

## 2019 ADULT SOFTBALL RULES

**Coaches:** It is your responsibility to inform your players of the rules.

- **There can only be a max number of up to 3 current D or above players per roster! No Exceptions.**

1. USSSA rules will govern all play unless stated on this sheet.
2. All games will be 7 innings or 1 hour time limit. The game time will start when the coin toss occurs at home plate. A game may be started before the scheduled time only if both coaches agree. By doing this you agree to start the game.
3. **Extra Innings: Will be 1 pitch.**
4. **Men/Church Men Home Run Limit per game: League 1- 7, League 2-5, League 3-3, League 4-1. If exceed its an out**
5. **COED Home Run Limit: 1 home run per gender per inning, if exceed it's an out.**
6. **Pinch Runners can be anyone, only 1 per inning, and have to be done before first pitch of next batter.**
7. The Coach must turn in a line-up to the scorekeeper 5 minutes before scheduled game time.
8. A player may play on 1 team! Girls and boys must be 13 by April 30th of the playing season.
9. Men teams will be required to use any **WORTH CLASSIC blue stitched** ball. Women teams will be also required to use a **WORTH CLASSIC** ball. Ex.. ( Green dots, Gold dots, Hot dots, etc
10. **If a team forfeits, they have to call the Parks and Rec office by 2:00 pm the day of the game. If they do not meet this requirement they will have to pay the team that they were scheduled to play \$25 before their next game.**
11. If an umpire thinks that an illegal or altered bat has been used, he may pull the bat for further examination by the Program Manager. At this point, the bat will be returned to the player or sent off for testing. If the bat is found to be illegal or altered, the player will be suspended for the remainder of the season and all of next season.
12. A team playing an ineligible player that is discovered by the director or officials will forfeit all games that individual has played in. The ineligible player will also be suspended, and the team playing the ineligible player will have to forfeit their next game. To protest an ineligible player the coach must do so during the game.
13. A protest may be made only on a rulebook call! If a protest is to be upheld the affected team must protest the call immediately.
14. **Run rule is as follows 15 after 3, 12 after 4 and 10 after 5.**
15. Both teams will have the option of using a safety screen for their pitcher. It will be the pitcher's responsibility to move the screen back and forth. The screen has to be placed 2 ft to the left or right and 5 ft in front of the rubber. Any batted ball that comes in contact with the screen will be a dead ball foul. It will count towards your fouls just like a regular foul ball. Any non batted ball that makes contact with the screen will be a dead ball and players will only advance to the base they were heading too.
16. Pitcher may not use screen for defensive advantage. He or she must either maintain his or her position on the mound or must retreat behind screen.
17. Teams may bat as many players as they want, but they must stay in the same batting order. If a player gets hurt, an out will be called each time that person would bat if there is no one to replace them.
18. Teams must have 9 players to start a game. If a player is ejected, the game will continue as long as his team still has 9 or more players. An out will be called each time the ejected player would have batted. If the ejected player was the 9th player, the game will be a forfeit.
19. Any player that would potentially enter the game after it starts regardless if this is after injury or those who will be entering the game late must be on the line up as a sub that is turned in prior to the game.
20. If a player shows up late, add them at the bottom of the lineup. If at the toss of the coin, a team has fewer than 9 players they will be given a 5 minute grace period. That team will be the Guest team and will lose their 1st inning at bat. The Home team will bat upon the arrival of the 9th player.
21. Anyone threatening an umpire before, during, or after a game, or place their hands on an umpire in any manner will be suspended for the remainder of the season. Any player that is ejected from a game is automatically suspended for 1 additional game.
22. **No Smoking** will be allowed in the parks. **Dogs are NOT** allowed at Fifth Avenue Park or Don Owen Complex.

23. No steel spikes are allowed in league play or tournaments.
24. Practice is limited to 1 hour, when others are waiting to practice. Teams cannot practice at Curtis Walker or Beaverfork.
25. Any player or coach caught drinking in the parks will be suspended.
26. Scatter rule will be in effect. This will be a judgment call by the umpire and will be final.
27. **Rain Out Line is 513-3591.** Do not practice on a wet field. If games are rained out, do not use the field that night. Any team caught practicing on a wet field will forfeit two league games.
28. Do not warm up in grass area near the entrance gate. Warm up down the alleys north of the drag trails.
29. **There will be no rescheduled forfeit games for any reason.** If a team can't play a scheduled game then they will have to forfeit that game. Do not call and ask us about rescheduling a game.
30. **Rosters: Email Pat Burton for add on's between 8:00 am-4:00 pm. This must be done before the player can sign the roster.**
31. **[www.conwayparks.com](http://www.conwayparks.com) Like us on Facebook!!**
32. **Pitchers will pitch to a mat behind home plate. If the ball touches any part of the mat, it's a strike. The pitch can hit the mat and still be called a ball due to height and speed.**