rule**

5. ***The mercy rule is as follows: The game will be over if either team leads by 12 or more after completion of the 5<sup>th</sup> inning.***
6. The flip-flop rule will be incorporated along with the mercy rule. The flip-flip rule is as follows: When heading into a new inning where the mercy rule would be in effect, if the home team is behind by the indicated number of runs as listed above, the home team will remain up to bat for the top of the new inning (essentially becoming the visiting team). If they do not score enough runs to avoid the mercy rule, the game will be over. If they score enough runs to avoid the mercy rule, the game will continue with this team batting as the visitors.

#### **Forfeits**

7. Teams will forfeit if they do not have at least 8 players on the field at game time, or if the number of players drops below 8 for any reason once a game has started.
8. Teams that forfeit two or more times during the regular season may be left out of the post-season tournament.
9. Teams with less than 8 players at game time will be given a 10-minute grace period from start time before a forfeit will be declared. The game clock will begin at the regular scheduled game time, and if there are still not enough players when the clock reaches 45:00 the game will immediately be declared a forfeit (the game clock counts down from 55:00).
10. In the event that games run long, and the teams that are waiting to play in the next scheduled game have less than 8 players present, the 10-minute grace period will begin at their scheduled game time. If the long-running game extends beyond ten minutes past the next-scheduled game time, the waiting teams must be ready to play immediately upon completion of the current game with enough players, or a forfeit will be declared.
11. Umpires ***WILL NOT*** officiate forfeited games.

#### **Batting Order and Substitutes**

12. ***Prior to game time, teams must submit a batting order to the scorekeeper including first and last names along with jersey numbers.***

13. **Teams may bat up to 14 players**, as long as the submitted batting order is strictly followed and players are added to it before it has been batted through. Teams may not make changes to their batting order once it has been batted through, except as described below.
14. If a team starts a game with 8 or 9 players on the batting order, they may add late players to the bottom of the batting order at any time, up until there are 10 players listed. Teams may add late players to batting positions 11 and up as long as the batting order has not been batted through.
15. If a team start the game with 8 or 9 players they will have to take an automatic out in that spot. If a player gets hurt during a game and can not continue to play, NO automatic out will be assessed in their spot for that game.
16. Once the batting order has been batted through, individuals who arrive late must enter the game as substitutes.
17. The scorekeeper must be notified of any substitution prior to the new player entering the game, whether the substituting player's team is at bat, or in the field. Substitutes must tell the scorekeeper which player they are replacing on the batting order.
18. A player who has been substituted out of the game may neither bat, nor play in the field.
19. Players that have been substituted out may re-enter the game one time, but only to their original batting position. Substitutes who are withdrawn may not re-enter the game.
20. Any player that is legally in the game (meaning, on the batting order) may take the field and play defensively.
21. If a player leaves the game or is not present when it is their turn to bat, an out will be taken in their batting position. Players removed for injury will not have an out taken in their batting position.

### **Home Run Rules**

22. ***The South Summit Recreation league will follow the one-up home run rule. The one-up rule is as follows: Teams may only lead their opponent in total over-the-fence home runs by one.  
Example: The home team hits the first home run of the game. They may hit no more at this point, as they are currently "one-up." The visitors may now hit 1 home run to be even, or 2 to become "one-up."***
23. ***Any over-the-fence home runs in addition to one-up will be an out.***
24. Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared a "four base award." It will not affect the one-up rule and will not be counted as an over-the-fence home run.
25. The home team may go one-up to either put themselves ahead or drive in winning runs.
26. ***On a home run ball, Batter and base runners walk it off.***

### **Courtesy Runners**

27. ***Teams are allowed 1 courtesy runners per inning. Courtesy runners must be on the batting order. It does NOT have to be the last out.***
28. Batters must reach base safely and the ball must be dead before a courtesy runner may be used.
29. Courtesy runners must be made before the next batter takes his first pitch.

### **Game Balls**

30. Men will use a 12" ball.
31. ***It is up to the teams playing to retrieve all foul and home run balls. The team that hits them, gets them. If the umpire is out of softballs, they will wait until a game ball is retrieved.***

### **Out of Bounds**

32. When a live ball travels out of bounds, the umpire will declare a dead ball and base runners will be awarded two additional bases. If this occurs on the first play, the award is given based on the position of the runners at the time of the pitch. Otherwise the award is based on the position of the runners at the time of the throw.
33. If a fielder catches a batted or thrown ball and then carries it out of bounds, a dead ball will be declared and base runners will be awarded one base from where they were when the ball was carried out of bounds.

### **Pitching Rules**

34. Pitches must be delivered from the pitching plate or the pitching area, which is the width of the pitching plate and up to six feet behind it.
35. Prior to the pitch, the pitcher must have an established pivot foot firmly in contact with the pitching plate or pitching area which must maintain in contact until the ball is released.
36. The pitched ball must arc at least three feet upon leaving the pitcher's hand and must not rise above ten feet from the ground. Judgment of fairly and unfairly delivered pitches is up to the sole discretion of the umpire.

### **Safety Base and Home Plate**

37. A safety base will be used at first base. On the initial play to first base, runners must touch the orange right-hand portion of the base. If a runner is rounding first on the initial play he may touch either the orange or white portion of the base. For all plays thereafter only the white portion of the base is used.

38. Defensive players may never block the base path, a base, or home plate—except in cases where they have fully established possession of the ball. If there is going to be a close play, defensive players are required to position themselves so as to leave the base path, base, or home plate clear for the runner.
39. At the sole discretion of the umpire, if a defensive player is positioned so as to block the base path, base, or home plate without established possession of the ball, the runner will be called safe for any resulting play.
40. Likewise, at the sole discretion of the umpire, any runner who initiates contact with a defensive player may be called out, and possibly ejected from the game.

#### **Legal and Illegal Bats**

41. Any bat used in the adult softball leagues must be inspected by the game umpire. Any bat with a barrel over 2 ¼", senior league bats, shaved or otherwise modified bats (including rolled bats), cracked or dented bats.
42. Any player found using an illegal bat will be ejected immediately along with the owner of the bat (if a different person) for the remainder of the game.
43. If you have questions regarding the legality of any bat, whether on your team or another team, please speak with the Recreation Director.
44. If you have a modified bat or banned bat, do not even bring it to the ballpark.

