



**RIFLE RECREATION DEPARTMENT
SLOW PITCH SOFTBALL LEAGUE RULES
07/29/2015**

Adult Softball standings and schedules can be found at www.rifleco.org!

The following rules apply to all leagues:

- 1) The United States Specialty Sports Association (USSSA) rules will be in effect at all times except for the following rules:

Rosters:

- 2) **The Rifle Recreation Dept. individual registration form must be signed and turned in before your first game.** The captain is responsible for verifying that each player is on the roster. If a player is caught playing in a game and has not signed an individual registration form, that game will be forfeited. Also, each captain will sign a form saying they have explained all rules and regulations to their team member.
- 3) Roster sizes: Recreation-Minimum of 14 in which 7 are women.
- 4) **Players may play for other teams throughout the regular season. (Must be approved by both teams before the game begins.) Coed players please see rule #6. Teams cannot borrow players for tournament games.**
- 5) All players must be 16 years of age. No high school baseball or softball players may play in this league while competing for a high school.
- 6) A player must participate in three regular season games for the same team to be eligible for tournament play. **Identification may need to be provided if there is a question about someone's identity and if they have played three regular season games for their originally designated team. We may also result to going back to checking eligibility of players through scorebooks and Individual Registration Forms. If a team cannot prove that a player has played 3 regular season games for their team (the team in which they are listed on for their official Roster) the game will be forfeited. Players can only be on one official roster per league.**
- 7) Recreation staff may declare a player ineligible prior to or during the game.

Starting Play:

- 8) Games times are: 7:00, 8:00 and 9:00 PM. Game time is forfeit time. Written lineups must be turned into the opposing teams' scorekeeper before or by game time or the game is forfeited.
- 9) **If a team forfeits 3 times**, the team will be removed from the league, disallowed from league tournament participation, and will not receive a refund. Anytime a forfeit occurs the opposing team loses an opportunity to play. You are encouraged to build a deep roster to help avoid this situation.

- 10) If a team does not have 10 players at game time, they have two choices, which must be announced to the head umpire by game time: a) lock the line-up at 8 (4 men, 4 women) or 9 (in coed can only lockout at 9 if 5 players are female) and no outs will be taken, however, players cannot be added to the roster; b) Take an out for each missing player(s) until the players show up. You must have a minimum of 8 players to play, 4 men and 4 women. There will be no back to back same gender batters, an out must be taken, unless your captain locks out at 9 players. If a team does not have enough players to play by game time, they can have substitutes from other teams. Any subs must fill out an individual registration form before playing if they have not yet already. (See Rule #4 for Roster Changes)
- 11) Regular season, home team will be determined by flip of a coin. In tournament play, higher seed will determine home team.
- 12) **A team consists of no more than 5 men or 5 women, or when playing with an EH you may have 6 men and 6 women. When using an EH, you must have a female and a male EH. Therefore, no more than 5 men/5 women can be on the field at one time to play defense. Team Captains are responsible in enforcing this rule and should address any issues with the umpire.**

Time and Score Limits:

- 13) If one team leads by 15 or more runs after 3 complete innings, the game is automatically over and the leading team declared the winner.
- 14) If one team leads by 10 or more runs after 5 complete innings, the game is automatically over and the leading team declared the winner.
- 15) Last inning will be called at 50 minutes, or 7 innings.
- 16) Extra innings will be played in case of a tie. In extra innings, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. If a team is in extra innings and the absent player is the one who should begin the half inning at second base, do not declare an out. Instead place on second base the player whose name precedes the absent player's name in the line-up.
- 17) The timekeeper shall be the umpire. Time will begin when the umpire calls "Play ball."
- 18) In tournament play, **the championship game** will have no time limit. **The 15 runs after 3 innings and 10 runs after 5 innings will be in effect during tournament and championship play.**

Equipment:

- 19) The Recreation Department will provide softballs.
- 20) **Rec. teams need to try to have like colors, numbers are not needed.** No Penalties applied.

- 21) Watches, bracelets and neckwear cannot be worn. Wedding bands should be taped. Other jewelry is discouraged but up to player discretion.
- 22) No metal cleats are allowed. If someone is caught wearing metal cleats during a game, that player will not be allowed to play until he or she exchanges footwear.

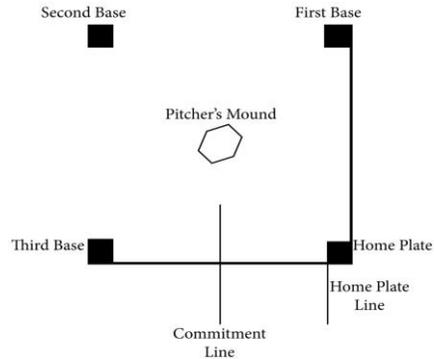
Game Play:

- 23) A legal pitch must be delivered with perceptible arc and reach a height of at least three feet from point of release, while not exceeding a maximum height of 10 feet from the ground (USSSA).
- 24) **When the batter approaches the plate, he/she starts with one ball and one strike. After two strikes you will be allowed one courtesy foul ball, if you foul one of the next pitches you are out. The courtesy foul is in effect after the batter has received two strikes. For example, a batter can hit a foul ball to receive their second strike and still be eligible for the courtesy strike rule. However, if a batter hits a foul ball for their second strike and then gets a third strike by a swing-and-miss or not swinging at a ball that has met the strike requirements, the batter is out. In that situation, the batter does not receive an extra strike after two.**
- 25) **The Strike Zone: will be created by placing a rubber home plate extension against the rear of home plate. A legally pitched ball, not struck at, that LANDS ON OR TOUCHES ANY PART OF home plate or the extension will be ruled a strike by the umpire. The extension is defined as part of home plate.**
 - * **The catcher must allow the ball to land or touch on any part of the strike zone in order for it to be called a strike, (for safety purposes).**
 - ***The batter shall not hit the ball after it touches the ground, plate, or plate extension. If the batter swings at the ball after it touches the ground, plate, or plate extension the ball is dead and a strike is called by the umpire. If it is the third strike, the batter will be declared out by the umpire(s) (for safety purposes).**
- 26) **All plays at home plate will be a forced out. Runner will not touch Home Plate including extension...they will simply cross a designated line (called the "Home Plate Line" marked off the corner of home plate, perpendicular to the 3rd base line, extending to the back stop) before the ball reaches Home Plate. The runner will be considered safe once they touch the ground on or beyond the line before the defensive player touches the plate/extension with possession of the ball. Runners cannot be tagged at Home Plate for an out at any time. All plays at the plate will be considered a FORCE OUT. If the runner touches home plate he or she will BE OUT. THERE WILL BE NO COLLISIONS AT THE PLATE. Any player crossing the "Commitment Line" on the 3rd Base Line between Home Plate and 3rd Base will not be allowed to return to 3rd base. Runners will be called out if they attempt to**

return to 3rd Base after crossing the “Commitment Line”. If the Extension is displaced, the umpire will determine if the extension is still in play.

*If the runner from 3rd base is “tagging up” for a hit fly ball, they will have to “tag up” before crossing the commitment line.

Diagram:



27) Homerun Rules:

Men's league, 5
home runs then an out

Coed Recreational, 3 up rule. Once the first team hits 3 home runs, the second team must hit a home run before the first team can hit another home run. So at any time, one team can only have 3 more home runs than the other team. An out will be recorded instead of a home run for any violation of this rule. This rule only applies to over the fence home runs, not inside-the-park home runs.

28) We will only reschedule up to two weeks' worth of games due to rain. Every rainout after, the games will be canceled and will not be played at a later date. We will make up all tournament games that are rained out.

29) Outfielder may not be in front of the 200' line and infielders must remain on the dirt when a female is at bat, until the ball is hit. PENALTY: the play stands if the batter reaches first base safely, and will be awarded an additional base. If the batter is called out before reaching first base, the batter is awarded first base and all other base runners are awarded 2 bases.

30) In comp, if a man is walked, he takes second base. The woman must hit. In recreation, the woman has the option of hitting or taking first base.

31) All gates need to be closed.

32) The batting line up must be rotated male/female or female/male. Players may play any position regardless of gender.

Protests and ejections:

33) Captain is only person that can address an umpire's call. Players that address an umpire's call can be ejected at the umpire's discretion.

34) A judgment call cannot be addressed by players or coaches. (i.e. safe at second)

35) If a person uses profane language that can be heard by the umpire or fans, they will be ejected. There will be no warnings.

36) If a player is ejected from a tournament, that player is out for the rest of the tournament. If a player is ejected from a game by any umpire, that player must pay a \$20 fine before they play their next game. They cannot play in the same

game ejected from or the team must forfeit. Second ejection of the season will be a \$50 fine; third ejection results in expulsion from the league including the league tournament. If a player plays another game before paying, he/she is ejected from the league.

- 37) There will not be protests; the umpire's call is final with clarification.
- 38) If the teams in the league protest any individual umpire from working games, Rifle Recreation and the head umpire will investigate. The head umpire will determine the decision on the umpire's employment for future games.
- 39) Any player touching an umpire aggressively will be ejected from the game/league and **will be prosecuted**. Players can only be reinstated by Recreation Staff.
- 40) Moneys collected from ejections will be placed in a youth scholarship fund.

Tournament seeding:

- 41) The tournament will be seeded according to league standings wins vs. losses. In case of a tie, the seeding of the teams will be determined as follows:
head to head competition, then run differential
- 42) **In Men's League: In the situation that teams are still tied for seeding even after head to head competitions,**
 - defense: which gave up the least amount of points/runs during the head to head competition
 - defense: which gave up the lowest average of points/runs during league games (not including forfeits)
 - offense: which scored the highest average of point/runs during the league games.

Park rules & regulations:

- 43) **The City of Rifle has an "open container" law (Code #7.04.060) stating that alcohol is not allowed anywhere in any City parks without special permit. We do not have a special permit for the season. Please follow this law throughout the season.**
- 44) Smoking is not allowed in the playing area, including the dugouts and coaching boxes. The City Parks Department will provide sand buckets in the bleacher areas for you to dispose of the cigarette butts. Please use them!

Medical Waiver Rule:

- 45) If a registered player is injured and unable to play adult softball during tournament and whose absence would cause the team to have less than 10 players (5 men & 5 women for Co-ed) on their roster for the evening, they may apply for a medical waiver. A medical waiver is not granted until it is approved by the Recreation Coordinator. If granted, a replacement player can play for the injured player. The replacement player cannot be a player from another team and must

sign the Individual Player Form before participating. In Co-ed, the replacement player must be the same gender of the injured player. The Recreation Coordinator may require a doctor's note to approve a medical waiver and must be notified at least 12 hours before game time. If a registered player arrives at any point of the game who can replace the waived player, they must do so immediately. Rifle Recreation reserves the right to approve or decline a medical waiver at any time.