



O'Fallon Parks and Recreation Adult Softball Program Rules

Players are expected to follow the rules of the league. Umpires are strongly encouraged by our leagues to enforce rules governing foul language and unsportsmanlike conduct. If you are ejected from a game for any reason, you will automatically receive a one game suspension. In doubleheader leagues this is either the second game of the doubleheader or the first game of the following week. A rainout is not a game and does not serve the suspension.

NO OUTSIDE FOOD, BEVERAGES, OR PERSONAL COOLERS ARE ALLOWED AT O'FALLON FAMILY SPORTS PARK

The O'Fallon Parks and Recreation Adult Softball for Men's and COED leagues will operate under the official USSSA Slow Pitch rules with the following league amendments and inclusions.

Legal Bats, USSSA Rules and Tournament information are posted on the following website:

<http://www.ussa.com/slowpitch>

PLAYER AND TEAM CODE OF CONDUCT

A. LEVELS OF DISCIPLINE FOR ADULT SPORTS

Listed below are the levels of discipline to which the O'Fallon Parks and Recreation Department subscribes. Adult sport activities are an integral part of the leisure-time pursuits. However, they must maintain a sportsmanlike discipline, which accepts authority as well as competition. Each individual is responsible for the actions of their entire team.

LEVEL 1: Any swearing, abusive language directed to any official, supervisor, participant or spectator may cause ejection from game. After being ejected from the game, if the person continues harassment of the same or different individuals, it will cause ejection from the facility. Ejection from any game will result in that player or coach being automatically suspended for the next game.

LEVEL 2: If the individual either continues action stemming from Level 1, and his/her actions are serious enough (in the eyes of the program supervisor) or the individual threatens (verbally) anyone, especially the officials in charge, they may face a three (3) game suspension.

LEVEL 3: If the individual either continues action stemming from Level 1 or 2 or if the individual attempts a physical confrontation with anyone at the event, especially an official or program supervisor, it may lead to a one (1) year suspension. Examples may be: swinging a fist and missing; trying to hit, in any way, anyone; or causing something else to have contact with either another individual and/or their possessions.

LEVEL 4: If the individual continues action stemming from Level 3 or if the individual causes physical contact by himself/herself with anyone connected with the program in any way, the person may be expelled from the league or activity permanently. This also includes property/personal damage.

B. Persistent poor behavior by any team will result in the dismissal of that team from the league.

C. COACHES & MANAGERS:

- Each coach/manager is expected to make each of his/her players aware of the Code of Conduct. In addition, each coach/manager will always be held accountable for the players on his/her team.

Playing Field/Approved Bats/Equipment

FIELD SETUP:

- Pitching Distance: 53'
- Base Distance: 70'
- Our league utilizes the safety white and orange double base at first. Once the batter- baserunner becomes a baserunner, the double base becomes one bag.
- All players must remain in the dugout at all times with the exception of the batter, on deck batter, and base coaches for 1st and 3rd base. NO EXCEPTIONS!

Commitment Lines for COED and CHURCH Leagues:

- The 3-foot commitment line shall be marked 30 feet from home plate.
- Once a runner's foot touches the ground on or past this line, the runner is committed to advance to the scoring plate.
- If a runner retreats across the commitment line, he will be declared out and the ball remains alive.
- A runner may retreat across the commitment line to retag base on a caught fly ball.
- The safety or scoring line shall be situated on an extension of the first base foul line.
- If the **runner touches home plate or runs through the batter's box**, the runner is out, and no run shall be scored.
- If the runner touches home plate that runner is automatically out.
- The defensive team must have possession of the ball and always touch home plate to record the out.
- If the defensive team attempts to tag the runner, the runner is automatically safe.

BATS:

- **All bats must have USSSA approval**

BATS: During all OPRD softball leagues any bat that has a **United States Specialty Sports Association (USSSA) bat stamp (new or old)** will be permitted, with the following exceptions:

NOTE: Bats marked **ASA ONLY** or **SENIOR SOFTBALL** are **NOT PERMITTED** for use in any division.

NOTE: Throughout the year, softball bats may be improperly marked by a Bat Manufacturer with a USSSA Approved Bat Stamp on the barrel. As such, these bats will NOT BE LEGAL. Our staff is constantly reviewing the USSSA bat list and website for any updates that may occur throughout the season.

NOTE: Any bat that is on the USSSA WITHDRAWN AND/OR NON-COMPLIANT BAT LIST will immediately be considered an illegal bat, even if it has a USSSA Approved Stamp and may have previously been on the APPROVED BAT LIST.

Cracks: If a bat has a crack that is going around or beginning to circle the bat, it will be considered illegal.

- The first offense of using an illegal bat will result in an "out" being called and all runners returned to base occupied prior to pitch. Second offense will result in the batter being ejected. The third offense

by the same team in one game will result in a forfeit. Players are responsible for knowing if the bat they use is considered legal.

- **Bat Warmers** – Any artificial or intentional method of controlling the temperature of a bat is illegal. That includes placing a bat in a sleeve designed to keep a bat warm or cool. It also includes intentionally placing a bat next to a heater. Bats may be placed in a protective sleeve that does not include means of warming or cooling the bat; otherwise the bat is considered altered and will be removed from the game.
- If a player throws a bat (i.e. at someone, in the direction of a player/official, or against the fence) they will be ejected from the game. They will also be suspended for at least one game.
- Ruling on pulling a bat from a game: If a player is injured by a hit ball severely enough that they must leave the game, the ball and bat will be confiscated.

BALLS:

- The official league ball will have the OPRD logo.
- Each team will be provided one dozen game balls at the beginning of the season. Extras softballs will be at the concession stands for purchase.
- Game balls will be the responsibility of each team.
- All leagues are “Hit and Get Your Own Ball”.
- It is the pitcher’s responsibility to verify the core of the ball. If the pitcher pitches the ball, it is considered legal for that pitch. The play/ball cannot be protested or appealed after the fact.

Players/Rosters/Eligibility/Lineups

1) No bat girls/bat boys or anyone under the age of 18 allowed on the fields.

2) The extra player rule will be allowed with free substitutions. If a pitcher is taken out of the game, he/she must not return to the pitcher position for 1 full inning.

TEAM ROSTERS:

- A team may carry 20 players on their official roster. Once a roster is finalized, any changes must be made in writing and submitted to Kristen Pelley, the Recreation Supervisor, before a player may be used.
 - **Men’s Competitive:** Teams are allowed to bat **12 players**.
 - **Church and Men’s Recreational:** Teams are allowed to bat 20 players.
 - **COED:** Teams are allowed to bat 20 players and must alternate male/female.
- Players may legally participate on only one team per division each night.
- Each player must be 18 years of age by the first scheduled game for each division to participate.
- Challenges involving eligibility of players must be made during the game. Possible offenders must present a driver’s license immediately; failure to do so will result in the offending team forfeiting the game.
- If a team is short of players to begin the game, you can use players from any other league but your own.

ELIGIBILITY:

- All players must be listed on your official roster on file with the O’Fallon Parks and Recreation Department to be eligible to play.
- If your team uses a non-rostered player and your opponent protests the game, your team will forfeit that game.
- If you feel that the opposing team is using a non-rostered player, you must lodge a protest with the umpire prior to the final out of the game. You may only question one player's eligibility per game.
 - That individual must present one valid photo I.D. to the umpire.

- The umpire will make note of the player's name, and the game will be completed. Protesting team must follow up with a written protest to the Recreation Supervisor, before an official ruling will be made.
- **Failure to produce a valid photo ID will result in that player being considered illegal, and a forfeit will result.**

NOTE: Individuals that are listed on the Free Agent list, are considered as rostered players for all teams, and therefore cannot be protested. However, a Free Agent may only legally play for one team per division per night.

HOME TEAMS:

- All teams are responsible for keeping their own book. Home team is considered the "official book". If the home team does not keep a book, then it falls to the visiting team's book.
- Home team provides game ball(s).

Complete Games/Time Limits/Run Rules/Forfeits

COMPLETE GAME:

- In the event of cancellation due to rain or other reasons, the losing team must have batted four (4) or more times to be considered a complete game, otherwise the game will revert to the last complete inning and will be rescheduled and completed from that point. If after 4 innings a game is rained out, the score will revert to the last completed inning to determine the final score.

RESCHEDULES:

- Games that were cancelled due to field conditions will be rescheduled on the same night as the original games for the first three occurrences.
- For each following occurrence, games may be rescheduled for a different night or cancelled with a refund of league fees, and the current standings will be used to determine the winner of each league.

TIME LIMIT:

- At game time the **CLOCK WILL BE STARTED**, no exceptions. If unable to do so by the time **15 minutes has elapsed, then the game is declared a forfeit.** Example: game time of 7:30pm, clock starts at 7:30pm, if 8 players are not on the field by 7:45pm, game is called a forfeit.
- A new inning shall not begin 59 minutes after the game starts unless the score is tied. **In the case of a tie, one extra inning will be played. The inning will begin with 1 out and a runner on second base. Batters in extra-inning games will begin with a 2 – 2 count.** This runner will be the last batted out from the previous inning. You can use your one courtesy runner of the inning as the runner on 2nd, but still must substitute and alert the official of doing so.
- NO game will end in a tie. A standard game is seven innings, unless shortened due to time limit, run rule, or field conditions. If extra innings are needed to determine a winner, each batter will come to the plate with a two ball, two-strike count with no courtesy foul. This format will continue until a winner is decided. Extra Innings will be defined as all innings played beyond the seventh inning, or all innings played after the game timer has expired.

RUN LIMITS:

- If a team is ahead by 10 or more runs after five innings, or ahead by at least 15 after four innings, or at least 20 runs after three innings, the team ahead will be declared the winner.

FORFEITS AND NUMBER OF PLAYERS:

- All teams must have at least nine players present to play. If a team is unable to field at least nine players at the designated game time, that team will automatically assume the rule of "visitor". If their ninth player has not arrived by the time the 1st half inning of play is completed, or all present players have batted, the game will be forfeited. If neither team has nine players, a double forfeit will result.
- If a player gets ejected, and there is no one to replace him/her, an out will be given every time the ejected player comes up in the batting order.

- If the team line up falls below 10 players due to injury or any other reason other than ejection, the batting order will be discontinued, and no penalizations will be given (i.e. having to take an out).

Game Play

UMPIRES & STAFF:

- The umpires and staff have the authority to deny the participation of any player, who in their opinion, appears to pose a threat to themselves and/or others due to intoxication or influence by a controlled substance - this shall not be considered an ejection; however, the individual will not be allowed to return to play another game on the same date. Decisions of the umpire and / or the League Coordinators are considered final.
- Only the coach will be allowed to question the decision of the umpire. The questioning must be done in an orderly manner. Any acts of unsportsmanlike conduct including the use of profane language, abusive or insulting language, shall forfeit the game by the offending team.
- No protests are allowed.

PITCHING:

- A legally pitched ball must, in the judgment of the umpire, reach a minimum arc of six (6) feet and shall not exceed a maximum height of 10 feet from the ground. Any ball that, in the umpire's judgment, does not meet these requirements will be a delayed dead ball. A batter may choose to swing at the ball and, in doing so, negates the dead ball. In which all results of the play are valid. If the batter chooses not to swing, the pitch will be called a "ball".
- No fake pitches are allowed whether while on the pitching rubber or not. Pitcher must come to a complete stop prior to pitching the ball.

BATTING ORDER:

- All players present for a game are to be placed in the official batting order.
- Late arriving players must be added to the bottom of the batting order and cannot take the place of an injured or ejected player in the lineup.
- Free defensive substitution is permitted.
- If a player leaves the game due to ejection, an "out" will be called every time their name comes up in the lineup.
- If a player decides he is not going to bat during the first time through the lineup, this player cannot be added to the lineup at any point during that game.
- No automatic out will be called if a player has to leave early or a player leaves due to obvious injury.

NOTE: If a player begins but does not complete the first game of a double header for any reason, he/she is ineligible for the second game of a double header.

BATTING COUNT:

- The batter will start at the plate with a one ball, one strike count, with no courtesy foul. Any foul ball after a batter has two strikes will result in a strike out. If a foul ball on the third strike is caught, the base runners may advance at their own risk. **During extra innings, each batter will come to the plate with a two-ball, two-strike count with no courtesy foul.**
- If a batter steps on or over the home plate, the batter shall be declared out.

CLEATS/ SPIKES/SHOES:

- No metal spikes shall be worn. Players must have athletic style shoes to play.

NOTE (on the first offense by a team in a given game): If the player is on offense with metal spikes on, he/she will be called "out" whether at bat or on base. On the SECOND offense by a team in a given game the player will be ejected.

BASE RUNNING:

- Runners may leave the base as soon as the ball crosses the front plane of the plate, touches the ground, or when the ball is contacted with the bat, whichever comes first.
- It is the runner's responsibility to avoid contact with the defensive player at all bases. If, in the opinion of the umpire, any contact outside of incidental, the runner will be called out and may be ejected from the game.

SLIDE RULE:

- This rule is up to the umpire's discretion. If the runner should have slid to avoid collision with the fielder and did not, that runner may be called out. If the runner intentionally tries to jar the ball loose or injure the fielder, that runner may be ejected from the game.

COURTESY RUNNER:

- Teams may use one (1) courtesy runner per inning. The courtesy runner shall be any runner in the batting order.

NOTE: For all divisions - if at any time the courtesy runner's batting position is due up when he/she is on base, an OUT will be recorded, and that batter's position will be skipped in the lineup.

HOME RUN RULE:

- Each team is allowed one home run per inning. **Each additional Home Run that is hit above the limit noted above will be considered an OUT.**
- Hit and Sit. No need to touch first base after hitting an over the fence home run. No runners will have to touch a base. The runs will automatically be awarded to the team.
- If a ball is hit out of play, the ball needs to be returned, and the team that hit the ball out must provide a new game ball to use until it is returned.

COED SUPPLEMENTAL RULES:

- Teams play with ten players on defense (5 Men and 5 Women).
- **Both teams must have at least nine (9) players (either combination of four men and five women or five men and four women to begin and continue play).**
- **If the team has only 4 women present, the spot in the batting order for the 5th woman will be considered an out every time this space in the order comes up. This option CANNOT be waived by the opponent or the umpire. In this scenario, two men will bat in consecutive spots in the order since an out will be recorded between them.**
- Teams may employ their players in whatever defensive positions they desire.
- All players present for the game are to be placed in the official batting order alternating by gender. Late arriving players must be added to the bottom of the batting order in proper gender rotation.

WALKED MALE BATTER:

- Any walk to a male batter will result in a two-base award.
- With less than two outs the next female batter must bat.
- With two outs the next female batter, has the option to walk or bat.
- The male batter does not have to touch first base prior to going to second.
- Runners on base advance only if forced.

COURTESY RUNNER:

- **The courtesy runner must be of the same sex.**

Post Season Playoffs

Playoffs are evaluated on a season by season basis. Not all teams are guaranteed to make end of season playoffs. *Church League will do a Single Elimination tournament for all teams*

LEAGUE TIE-BREAKERS

(Fewest number of team forfeits will always be the first tie-breaker)

Two teams:

- Head to Head competition between the teams tied.
- If two teams still tied, the team with the greater margin of victory head to head.
- If still tied, this process will be repeated beginning with the team with the best record in the standings and continuing with each subsequent team until the tie is broken.

Three or more teams (until only two teams tied, then follow two team process):

- Head to Head competition between the teams tied.
- Margin of Victory with all tied teams.
- Fewest runs allowed head to head.
- If still tied, this process will be repeated beginning with the team with the best record in the standings and continuing with each subsequent team until only two teams remain tied.

A cancellation due to poor weather or other conditions will be rescheduled. Completed games will follow the completed games rules as previously stated.

All playoff games will follow time limits as regular season games, however the championship game will have no time restrictions.

Rainouts

Rainout Hotline: 618-622-1439

- The O'Fallon rainout hotline will be updated **by 4pm at the earliest** for any game cancellations
- Any cancellations will be put on the Hotline; ***do not contact Parks and Recreation for cancellation information.***
- If severe weather ensues during games, the decision will be made by the umpires and site managers.
- If a game is cancelled while in progress, the game will follow official USSSA Game Rules previously stated as a complete game or incomplete game. ***Everyone must leave the playing field immediately and proceed to a safe area.***